



Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Mazinger Z (Toei)	Firepower	5	3	Giant	470	250
Ace Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale	
Koji Kabuto	20" 8"	4"	1	8600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Chogokin Z	6d10		+3 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rust Hurricane	8"	8d10	-	+6 Hits	6	100
[M-0] Fire in Melee						
Rocket Punch Z	20"	8d10	-	+6 Hits	-	300
Blindside on first use [ALT][Power-1] Iron Cutter - Finisher+2						
Drill Missiles	16"	7d10	-	+6 Hits	5	200
[Single Use][Gain Blindside the first time this weapons is used]						
Breast Fire [E]	28" 16"	8d10	Finisher+1	+6 Hits	5	300
[Power-1] to use						
Photon Beam [E]	32" 20"	5d10	+1d10	+6 Hits	4	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
All weapons gain Finisher+1						Pilot Trait I
For +50pts & +5VP gain Mazinpower						
In Round 4 gain +2 Power.						Trait +V

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Freezing Beam	8"	7d10	-	+6 Hits	6S	-
[Free Action Once on your Turn]						
Southern Cross Knife [X]	24" 16"	16d10	+2 Hits	+6 Hits	-	100
Single Use Support Melee DEF+2						
Mazinger Z Options - Freezing Beam +50pts Southern Cross Knife +40pts						

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Great Mazinger (Toei)	Firepower	5	5	Giant	490	500
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	20" 8"	4"	1	8900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Chogokin New Z	6d10		+5 DEF	6d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Great Typhoon	16"	10d10	-	+7 Hits	8P	-
PUSH Reroll 1s on ATK [M-0] Fire in Melee						
Atomic Punch	20"	8d10	-	+7 Hits	-	300
Blindside on first use [ALT][Power-1] Drill Pressure Punch - PEN+4						
Great Boomerang	20"	6d10	-	+7 Hits	4	300
[Power-1] to use [Free Action Once on your Turn]						
Breast Burn [E]	24" 12"	8d10	Finisher+1	+7 Hits	5	300
[Power-1] to use						
Thunder Break [E]	28" 20"	8d10	Finisher+2	+7 Hits	6	200
[Power-1] to use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Mazinger Blade	Melee	7d10	Finisher+2	+5 Hits	4	500
Double Sword [Power-1] - ATK 8d10						
Backspin Kick [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1.						Pilot
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.						Trait II
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.						-
For +50pts gain Mazinpower						
In Round 4 gain +2 Power.						Trait +V

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Navel Missile [X]	12"	10d10	-	+7 Hits	-	300
Single Use Support Melee DEF						
Great Booster [X]	24"	8d10	-	+7 Hits	-	800
Single Use & Lose Move-4"						
Great Mazinger - N. Missile +20pts Great Booster +100pts & Gain Move+4"						






Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Mazinger God Scrander	Guardian	5	6	Giant	330	750
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Koji Kabuto	16"	8"	2	7400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Shin Chogokin Z	6d10	+7 DEF		6d10	+8 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rust Hurricane	8"	8d10	-	+6 Hits	6	100
[M-0] Fire in Melee						
Shin Rocket Punch	16"	9d10	-	+6 Hits	-	300
First use - Gain Blinside on this attack						
Breast Fire [E]	28" 16"	8d10	Finisher+1	+6 Hits	5	300
[Power-1] to use						
Shin Photon Beam [E]	32" 20"	6d10	+1d10	+6 Hits	5	100
[Power-1][Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Scrander Cutter	Melee	7d10	-	+6 Hits	5	200
This weapon gains Blinside the first time it is used						
Shin Mazinger Fists [CC]	Melee	7d10	-	+6 Hits	6P	500
Big Bang Punch! [Power-2] - ATK 8d10 & Finisher+2						
Mecha & Pilot Traits						
When using Zeal one [Power] applies to all Rocket Punch attacks this Turn.						Trait +X
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I
All weapons gain Finisher+1						Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Shin Great Mazinger	Guardian	5	6	Giant	330	750
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	16"	8"	1	8300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Shin Chogokin Z	6d10	+7 DEF		6d10	+8 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Great Typhoon	16"	10d10	-	+6 Hits	8P	-
PUSH Reroll 1s on ATK [M-0] Fire in Melee						
Great Boomerang	20"	6d10	-	+6 Hits	4	300
[Power-1] to use [Free Action Once on your Turn]						
Atomic Punch	20"	8d10	-	+6 Hits	-	300
Blindside on first use [ALT][Power-1] Drill Pressure Punch - PEN+4						
Breast Burn [E]	24" 12"	8d10 Finisher+1	+6 Hits	5	300	
[Power-1] to use						
Thunder Break [E]	28" 20"	8d10 Finisher+2	+6 Hits	6	200	
[Power-1] to use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Shin Mazinger Blade	Melee	7d10 Finisher+2	+6 Hits	5	500	
Double Sword [Power-1] - ATK 8d10						
Shin Great Fists [CC]	Melee	8d10	-	+6 Hits	6P	500
The Left Hand of Zeus! [Power-1] - Finisher+2						
Mecha & Pilot Traits						
Increase the bonus by 1 for Feint.						Trait +V
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger					Pilot Trait II	
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.						-





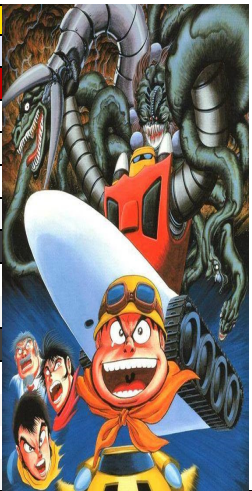
Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-1	Unstoppable	5	4	Massive	500	250
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	8"	8"	1	10400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Getter Wing	8d10		+1 DEF	8d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Getter Beam [E]	32" 24"	7d10	+1 Hit	+7 Hits	6	300
[Permanent Power-1] to use AOE						
Tomahawk Boomerang	8"	5d10	-	+7 Hits	-	700
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Getter Tomahawk	Melee	7d10	Finisher+1	+7 Hits	-	700
[Power-1] Double Tomahawk - ATK 8d10						
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I

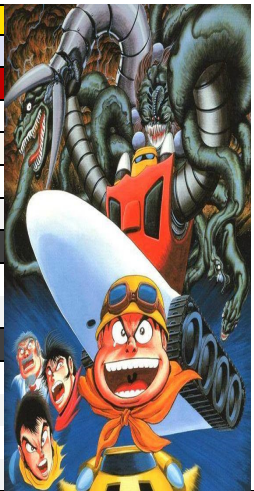
Getter Robo - Mecha & Pilot Traits						
Getter Robo has 3 forms which share HP, Power & "Unit Upgrades". Add up the Elite Level and VP for all 3 Forms.				-	Getter Robo	
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.				Trait +V	Change Getter!	
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.				-	Open Get!	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Getter Gatling [K]	32" 20"	10d10	Finisher+1	+7 Hits	-	300
[Power-1] to use						
+50pts Getter-1 gains the Getter Gatling						
						
500pt Getter-1 Variant - Gain Guts! Last Stand & Power+2 Lose Defiant, Change Getter & Open Get!						
This unit has Morale 3+. It is worth 127VP total.				Trait +X	Musashi's Last Stand	



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-2	Battler	5	4	Massive	500	250
Ace Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	8"	12"	1	10400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Getter Vision	10d10		+3 DEF	5d10		+4 DEF
	[Power-1] Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Massive Rocket Drill	16" 12"	7d10	Finisher+1	+4 Hits	5	500
[Power-2] to use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Drill	Melee	8d10	Finisher+1	+6 Hits	5	500
		-				
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
		-				
Mecha & Pilot Traits						
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally						Pilot Trait II

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-3 [A]	HeavyArms	5	4	Massive	400	250
Skilled Pilot (Elite 2)	Sensors	Move	Power	Armor HP	Morale	
Musashi Tomoe	20" 8"	4"	1	10400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Tracked Vehicle S	4d10		+1 DEF	7d10		+4 DEF
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Getter Missile [X]	32" 24"	5d10	Finisher+3	+7 Hits	-	500
	Three Uses					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Grappling Arms	12"	10d10	-	+6 Hits	8P	300
	PULL [First use this game is a Free Action]					
Crushing Strength III [CC]	Melee	7d10	Finisher+3	+6 Hits	6	700
	Daisetsuzan Oroshi [Power-2] - Gain PEN+3P					
Mecha & Pilot Traits						
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	Guts

An illustration of the Getter-3 mecha and its pilot, Musashi Tomoe. The mecha is a red and white tracked vehicle with large cannons. Musashi is a young man with orange hair, wearing goggles and a scarf, looking excited. The background shows a fiery, battle-torn landscape.






Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Dragon	Unstoppable	5	6	Massive	520	450
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	8"	8"	2	11600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Getter Wing	8d10	+2 DEF		8d10	+6 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Getter G Beam [E]	36" 28"	7d10	+1 Hit	+8 Hits	6	400
[Permanent Power-1] to use AOE						
Tomahawk Boomerang	8"	5d10	-	+8 Hits	-	700
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Getter Tomahawk	Melee	7d10	Finisher+1	+8 Hits	-	700
[Power-1] Double Tomahawk - ATK 8d10						
Massive Smash [CC]	Melee	6d10	-	+8 Hits	7P	500
-						

Mecha & Pilot Traits		
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I
Guts	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



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Liger	Battler	5	6	Massive	520	450
Ace Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	8"	16"	2	11600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Getter Vision	10d10		+4 DEF	5d10		+5 DEF
	[Power-1] Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Liger Missile [X]	28" 20"	8d10	+1d10	+5 Hits	-	400
Two Uses						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Drill	Melee	8d10	Finisher+1	+7 Hits	5	500
-						
Rocket Anchor	16"	10d10	-	+7 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						

Mecha & Pilot Traits		
Fearsome	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

Getter Robo G - Mecha & Pilot Traits						
Getter Robo has 3 Forms which share HP, Power & "Unit Upgrades". Add up the Elite Level and VP for all 3 Forms.				-	Getter Robo G	
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.				Trait +V	Change Getter!	
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.				-	Open Get!	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Getter Laser Cannon [E]	36" 20"	6d10	+1d10	+8 Hits	6	400
[Power-1] to use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Shine Spark	Melee	9d10	Finisher+3	+8 Hits	7	800
[Power-3] to use						
						
+200pts Dragon gains Shine Spark +50pts Dragon gains Getter Laser Cannon						



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Poseidon [A]	HeavyArms	5	6	Massive	420	450
Skilled Pilot (Elite 2)	Sensors	Move	Power	Armor HP	Morale	
Benkei Kuruma	20" 8"	4"	2	11600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Sturdy Super DEF	4d10		+2 DEF	7d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Poseidon Missile [X]	32" 24"	5d10	Finisher+3	+8 Hits	-	700
Two Uses						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Immobilizing Net	12"	7d10	-	+7 Hits	7S	-
[Free Action Once per Game]						
Getter Cyclone	24"	9d10	-	+7 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Crushing Strength III [CC]	Melee	7d10	Finisher+3	+7 Hits	6	700
Daisetsuzan Oroshi [Power-2] - Gain PEN+3P						
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





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	5	3	Massive	490	450
Ace Pilots (Elite 6)	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	12"	8"	2	11000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+2 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rockfighter Missiles [X]	28" 16"	16d10	+4 Hits	+4 Hits	-	100
	Two Uses Reroll 1s & 2s					
Big Blast [X]	20" 8"	10d10 Finisher+3	+4 Hits	-	-	300
	Single Use					
Atomic Burner	24" 12"	11d10	+3 Hits	+4 Hits	-	200
	[Power-1] to use AOE					
Super EM Spark [E]	24" 16"	6d10	+1d10	+4 Hits	5	300
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Super EM Yo-Yo	20"	7d10	-	+6 Hits	4	300
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Tornado	16"	7d10	-	+6 Hits	8S	-
	[Power-1] to use Support Melee ATK+2					
Super EM Spin	Melee	8d10 Finisher+3	+6 Hits	5	400	
	[Power-1] to use					
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
	-					

Mecha & Pilot Traits		
Hyoma	Prior to being attacked, make a Morale Save to Rally.	Trait +V
Juzo	Bullseye has +2 Crit Range (8++)	Trait +V
Chizuru	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
Kosuke	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	5	3	Massive	490	450
Ace Pilots (Elite 6)	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	12"	8"	2	11000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+2 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Missiles [X]	32" 20"	5d10	+3d10	+4 Hits	-	500
	Single Use Support ATK					
Voltes Beam [E]	24" 16"	7d10	+1d10	+4 Hits	5	300
	[Power-1] to use					
Voltes Bazooka [K]	24" 16"	7d10	+1d10	+4 Hits	-	800
	[Power-1] to use					
Grand Fire	24" 12"	11d10	+3 Hits	+4 Hits	-	200
	[Power-1] to use AOE					
Chain Knuckle	12"	7d10	-	+4 Hits	-	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Super EM Tops	20"	6d10	-	+6 Hits	4	400
	[Power-1] to use [Free Action Once on your Turn]					
Heaven Sword V Slash	Melee	8d10	Finisher+2	+6 Hits	-	600
	-					
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
	-					

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Kenichi
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	Ippei
Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Hiyoshi
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Daijiro





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	5	5	Massive	510	700
Ace Pilots (Elite 6)	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	16"	8"	2	11000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+3 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Macromolecular Bomb [X]	28" 20"	15d10	+4 Hits	+5 Hits	4	100
	Single Use Reroll 1s & 2s					
Big Blast Divider [X]	32" 20"	16d10	+4 Hits	+5 Hits	-	100
	Single Use Reroll 1s & 2s					
Big Blast [X]	20" 8"	10d10 Finisher+3	+5 Hits	-	300	
	Single Use					
Atomic Burner	24" 12"	11d10	+3 Hits	+5 Hits	-	200
	[Power-1] to use AOE					
V Laser [E]	28" 16"	7d10 Finisher+1	+5 Hits	5	200	
	[Power-1] to use					
Battle Chainsaws	8"	6d10	-	+5 Hits	4	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Super EM Yo-Yo	20"	7d10	-	+7 Hits	4	300
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Tornado	16"	7d10	-	+7 Hits	8S	-
	[Power-1] to use Support Melee ATK+2					
Super EM Spin	Melee	8d10 Finisher+3	+7 Hits	5	400	
	[Power-1] to use					
Twin Lancer	Melee	9d10 Counter+1	+7 Hits	-	400	
	-					
Grandasher [Crash]	Melee	8d10 Finisher+2	+7 Hits	-	1500	
	[Power-1] to use After attacking lose [HP-2800]					

Mecha & Pilot Traits		
Hyoma	Prior to being attacked, make a Morale Save to Rally.	Trait +V
Juzo	Bullseye has +2 Crit Range (8++)	Trait +V
Chizuru	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
Kosuke	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit		

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	5	5	Massive	510	700
Ace Pilots (Elite 6)	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	16"	8"	2	11000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Kocho Gaeshi	7d10		+3 DEF	7d10		+4 DEF
	Once per game roll 1d10 1-9 = +2 DEF 10 = +10 DEF.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Missiles [X]	32" 20"	5d10	+3d10	+5 Hits	-	500
	Single Use Support ATK					
Voltes Beam [E]	24" 16"	7d10	+1d10	+5 Hits	5	300
	[Power-1] to use					
Voltes Bazooka [K]	24" 16"	7d10	+1d10	+5 Hits	-	800
	[Power-1] to use					
Grand Fire	24" 12"	11d10	+3 Hits	+5 Hits	-	200
	[Power-1] to use AOE					
Chain Knuckle	12"	7d10	-	+5 Hits	-	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Super EM Tops	20"	6d10	-	+7 Hits	4	400
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Ball	12"	8d10	-	+7 Hits	9S	-
	[Power-1] to use Support Melee ATK+2					
Heaven Sword V Slash	Melee	8d10	Finisher+2	+7 Hits	-	600
	-					
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
	-					

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Kenichi
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	Ippe
Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Hiyoshi
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Daijiro
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit		

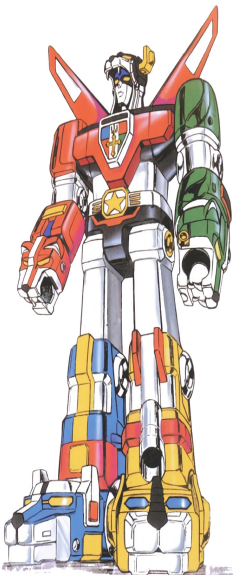




Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Daitarn 3	Versatile	5	3	Colossal	530	350
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Banjo Haran	8"	4"	1	17500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Daitarn Fan	7d10	+3 DEF		6d10	+6 DEF	
[A2] Muteki Armor	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Daitarn Snapper	16"	7d10	-	+6 Hits	-	200
[Free Action Once per Game]						
Daitarn Cannon [K]	28" 16"	5d10	+1d10	+6 Hits	-	600
First use - Gain Blindsight on this attack						
Navel Missile [X]	12"	10d10	-	+6 Hits	-	300
Single Use Support Melee DEF						
Sun Attack [E]	32" 24"	7d10	+1 Hit	+6 Hits	5	400
[Permanent Power-1] to use [Crash] Attacks gain +2 Hits this turn						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Wrecking Ball	8"	6d10	-	+6 Hits	7P	700
[Power-1] to use PUSH						
Daitarn Zanber	Melee	7d10	Finisher+1	+6 Hits	-	700
Double Sword [Power-1] - ATK 8d10						
Daitarn Javelin	Melee	8d10	Counter+1	+6 Hits	-	500
-						
Daitarn [Crash]	Melee	6d10	Finisher+2	+6 Hits	7P	2000
After attacking lose [HP-4500]						
Colossal Smash [CC]	Melee	5d10	-	+6 Hits	8P	600
-						
Mecha & Pilot Traits						
Transform to gain: Max Shooting Range+8" Melee DEF-2d10 Lose: All weapons except Cannons & Missiles & Ram [CC]						-
While transformed gain a free Accelerate Action Melee DEF-4d10 Lose: All weapons except Missiles & Sun Attack						-
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger						Pilot Trait II

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Raideen	Sniper	5	6	Massive	520	950
Ace Pilot (Elite 3)	Sensors	Fly	Power	Armor HP	Morale	
Akira Hibiki	36" 20"	8"	1	10700	5+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[MD2] Raideen Buckler	9d10	+3 DEF	7d10	+5 DEF		
	[Power-1] Blade Spin: Melee Attacker loses [HP-1000]					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
God Gorgon Bow [K]	40" 20"	7d10	Finisher+1	+8 Hits	-	400
-						
God Gorgon Multishot [K]	32" 20"	10d10	-2d10	+8 Hits	-	400
-						
Thunder Break [E]	28" 20"	8d10	Finisher+2	+8 Hits	6	200
[Power-1] to use						
Navel Missile [X]	12"	10d10	-	+8 Hits	-	300
Single Use Support Melee DEF						
God Voice (TK) [E]	32" 24"	9d10	+1 Hit	+8 Hits	7	300
[Permanent Power-1][HP-1200] to use AOE						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
God Breaker	Melee	7d10	Finisher+2	+4 Hits	-	400
Gain Blindside on the first use [Power-1] Energy Cutter - Gain PEN+4						
Gorgon Sword	Melee	8d10	Finisher+1	+4 Hits	-	500
-						
God Pressure (TK)	12"	7d10	-	+4 Hits	7	100
[M-0] Fire in Melee [HP-500] God Alpha - ATK 8d10						
God Bird [Crash]	Melee	9d10	Finisher+2	+4 Hits	-	1500
[Power-1] to use After attacking lose [HP-3300]						
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500
-						
Mecha & Pilot Traits						
The Flash Skill [M-3] is free for this unit twice per game.						Trait +XX
All weapons gain Finisher+1						Pilot Trait I
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Beast King GoLion (Voltron)	Unstoppable	5	5	Massive	525	750
Ace Pilots (Elite 6)	Sensors	Fly	Havoc	Armor HP	Morale	
GoLion Pilots	8"	8"	2	12200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Defender of the Universe	5d10		+3 DEF	9d10		+7 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Cross Beam	16"	6d10	-	+8 Hits	6S	-
[Free Action Once per Game]						
Laser Magnum [E]	24" 12"	6d10	+1d10	+8 Hits	7	300
-						
Fire Tornado [E]	24" 12"	6d10	+1d10	+8 Hits	7P	400
PUSH						
Grand Fire	24" 12"	11d10	+3 Hits	+8 Hits	-	200
[Power-1] to use AOE						
Foot Missile [X]	28" 20"	6d10	+2d10	+8 Hits	-	400
Two Uses Support ATK						
+100pts GoLion gains the Four Lion Attack						
Four Lion Attack	24" 16"	8d10	Finisher+1	+8 Hits	-	500
Single Use Gain Blindside on this attack Req. 1 Attack & 1 Move Action						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
King's Sword Jyuouken	Melee	8d10	Finisher+3	+8 Hits	4	600
Lightning Drop [Havoc-1] - PEN+2						
Lion's Bite [CC]	Melee	6d10	-	+8 Hits	7P	500
Grappling Lions [Havoc-1] - Once per game this weapon gains Blindside.						
Rampage [Crash]	Melee	8d10	Finisher+1	+8 Hits	7P	700
After attacking [HP-1300]						

Mecha & Pilot Traits

Chief (Keith)	This unit Hits on a 3+	Pilot Trait I
Moody (Lance)	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
Shorty (Pidge)	Dodge gives +2 Crit Range (8++)	Trait +V
Princess Fala	Guard gives +2 Defense dice (+2d10)	Trait +V
Hothead (Hunk)	All weapons gain Finisher+1	Pilot Trait I

GoLion Additional Equipment Options. +20pts Needle Missiles, +30pts Double Sword, +50pts Space Cutter, +20pts Gatling Missiles

Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Needle Missiles [X]	24" 16"	16d10	+2 Hits	+8 Hits	-	100
Single Use Support Melee DEF+2						
Double Sword	20"	8d10	-	+8 Hits	-	500

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
GoShogun	Battler	5	7	Massive	535	700
Ace Pilots (Elite 4)	Sensors	Fly	Power	Armor HP	Morale	
GhoShogun Pilots	20"	12"	1	10700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+4 DEF	7d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Chest Beam [E]	20" 12"	6d10	+1d10	+6 Hits	6	200
Support DEF						
Space Bazooka [E]	28" 16"	7d10	+1d10	+6 Hits	6	700
[Single Use][Power-1]						
Laser Vision [E]	28" 20"	5d10	+1d10	+6 Hits	5	100
[Free Action Once on your Turn]						
GoFlasher [E]	40" 20"	5d10	-1d10	+6 Hits	6	800
[Single Use][Permanent Power-1] Gain Finisher+4 vs Size 2+ Targets						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
GoSaber	Melee	8d10	Finisher+3	+8 Hits	4	500
-						
Massive Smash [CC]	Melee	6d10	-	+8 Hits	7P	500
-						
Go Polearm [Crash]	Melee	7d10	Finisher+1	+8 Hits	7P	400
-						

Mecha & Pilot Traits

Once per game this unit may Blindside with the Space Bazooka or the GoFlasher.	Trait +V	Teleporting Weapons
Barrage gives +2 Shots	Trait +V	Shingo
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Killy
This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	Remy
After GoFlasher roll a d10 + Unit's Frame (1-5) & Pilot Level (0-3). [10+] No effect. [1-9] The unit self-destructs and is removed from battle.	Trait +XV	Stage 3 GoFlasher (Machine Sentence)
Stage 3 GoFlasher is introduced later in the series. Remove it for -150pts		



If you are using a higher Performance GoLion / Voltron upgrade all the Lions to that Performance level for Free

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Black Lion	Guardian	3	5	Giant	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Chief (Keith)	8"	8"	-	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10	+4 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
Blade	Melee	8d10	Finisher+1	+6 Hits	-	500
-						
Bite [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						

Mecha & Pilot Traits

Talented Pilot

This unit Hits on a 3+

Pilot
Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Blue / Yellow Lion	Guardian	3	5	Giant	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Fala / Hothead (Hunk)	8"	8"	-	5600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF		9d10 +4 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Pod [X](2)	28" 16"	10d10	+2d10	+6 Hits	-	200
	Two Uses Support ATK					
Beam Cannon [E]	36" 20"	5d10	+1d10	+6 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Blade	Melee	8d10	Finisher+1	+6 Hits	-	500
	-					
Bite [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					
Mecha & Pilot Traits						

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

Talented Pilot

All five of the Space Lions have Astonishing Entrance

Astonishing Entrance

On the first turn this unit is attacked gain +1 Block vs each attack action.
Gain a free Accelerate action in the 1st Round it is deployed.

Trait +II

I'll Form the Head!

The five Lions can form GoLion (or vice versa) at the end of any Round after scoring CPs. Track the HP for GoLion and the Space Lions separately. Place the model(s) as close as you can to the Center CP.

You can still form GoLion (Voltron) if a Lion is defeated, lose [M-1] when combining for each one defeated

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Red Lion	Guardian	3	5	Giant	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Moody (Lance)	8"	8"	-	5600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Fire Tornado [E]	24" 12"	6d10	+1d10	+6 Hits	7P	400
	PUSH					
Gatling Missiles [X]	32" 20"	5d10	+3d10	+6 Hits	-	500
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Blade	Melee	8d10	Finisher+1	+6 Hits	-	500
	-					
Bite [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mecha & Pilot Traits

Talented Pilot

This unit Hits on a 3+

Pilot
Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Green Lion	Guardian	3	5	Giant	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Shorty (Pidge)	8"	8"	-	5600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Laser Magnum [E]	24" 12"	6d10	+1d10	+6 Hits	7	300
Gatling Missiles [X]	-					
	32" 20"	5d10	+3d10	+6 Hits	-	500
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Blade	Melee	8d10	Finisher+1	+6 Hits	-	500
Bite [CC]	-					
	Melee	7d10	-	+6 Hits	6P	400
	-					

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

Talented Pilot



Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Galaxy Cyclone Bryger	Raid	5	3	Giant	470	450
Ace Pilots (Elite 8)	Sensors	Fly	Power	Armor HP	Morale	
J9 Cosmo Rangers	16"	8"	1	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+3 DEF	7d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bry-Sword Flash [E]	Self	6d10	-	+6 Hits	6	200
[Power-1] to use AOE: 8" Radius Circle						
Cosmo Winder Guns [E]	24" 12"	6d10	+1d10	+6 Hits	6	100
Reroll 1s on ATK						
Laser Vision [E]	28" 20"	5d10	+1d10	+6 Hits	5	100
[Free Action Once on your Turn]						
Bry-Cannon [E]	36" 20"	5d10	+2d10	+6 Hits	7	400
[Power-1] & Requires Pancho's Special Delivery						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Bry-Sword	Melee	7d10	Finisher+1	+4 Hits	5	500
Double Sword [Power-1] - ATK 8d10						
Bry-Spear	Melee	8d10	Counter+1	+4 Hits	4	400
-						
Claws [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Bry-Thunder Car	Ambush: This unit can reinforce on any Table Edge	Trait +II
Transform (Bry-Star)	While transformed gain 2 free Accelerate Actions Melee Block-4d10 Lose: All weapons except Laser Vision	-
Poncho's Special Delivery	The Bry-Cannon is usable in Round 4+. To equip and use it before Round 4 you must lose [M-1].	Trait-V
Blaster Kid	Bullseye has +3 Crit Range (7++)	Trait +X
Speedy Bowie	Dodge gives +3 Crit Range (7++)	Trait +X
Merciless Isaac	All weapons gain Finisher+1	Pilot Trait I
Angel Omachi	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Galactic Gale Baxingar	Assault	5	7	Massive	530	900
Ace Pilots (Elite 7)	Sensors	Fly	Power	Armor HP	Morale	
J9-II Cosmo Rangers	16"	12"	2	10700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
SR Blade Defense	7d10		+3 DEF	9d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Laser Magnum [E]	24" 12"	6d10	+1d10	+8 Hits	7	300
	-					
Hyper Beam Cannons [E]	28" 20"	5d10	+3d10	+8 Hits	5	100
	[Free Action Once on your Turn]					
Foot Missile [X]	28" 20"	6d10	+2d10	+8 Hits	-	400
	Two Uses Support ATK					
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+8 Hits	-	1000
	Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Baxin-Sword	Melee	8d10	Finisher+2	+8 Hits	5	600
	-					
Massive Smash [CC]	Melee	6d10	-	+8 Hits	7P	500
	-					

Mecha & Pilot Traits		
Ambush: This unit can reinforce on any Table Edge	Trait +II	Cosmo Bikes
[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-	Limited 360 Firing Arc
This unit Hits on a 3+	Pilot Trait I	Don Condor
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Billy the Shot
The Zeal Skill [M-3] is free for this unit once per game.	Trait +X	Jumping Sama
Increase the bonus by 1 for Feint.	Trait +V	Double-Edged Sword Shuteken
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Layla the Immortal





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
GaoGaiGar	Guardian	5	3	Giant	370	250
Skilled Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	4"	2	8600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+4 DEF		9d10 +5 DEF	
[A1] Bravenium	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Broken Magnum	20"	7d10	-	+5 Hits	4	400
[Power-1] to use [Gain Blinside on first use]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Drill Attack	Melee	7d10	Finisher+1	+5 Hits	5	400
-						
GaoGaiGar Fists [CC]	Melee	8d10	-	+5 Hits	6P	500
Hell & Heaven [Power-1][HP-1300] - ATK 10d10 & Gain Finisher+3						
Goldion Hammer	Melee	6d10	Finisher+2	+5 Hits	-	1200
Hammer Hell & Heaven [Power-1]: Finisher+2						
Mecha & Pilot Traits						
DMG<400 or PEN<7 Attacks do not reduce the Barriers Strength If an [E] attack has 0 Unblocked Hits you may Counter with that [E] weapon profile						Trait +X
[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.						-
[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.						-
All weapons gain Finisher+1						Pilot Trait I
It costs [M-2] to deploy this unit before Round 2.						Trait-V
The Goldion Hammer is usable in Round 4+. To equip and use it before Round 4 you must lose [M-3].						Trait-XV

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Star GaoGaiGar	Guardian	5	7	Giant	510	700
Ace Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	4"	3	8600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+6 DEF		9d10 +7DEF	
[A1] Bravenium	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Broken Phantom	24"	7d10	-	+7 Hits	6	400
[Power-1] to use [Gain Blinside on first use]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Drill Attack	Melee	7d10	Finisher+1	+7 Hits	5	400
-						
GaoGaiGar Fists [CC]	Melee	8d10	-	+7 Hits	6P	500
Hell & Heaven [Power-1][HP-1300] - ATK 10d10 & Gain Finisher+3						
Goldion Hammer	Melee	6d10	Finisher+2	+7 Hits	-	1200
Hammer Hell & Heaven [Power-1]: Finisher+2						
Mecha & Pilot Traits						
DMG<400 Attacks do not reduce the Barriers Strength Allies within 8" also benefit from this Barrier						Trait +XXX
[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.						-
[M-1][Once per Game] R:8" Roll a d10. On a 5+ the target takes 1 Stun DMG, on a 10+ they take 2 Stun DMG.						Trait +V
This unit Hits on a 3+ 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 II
It costs [M-2] to deploy this unit before Round 2.						Trait-V
The Goldion Hammer is usable in Round 4+. To equip and use it before Round 4 you must lose [M-3].						Trait-XV





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	5	3	Giant	370	250
Trilled Pilot (Elite 1)s (Elite	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	8"	-	8600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+3 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sunglasses Throw	16"	7d10	-	+4 Hits	-	300
[Power-1] to use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Drill Hand	Melee	7d10	Finisher+1	+6 Hits	5	400
-						
Gurren Charge [Crash]	Melee	8d10	Finisher+1	+6 Hits	7P	600
After ATK lose [HP-1000] Inazuma Kick [Power-2] - ATK 9d10 DMG 700						
Gurren Sunglasses [CC]	Melee	7d10	Counter+1	+6 Hits	6P	400
-						

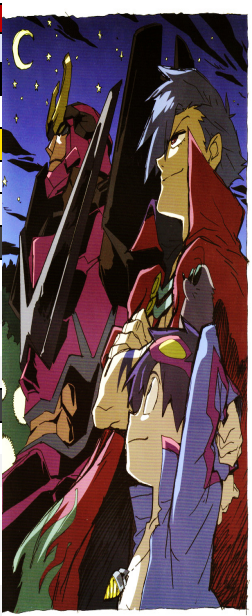
Mecha & Pilot Traits			
Spiral Power II	When this unit passes a Morale Save to Rally gain +1 Power this Round. Gain a permanent +1 Power at the start of Round 2 & 3.		Trait +X
Pierce the Heavens	Finishing Blow does 1500 DMG instead of 1000 DMG.		Trait +V
Kamina: "Believe in me who believes in you Simon"	Before rolling DEF make a Morale Save to Rally.		Trait +V
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

+10pts Gurren Lagann gains Drill Missiles						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Drill Missiles	16"	7d10	-	+4 Hits	5	200
[Single Use][Gain Blinside the first time this weapons is used]						

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	5	4	Giant	480	500
Ace Pilots (Elite 6)	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	8"	-	8600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Robot Defenses	7d10		+4 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sunglasses Skewer	16"	7d10	-	+4 Hits	-	300
Support Melee ATK+2 [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Unlimited Drills	Melee	9d10	-	+6 Hits	5	300
Giga Drill Breaker [Power-3] - ATK 10d10 Finisher+3						
Gurren Charge [Crash]	Melee	8d10	Finisher+1	+6 Hits	7P	600
After ATK lose [HP-1000] Inazuma Kick [Power-2] - ATK 9d10 DMG 700						
Gurren Sunglasses [CC]	Melee	7d10	Counter+1	+6 Hits	6P	400
-						

Mecha & Pilot Traits			
When this unit passes a Morale Save to Rally gain +1 Power this Round. Gain a permanent +1 Power at the start of Round 2-5.	Trait +XV		Spiral Power III
Finishing Blow does 1500 DMG instead of 1000 DMG.	Trait +V		Pierce the Heavens
Before rolling DEF make a Morale Save to Rally.	Trait +V		Kamina: "Believe in me who believes in you Simon"
All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II		Burning Passion

+50pts Gurren Lagann gains Full Drillize						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Full Drillize [K]	Self	8d10	-	+4 Hits	4	500
[Power-3] to use AOE: 8" Radius Circle						





Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Big O	HeavyArms	5	3	Colossal	530	500
Ace Pilot (Elite 3)	Sensors	Move	Havoc	Armor HP	Morale	
Roger Smith	24" 12"	4"	1	19000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S3] Super Heavy Shield	2d10		+4 DEF		6d10 +8 DEF	
[A2] Cast in the Name of God	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Cannon Party [K]	24" 16"	10d10 Finisher+1	+7 Hits		-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Missile Party [X]	24" 16"	7d10 Finisher+3	+7 Hits		-	300
Single Use [Free Action Once on your Turn]						
Laser Vision [E]	28" 20"	5d10	+1d10	+7 Hits		5 100
[Free Action Once on your Turn]						
Chrome Buster [E]	32" 24"	8d10 Finisher+1	+7 Hits		6	500
[Permanent Havoc-1] AOE Req. 1 Combat & 2 Move actions						
+100pts Big O gains O Thunder						
O Thunder [E]	28" 20"	11d10 Finisher+3	+7 Hits		5	200
[Havoc-1] to use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Moby Dick Anchor	12"	10d10	-	+6 Hits		9P 300
PULL [Single Use][Free Action]						
Big O Fists [CC]	Melee	6d10	-	+6 Hits		8P 600
Sudden Impact [Havoc-1] - Gain Finisher+2						
Mecha & Pilot Traits						
Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge						Trait +III
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Trait +V
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
[Permanent Havoc-2] In Round 5 you may give Chrome Buster is ATK 10d10 and DMG+200						-
Afterwards HP is set to 100.						
+50pt Upgrade						
In Round 4 gain +2 Havoc.						Trait +V

Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Big Duo	Raid	5	3	Colossal	530	500
Ace Pilot (Elite 3)	Sensors	Fly	Havoc	Armor HP	Morale	
Schwarzwald	24"	8"	1	19000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10		+4 DEF
[A2] Cast in the Name of God	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Megaton Missiles [X]	40" 20"	5d10	-1d10	+6 Hits	-	1200
[Single Use][Permanent Havoc-1] Gain Finisher+4 vs Size 2+ Targets						
TL Missile Salvo [X](4)	36" 20"	6d10	+3d10	+6 Hits	-	400
Four Uses Support ATK						
Laser Vision [E]	28" 20"	5d10	+1d10	+6 Hits	5	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Propeller Hands	Melee	8d10	-	+4 Hits	4	400
-						
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500
-						
Mecha & Pilot Traits						
Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge						Trait +III
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Trait +V
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I
This unit makes 2 Morale Saves to Rally when it activates.						Pilot Trait I
+50pt Upgrade						
In Round 4 gain +2 Havoc.						
Trait +V						





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Dancouga (TV)	Unstoppable	5	3	Massive	490	500
Ace Pilots (Elite 6)	Sensors	Move	Havoc	Armor HP	Morale	
Cyber Beast Force	8"	4"	-	12800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Super Heavy DEF	6d10		+1 DEF	8d10	+5 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Repeater [E]	24"	10d10	-	+7 Hits	4	100
	[Free Action Once on your Turn]					
TL Missile Pod [X]	28" 16"	10d10	+3d10	+7 Hits	-	200
	Single Use Support ATK					
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+7 Hits	6	400
	-					
DaiGun [E]	32" 24"	7d10	Finisher+1	+7 Hits	5	500
	Single Use AOE Req. 1 Combat & 2 Move actions					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Dancouga Fists [CC]	Melee	8d10	Finisher+1	+7 Hits	6P	500
	-					
Rampage [Crash]	Melee	8d10	Finisher+1	+7 Hits	7P	700
	After attacking [HP-1300]					

Mecha & Pilot Traits			
Aggressive Beast Change	Round 4+ or [Once per Round][M-1] to Activate. All ATK & DEF rolls gain +1 die (+1d10) for the Round.	Trait +V	
Shinobu	All weapons gain Finisher+1	Pilot Trait I	
Ryo	Increase the bonus by 1 for Swift Strike.	Trait +V	
Sara	Prior to being attacked, make a Morale Save to Rally.	Pilot Trait I	
Masato	This unit Hits on a 3+	Trait +V	

+100pts +10VP - Dancouga gains YATTE YARU ZE!!		
YATTE YARU ZE!!	The Valor Skill [M-3] is free for this unit once per game.	Trait +X

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Dancouga (Requiem)	Unstoppable	5	5	Massive	510	750
Ace Pilots (Elite 6)	Sensors	Fly	Havoc	Armor HP	Morale	
Cyber Beast Force	8"	8"	1	11600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Super Heavy DEF	6d10		+2 DEF	8d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Repeater [E]	24"	10d10	-	+8 Hits	4	100
[Free Action Once on your Turn]						
TL Missile Pod [X]	28" 16"	10d10	+3d10	+8 Hits	-	200
Single Use Support ATK						
Tri Heavy Beam Cannon [E]	32" 24"	5d10	+3d10	+8 Hits	6	400
-						
DaiGun [E]	32" 24"	7d10	Finisher+1	+8 Hits	5	500
Single Use AOE Req. 1 Combat & 2 Move actions						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Dancouken	Melee	8d10	Finisher+2	+8 Hits	4	500
-						
Dancouga Fists [CC]	Melee	8d10	Finisher+1	+8 Hits	6P	500
-						
Rampage [Crash]	Melee	8d10	Finisher+1	+8 Hits	7P	700
After attacking [HP-1300]						

Mecha & Pilot Traits			
Round 4+ or [Once per Round][M-1] to Activate. All ATK & DEF rolls gain +1 die (+1d10) for the Round.	Trait +V		Aggressive Beast Change
All weapons gain Finisher+1	Pilot Trait I	Shinobu	
Increase the bonus by 1 for Swift Strike.	Trait +V		Ryo
Prior to being attacked, make a Morale Save to Rally.	Pilot Trait I	Sara	
This unit Hits on a 3+	Trait +V		Masato

+150pts - God Bless Dancouga OVA - Gain the Dancougaken Attack						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Dancougaken	16"	7d10	Finisher+4	+8 Hits	-	1000
Single Use Permanent [Havoc-1] to use AOE:Line						



If you are using a higher Performance Dancouga (i.e. Requiem) upgrade all the Cyber Beasts to that Performance level for Free

Super Robot (SR)	Role	Frame	Performance	Size -1	VP	Points
Eagle Fighter	Interceptor	3	3	Mighty	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Shinobu	8"	12"	-	1800	6+	
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
Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+5 Hits	-	100
[Free Action Once on your Turn]						
TL Aircraft Missiles [X]	28" 12"	10d10	+2d10	+5 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Eagle [Crash]	Melee	9d10	Finisher+1	+3 Hits	-	300
Single Use						
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

Talented Pilot

This unit Hits on a 3+

Pilot
Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Big Moth	Unstoppable	3	3	Giant	-	-
Skilled Pilot (Elite 1)	Sensors	Move	Havoc	Armor HP	Morale	
Ryo	8"	4"	-	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+0 DEF	9d10	+3 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Repeater [E]	24"	10d10	-	+7 Hits	4	100
[Free Action Once on your Turn]						
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+7 Hits	6	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Fists [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Rampage [Crash]	Melee	8d10	Finisher+1	+7 Hits	7P	700
After attacking [HP-1300]						

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

Talented Pilot

All Cyber Beast Machines (Eagle, Moth, Couga, Liger) have Aggressive Beast Change

Aggressive Beast Change

Round 4+ or [Once per Round][M-1] to Activate. All ATK & DEF rolls gain +1 die (+1d10) for the Round.

Trait +V

CODE THX-1138 DANCOUNGA!

The four Cyber Beast can form Dancouga (or vice versa) at the end of any Round after scoring CPs. Track the HP for Dancouga and the Cyber Beasts separately. Place the model(s) as close as you can to the Center CP.

You can still form Dancouga if a Cyber Beast is defeated, lose [M-1] when combining for each one defeated

Super Robot (SR)	Role	Frame	Performance	Size -1	VP	Points
Land Couga	Battler	3	3	Mighty	-	-
Skilled Pilot (Elite 1)	Sensors	Move	Havoc	Armor HP	Morale	
Sara	8"	8"	-	2400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10	+2 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bz Beam Carbine [E]	28" 12"	7d10	+1d10	+4 Hits	6	100
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Bite	Melee	7d10	Finisher+2	+6 Hits	-	300
This weapon gains Blindside the first time it is used						
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
	-					

Mecha & Pilot Traits

Talented Pilot

This unit Hits on a 3+

Pilot
Trait I

Super Robot (SR)	Role	Frame	Performance	Size -1	VP	Points
Land Liger	Battler	3	3	Mighty	-	-
Skilled Pilot (Elite 1)	Sensors	Move	Havoc	Armor HP	Morale	
Masato	8"	8"	-	2400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Super Heavy DEF	5d10		+3 DEF	9d10	+2 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Rifle [E]	24" 16"	6d10	+2d10	+4 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Bite	Melee	7d10	Finisher+2	+6 Hits	-	300
This weapon gains Blindside the first time it is used						
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

Talented Pilot



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gundor	-	5	3	Titanic	530	750
Skilled Captain (Elite 4)	Sensors	Fly	Havoc	Armor HP	Morale	
Dr. Hazuki	24" 8"	4"	2	26400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Warship Defenses	4d10		+3 DEF	8d10	+5 DEF	
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gundor Cannon [E]	40" 32"	9d10	Finisher+3	+3 Hits	6	700
Single Use AOE [Permanent Havoc-2]						
2x Ship Hi-Power MPC [E]	40" 32"	4d10	+1d10	+3 Hits	7	600
-						
[AA] Beams IV [E][360]	24"	10d10	-	+3 Hits	6	100
Support DEF		Rear Arc Full ATK				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Gundor Bite	Melee	7d10	Finisher+2	+3 Hits	-	600
Req. Aggressive Beast Change This weapon gains Blindside on the first use						
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

Warship & Captain Traits		
Aggressive Beast Change	Round 4+ or [Once per Round][M-1] to Activate. All ATK & DEF rolls gain +1 die (+1d10) for the Round.	Trait +V
Expert Engineering Division	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.	CAPT I

Super Robot (SR)	Role	Frame	Performance	Size -1	VP	Points
Black Wing	Raid	3	5	Mighty	295	250
Ace Pilot (Elite 3)	Sensors	Fly	Havoc	Armor HP	Morale	
The Black Knight	12"	12"	-	1800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Flying Aircraft	7d10		+4 DEF	4d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Vulcans [K]	24" 12"	10d10	+2 Hits	+7 Hits	-	100
[Free Action Once on your Turn]						
Aircraft Laser Cannon [E]	36" 20"	6d10	+1d10	+7 Hits	5	200
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Claws	Melee	7d10	Finisher+2	+5 Hits	-	300
This weapon gains Blindside the first time it is used						
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+5 Hits	7P	700
After attacking [HP-800]						

Warship & Captain Traits		
Round 4+ or [Once per Round][M-1] to Activate. All ATK & DEF rolls gain +1 die (+1d10) for the Round.	Trait +V	Aggressive Beast Change
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	Tactician
This unit Hits and Defends on a 3+	Pilot Trait II	Infamous Ace

