



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 Blinside 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
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Mecha & Pilot Traits

Renowned Pilot	This unit Hits on a 3+	Pilot Trait I
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I
For +50pts & +5VP gain Mazinpower		
Mazin Power	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
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Mecha & Pilot Traits

All weapons gain Finisher+1.	Pilot Trait II	Impulsive
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	-	Two Mazingers
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	Mazin Power	

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 Blindsight 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 Blindsight 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					

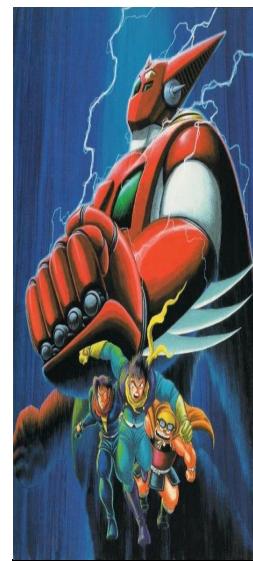
Mecha & Pilot Traits

Multi Rocket Punch	When using Zeal one [Power] applies to all Rocket Punch attacks this Turn.	Trait +X
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
Quest for Vengeance	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
	Blindsight 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	Skilled Swordsman
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Genius Pilot
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.	-	Two Mazingers



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

Defiant	All weapons gain Finisher+1	Pilot Trait I
No Nonsense Pilot	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!							
							
							
							
							
							
							
							
							



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
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Mecha & Pilot Traits

Mastermind	This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II
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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
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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

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.				Trait +V		Change Getter!		
Permanent +1 Power (Max 5) each time you cycle through all 3 forms.								
[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 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
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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 Blindsight						
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



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	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
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 Dai-Tank	Transform to gain: Max Shooting Range+8" Melee DEF-2d10 Lose: All weapons except Cannons & Missiles & Ram [CC]	-
Transform Dai-Fighter	While transformed gain a free Accelerate Action Melee DEF-4d10 Lose: All weapons except Missiles & Sun Attack	-
Invincible	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 Blindsight 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	Extrasensory Perception II
All weapons gain Finisher+1	Pilot Trait I	Menacing Visage
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Daredevil



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 Blinside on this attack Req. 1 Attack & 1 Move Action						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
King's Sword Jyouken	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 Blinside.						
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	

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
<i>Support DEF</i>						
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						
Mecha & Pilot Traits						
Once per game this unit may Blinside 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 Sentience)
Stage 3 GoFlasher is introduced later in the series. Remove it for -150pts						

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
-						

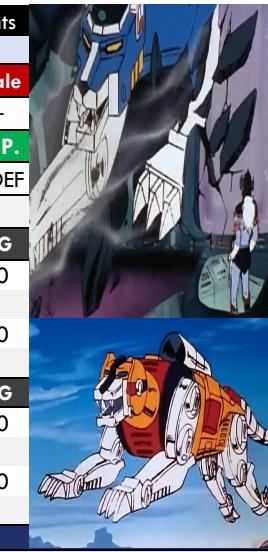
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Space Cutter	12"	7d10	-	+8 Hits	-	500
First use - Gain Blinside on this attack						
Gatling Missiles [X]	32" 20"	5d10	+3d10	+8 Hits	-	500
Single Use Support ATK						



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						
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						
	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. Trait +II
Gain a free Accelerate action in the 1st Round it is deployed.



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] Bravarium						
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

[Barrier 3][180] Protect Shade	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	
Hyper Mode	[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.	-	
Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.	-	
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I	
Final Fusion Approved!	It costs [M-2] to deploy this unit before Round 2.	Trait-V	
Safety Release Protocol	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"	2	8600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Super Heavy DEF	5d10		+6 DEF	9d10	+7 DEF	
[A1] Bravarium						
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	[Barrier 5][180] Protect Wall
[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.	-	Hyper Mode
[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	Gatling Driver
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	Unfaltering Courage
It costs [M-2] to deploy this unit before Round 2.	Trait-V	Final Fusion Approved!
The Goldion Hammer is usable in Round 4+. To equip and use it before Round 4 you must lose [M-3].	Trait-XV	Safety Release Protocol



Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	5	3	Giant	370	250
Killed 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
	-					



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
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Missile Party [X]	24" 16"	7d10	Finisher+3	+7 Hits	-	300
<i>Single Use [Free Action Once on your Turn]</i>						
Laser Vision [E]	28" 20"	5d10	+1d10	+7 Hits	5	100
<i>[Free Action Once on your Turn]</i>						
Chrome Buster [E]	32" 24"	8d10	Finisher+1	+7 Hits	6	500
<i>[Permanent Havoc-1] AOE Req. 1 Combat & 2 Move actions</i>						
+100pts Big O gains O Thunder						
O Thunder [E]	28" 20"	11d10	Finisher+3	+7 Hits	5	200
<i>[Havoc-1] to use</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Moby Dick Anchor	12"	10d10	-	+6 Hits	9P	300
<i>PULL [Single Use][Free Action]</i>						
Big O Fists [CC]	Melee	6d10	-	+6 Hits	8P	600
<i>Sudden Impact [Havoc-1] - Gain Finisher+2</i>						

Mecha & Pilot Traits

Showtime!	Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge	Trait +III	
Ye Not Guilty	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Trait +V	
Paradigm City Negotiator	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	
Final Stage	[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	-	
The Show Must Go On!	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
<i>[Single Use][Permanent Havoc-1] Gain Finisher+4 vs Size 2+ Targets</i>						
TL Missile Salvo [X](4)	36" 20"	6d10	+3d10	+6 Hits	-	400
<i>Four Uses Support ATK</i>						
Laser Vision [E]	28" 20"	5d10	+1d10	+6 Hits	5	100
<i>[Free Action Once on your Turn]</i>						

Mecha & Pilot Traits

Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge	Trait +III	Showtime!
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Trait +V	Ye Not Guilty
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		
The Show Must Go On!	In Round 4 gain +2 Havoc.	Trait +V The Show Must Go On!



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

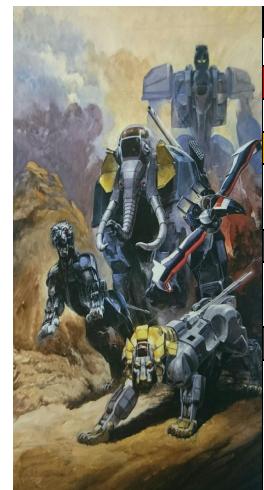


Super Robot (SR)	Role	Frame	Performance	Size -1	VP	Points
<i>Eagle Fighter</i>	Interceptor	3	3	Mighty	-	-
Skilled Pilot (Elite 1)	Sensors	Fly	Havoc	Armor HP	Morale	
Shinobu	8"	12"	-	1800	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Flying Aircraft	7d10		+4 DEF	4d10	+0 DEF	
	-					
Shooting 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						
This unit Hits on a 3+					Pilot Trait I	



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



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
<i>This weapon gains Blindside the first time it is used</i>						
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
Mecha & Pilot Traits						
This unit Hits on a 3+				Pilot Trait		



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	-					
	-					
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