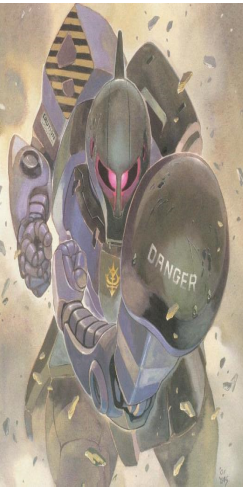




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Zaku II	Versatile	1	2	Giant	40	50	
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale		
Zeon Pilot	8"	4"	-	3800	7+		
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF		6d10		+2 DEF
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG	
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200	
	-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG	
Heat Hawk	Melee	7d10	-	+4 Hits	5	500	
	-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400	
	-						



Weapon swap for a Zaku Machine Gun. Or additional weapon for +30pts						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Magella Cannon [K]	40" 20"	5d10	+1d10	*	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Zaku Bazooka [K]	28" 12"	5d10	+1d10	*	-	600
-						
Antiship Rifle [K]	40" 20"	6d10	-1d10	*	-	600
Target any unit Gain Finisher+2 vs Size 2+ Targets						
+40pt Commander Upgrade: Gain +4" Move. +30pts a Zaku II Knuckle Shield						
Defenses	Upgraded Effect					
[S1] Knuckle Shield	7d10		+2 DEF		6d10 +3 DEF	



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku I	Versatile	1	1	Giant	30	25
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+0 DEF		6d10 +1 DEF	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku Cannon	Firepower	1	2	Giant	40	70
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	20" 8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF		6d10 +2 DEF	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
	-					
Artillery Cannon [K]	36" 20"	6d10	-1d10	+4 Hits	-	500
	Indirect Fire (R:20" to Max Weapon Range)					
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+4 Hits	-	400
	Single Use Support ATK					
+20pt Variant - Zaku Half-Cannon swaps the Artillery Cannon for a Minigun						
Minigun [K]	32" 12"	10d10	+1 Hit	+4 Hits	-	200
	Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
	-					

Zaku (Cannon) optional EQ: +40pts TL Missile Pod, +20pts Cracker Grenade						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X]	28" 16"	10d10	+3d10	*	-	200
	Single Use Support ATK					
Cracker Grenade [X]	12"	10d10	-	*	-	300
	Single Use Support Melee DEF					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku I Sniper Type	Sniper	1	2	Giant	40	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	28" 12"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF		6d10 +0 DEF	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Beam Sniper [E]	48" 20"	6d10	-2d10	+5 Hits	6	100
Target any unit Ignore Cover and Support DEF Bonus						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+1 Hits	5	500
		-				
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
		-				

Zaku I Sniper Battle-Tested Option (Elite 1 +50pts) - Yonem Kirks						
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



MS-06K
(ZAKU CANNON/CANNON GUN EQUIPMENT TYPE)





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Char's Zaku	Versatile	1	2	Giant	200	280
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	12"	8"	1	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
The Red Comet	This unit Hits on a 3+	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku I Commander	Versatile	1	1	Giant	80	230
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP		Morale
Garret Schmitzer	12"	8"	-	3200		6+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+2 DEF	4d10		+3 DEF
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Raketen Bazooka [K]	24" 8"	5d10	+1d10	+4 Hits	-	900
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+4 Hits	4	500
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits		
This unit gains +1 Hit against enemies with a higher Performance level.	Trait +V	Legacy MS Expert
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 on a 3+	Pilot Trait I	Pilot Instructor



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dozle's Zaku II	Melee	1	2	Giant	95	150
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Dozle Zabi	8"	8"	-	3200	6+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+1 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Heat Hawk	Melee	7d10	-	+5 Hits	5	600
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Ceremonial Unit	This unit makes 2 Morale Saves to Rally when it activates.	Trait +V
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II FS	Versatile	1	2	Giant	190	130
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Shin Matsunaga	8"	8"	-	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+4 Hits	-	600
-	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Heat Hawk	Melee	7d10	-	+4 Hits	5	600
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

Mecha & Pilot Traits		
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Untouchable
Alternate Skilled Pilot (Elite 1) (Elite 1 Morale 6+ -100VP) - Garma Zabi		
This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	Inspiring Pilot





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Recon Zaku	Sniper	1	2	Giant	40	110
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	24" 8"	8"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Barrel M.Gun [K]	32" 20"	10d10	+1 Hit	+5 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

Mecha & Pilot Traits

Camera Gun	Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V
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Zudah Ace Pilot (Elite 3) (Elite 3 | Morale 5+ | +100VP) - LCDR Wolfgang (Hunter in Black Clothes) - Gain Trait

Practiced Professional	This unit Hits on a 3+	Pilot Trait I
The Zudah can also be equipped with a Zaku Machine Gun or Antiship Rifle instead of the Bazooka		



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zudah	Raid	1	2	Giant	90	100
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Jotunheim Pilot	8"	12"	1	2300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+4 Hits	-	600
-	-					
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1		+4 Hits	-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+2 Hits	5	500
-	-					
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-	-					

Mecha & Pilot Traits

Saturn Engine	There is a 1/10 chance this unit will explode after using Boost.	Trait -II
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku Flipper	Sniper	1	3	Giant	50	220
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Zeon Pilot	28" 12"	8"	-	3200		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+6 Hits	-	600
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits

Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Camera Gun
Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	Stealth Ambusher



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Camouf	Versatile	1	2	Giant	40	140
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Zeon Pilot	8"	4"	-	3200		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Antiship Rifle [K]	40" 20"	6d10	-1d10	+4 Hits	-	600
Target any unit Gain Finisher+2 vs Size 2+ Targets						
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Chain Mine	Melee	7d10	Finisher+1	+4 Hits	-	500
Single use This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits

Ambush: This unit can reinforce on any Table Edge	Trait +II	Ambusher
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku Desert Type [G]	Versatile	1	3	Giant	70	130
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
+20pts this unit gains a 2nd Missile Pod usage						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

Desert Zaku - Ace Pilot Option (Elite 3 Morale 5+ +130VP) - Major Roy Greenwood		
Mastermind	This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II

You may swap a Zaku Machine Gun for a Zaku Bazooka below						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	*	-	600



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II F2	Versatile	1	4	Giant	80	160
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Delaz Fleet	8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher	+1	+5 Hits	-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku GC Desert Type [G]	Versatile	1	3	Giant	70	130
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Barrel M.Gun [K]	32" 20"	10d10	+1 Hit	+5 Hits	-	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
+10pts Caracal Team drops the Long Barrel Machine Gun for +2 Missile Pods						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Zaku II FZ - Battle-Tested (Elite 1 +50pts +20VP) - Bernard Wiseman (0080)		
You may decide on your Elite Combat Bonuses after rolling.	Trait +V	Wiley Pilot

For +40pts these Zaku's equips TL Missile Pods						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X]	28" 16"	10d10	+3d10	*	-	200
Single Use Support ATK						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II FZ	Versatile	1	4	Giant	60	210
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	+5 Hits	-	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+5 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit has 0 Boost in Round 4+	Trait -II	Fuel Hungry





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II-R1A High Mobility	Versatile	1	4	Giant	210	200
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Black Tri-Stars	8"	12"	1	3500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+5 Hits	-	600
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Fuel Hungry	This unit has 0 Boost in Round 4+	Trait -II
Black Tri-Stars	This unit Hits on a 3+ All weapons gain Finisher+1	Pilot Trait II
Black Tri-Stars Option: +50pts & +5VP & +1 Elite		
Wiley Pilot	You may decide on your Elite Combat Bonuses after rolling.	Trait +V

+40pts A Black Tri-Star swaps its Heat Hawk with a Heat Bardiche						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heat Bardiche	Melee	8d10	Counter+1	*	4	500
-	-					



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II-R1A High Mobility	Versatile	1	4	Giant	210	200
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	8"	12"	1	3500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+5 Hits	-	600
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-	-					

Mecha & Pilot Traits		
Fuel Hungry	This unit has 0 Boost in Round 4+	Trait -II
The Nightmare of Solomon	This unit Hits and Defends on a 3+	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II-R2 High Mobility	Versatile	1	4	Giant	210	250
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Johnny Ridden	8"	12"	2	3500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit has 0 Boost in Round 4+		Trait -II
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
Zaku II R2 Alternate Ace - Robert Gilliam (MSV) - Swap out Crimson Lightning with Reaper.		
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.		Pilot Trait II
		Reaper

+80pts a Zaku High Mobility gains a portable large missile launcher						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Salvo [X](2)	36" 20"	6d10	+3d10	*	-	400
-	Two Uses Support ATK					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II-R1A High Mobility	Versatile	1	4	Giant	210	200
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Shin Matsunaga	8"	12"	1	2600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Heat Hawk	Melee	7d10	-	+5 Hits	5	600
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit has 0 Boost in Round 4+		Trait -II
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally		Pilot Trait II
		Untouchable





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom	Raid	2	4	Giant	90	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
Blinking Flash	8"	9d10	-	+5 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Saber	Melee	7d10	Finisher+1	+3 Hits	4	500
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400

Dom - Ace Pilot Option (Elite 3 +50pts +150VP Morale 5+) - The Black Tri-Stars		
Black Tri-Stars	This unit Hits on a 3+ All weapons gain Finisher+1	Pilot Trait II
Tandem Fighter	If all Squad members have this trait, each Squad Member provides a +2d10 Squad bonus, and the cap is raised to 3d10.	Trait +V
Black Tri-Stars Option: +50pts & +5VP & +1 Elite		
Wiley Pilot	You may decide on your Elite Combat Bonuses after rolling.	Trait +V

+20pts Any Dom equips a Sturm Faust Salvo						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1	*	-	200
Single Use						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dom II	Raid	2	4	Giant	90	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-						
Blinking Flash	8"	9d10	-	+5 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Saber	Melee	7d10	Finisher+1	+3 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dom RS	Raid	2	4	Giant	90	390
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Bazooka [E]	28" 8"	5d10	+1d10	+5 Hits	4	800
-						
Blinking Flash	8"	9d10	-	+5 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Saber	Melee	7d10	Finisher+1	+3 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Ace Pilot Option (Elite 6 +150pts +165VP Morale 5+) - LCDR Anavel Gato (0083 Mayfly of Space)		
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Master of Mobile Suits
This unit Hits and Defends on a 3+	Pilot Trait II	The Nightmare of Solomon
Alternate Dom Ace Pilot (Elite 3) (Morale 5+, +25VP) - Major Roy Greenwood (MSV)		
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Mastermind

Any Dom may swap their Bazooka for a MMP-80 M.Gun for +20pts						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	*	-	200
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Hi-Speed Type [G]	Raid	2	4	Giant	90	230
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	16"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-						
Blinking Flash	8"	9d10	-	+5 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Bardiche	Melee	8d10	Counter+1	+3 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Tropen [G]	Raid	2	4	Giant	110	160
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	-	5000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Raketen Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	900
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Saber	Melee	7d10	Finisher+1	+3 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

-50pts Variant - Dom Cannon K1 (MSV)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	*	-	500
Indirect Fire (R:20" to Max Weapon Range)						
Missile Pod [X]	28" 16"	10d10	+2d10	*	-	200
Single Use Support ATK						
+20pts The Dom Cannon K2 equips a Missile Pod						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Cannon K2	Raid	2	4	Giant	110	180
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	-	5000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
	-					
TL 240mm Cannons [K]	36" 24"	5d10	+2d10	+5 Hits	-	500
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Rick Dom Elite Guard</i>	Raid	2	4	Giant	140	270
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Vanessa Vermillion	8"	12"	-	4700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Melee Shield	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	+5 Hits	-	200
-						
Blinking Flash	8"	9d10	-	+5 Hits	-	-
<i>If there are any Unblocked Hits your next attack vs this Target gains Blindside</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Lancer	Melee	7d10	Finisher+1	+3 Hits	4	700
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits						
This unit Hits on a 3+					Pilot Trait I	Practiced Professional

+30pts Replace a Dom's Giant Bazooka with a Raketen Bazooka.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Raketen Bazooka [K]	24" 8"	5d10	+1d10	*	-	900
-	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Barrage	Raid	2	4	Giant	110	230
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	12"	-	5600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Gatling [K]	32" 24"	11d10	Finisher+1	+5 Hits	-	200
-						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+5 Hits	-	400
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gouf	Battler	2	3	Giant	100	220
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hand Vulcans [K](2)	20" 12"	16d10	+2 Hits	+3 Hits	-	100
Two Uses [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+5 Hits	4	500
-						
Heat Whip	8"	7d10	-	+5 Hits	4	200
Reroll 1s & 2s						
Arc Whip	8"	7d10	-	+5 Hits	6S	-
[Free Action Once on your Turn]						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gouf Custom	Battler	2	4	Giant	110	230
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+3 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Shield Gatling [K]	28" 20"	11d10	Finisher+1	+3 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+5 Hits	4	500
-						
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Arc Whip	8"	7d10	-	+5 Hits	6S	-
[Free Action Once on your Turn]						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						



Ramba Ral - Ace Pilot (Elite 3 +130VP Morale 5+) - Gain the below traits							
Entwined with Tragedy	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger					Pilot Trait I	
	Renowned pilot	This unit Hits on a 3+				Pilot Trait I	
+100pts Elite Variant - Gouf "Wild Thunder" Ace Pilot - Visch Donahue (Rise from the Ashes)							
Grand Strategist	Twice per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF					Trait +X	
	+10pts "Wild Thunder" Drop Hand Vulcans Gain Gatling Vulcans & Bazooka						
	Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
	Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+3 Hits	-	200
	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
	Giant Bazooka [K]	24" 8"	5d10	+1d10	+3 Hits	-	800
							-

Norris Packard - Ace Pilot (Elite 3 +130VP Morale 5+) - Gain the below 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	Unwavering Loyalty	
All weapons gain Finisher+1					Pilot Trait I	Fierce Reputation	
Elite+2 +40pts +10VP Variant Gouf C. "White Rose" - Lance Garfield (The Plot to Assassinate Gihren)							
Increase the bonus by 2 for Swift Strike.					Trait +X	Combat Instructor	
The White Rose drops the Shield & Gatlings for Twin Heat Swords.							
Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Twin Heat Swords		Melee	8d10	Finisher+2	+5 Hits	4	500
-							
Defenses		Evade DEF Dice		Bonus	Melee DEF Dice		Bonus
Mobile Suit Defenses		8d10		+3 DEF	6d10		+3 DEF





+10pt Gouf Flight Type variant - Gain Fly and instead use the below Equipment.						
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Nimble Flyer	9d10		+2 DEF	7d10		+2 DEF
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+3 Hits	-	800
-						
TL Missile Pod [X]	28" 16"	10d10	+3d10	+3 Hits	-	200
Single Use Support ATK						
Twin Hand Vulcans [K](2)	20" 12"	16d10	+4 Hits	+3 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						

+30pts Gouf Custom Flight variant - Gain Fly and use the below equipment.						
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Nimble Flyer	7d10		+5 DEF	5d10		+5 DEF
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shield Gatling [K]	28" 20"	11d10	Finisher+1	+3 Hits	-	200
	-					
Heat Sword	Melee	7d10	Finisher+2	+3 Hits	4	500
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Efreet	Battler	2	4	Giant	110	130
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Henry Boone	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shotgun [K]	24" 16"	15d10 Finisher+1		+3 Hits	-	100
[M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+5 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
+20pts Doug Schneid Variant - Replace the Heat Sword with a Heat Bardiche						
Heat Bardiche	Melee	8d10	Counter+1	+5 Hits	4	500
-						

Mecha & Pilot Traits

Stealth Ambusher

Ambush: This unit can reinforce on any Table Edge.
This unit must be within Enemy Sensors or 24" to be targeted

Trait
+V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Efreet Nacht	Battler	2	5	Giant	120	400
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Erik Blanke	16"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Cold Kunai [K]	20"	7d10	-	+4 Hits	6S	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Cold Blade	Melee	8d10	Finisher+1	+6 Hits	7S	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
+50pts Efreet Schneid - +1 Boost and Replace the Cold Blades with Heat Kunai						
Heat Kunai	Melee	9d10	Counter+2	+6 Hits	5	400
-						

Mecha & Pilot Traits

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

Trait +V

Jamming



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Efreest Custom	Battler	2	4	Giant	250	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Nimbus Schterzen	8"	8"	-	4400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Grenade Launcher [X]	20" 8"	12d10	+1d10	+3 Hits	-	200
Single Use Support Melee DEF						
TL Micromissiles [X](2)	28" 20"	16d10	+6 Hits	+3 Hits	-	100
Two Uses Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Heat Swords	Melee	8d10	Finisher+2	+5 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

Spirit in the Machine

With glowing eyes the machine begins to move on its own.
The Flash Skill [M-3] is free for this unit once per game.

Trait +X

Exam System

Activates when HP<50% or enemy has an EXAM unit.
Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)

Trait +X

Newtype Miasma

While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].

-

Warmonger

This unit Hits on a 3+ | Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.

Pilot
Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Destiny Unit 02	Unstoppable	3	4	Giant	315	550
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Nimbus Schterzen	12"	8"	1	5600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF		4d10 +6 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+7 Hits	6	200
-						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

The Efreest Custom & Blue Destiny Unit 02 both have these Mecha & Pilot Traits

With glowing eyes the machine begins to move on its own.
The Flash Skill [M-3] is free for this unit once per game.

Trait +X

Spirit in the Machine

Activates when HP<50% or enemy has an EXAM unit.
Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)

Trait +X

Exam System

While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].

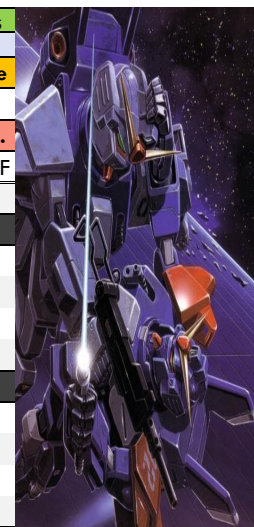
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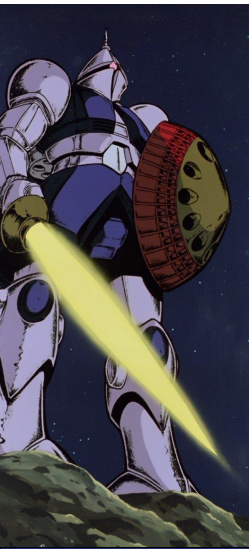
Newtype Miasma

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

Pilot
Trait II

Reaper





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gyan	Melee	3	4	Giant	210	180
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
M'Quve	8"	8"	-	3800	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Melee Shield	8d10		+3 DEF		6d10	+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Needle Missiles [X](3)	24" 16"	16d10	+2 Hits	+3 Hits	-	100
Three Uses Support Melee DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Mecha & Pilot Traits						
Increase the bonus by 1 for Feint.						Trait +V
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gyan Cannon	Firepower	3	4	Giant	305	120
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Thomas Kurtz	20" 8"	8"	-	4100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10	+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL 180mm Cannon	36" 24"	5d10	+2d10	+6 Hits	-	400
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+4 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gyan EOS	Melee	3	4	Giant	175	280
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Royal Guard	8"	12"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Melee Shield	8d10		+3 DEF		6d10	+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+3 Hits	-	800
-						
Bayonet Beam Gun [E]	16" 8"	10d10	+2 Hits	+3 Hits	5	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Glaive	Melee	8d10	Counter+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gyan Krieger	Melee	3	5	Giant	185	260
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Melee Shield	8d10		+3 DEF	6d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Grenade Launcher [X]	20" 8"	12d10	+1d10	+4 Hits	-	200
Single Use Support Melee DEF						
TL Shield Beams [E]	20" 12"	10d10	+2 Hits	+4 Hits	5	100
Single Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Lance	Melee	8d10	-	+8 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog	Versatile	3	4	Giant	155	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF		4d10	+5 DEF
-	-					
A Gelgoog may instead equip a Backshield						
[S0] Backshield	8d10		+2 DEF		6d10	+1 DEF
-	+2 DEF vs <i>Blindside</i>					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+6 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



Char - Ace Pilot (Elite 3 +300pts +170VP Morale 5+) - Gain Boost+2 and the below traits						
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX
Infamous Ace	This unit Hits and Defends on a 3+					Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Cannon	Firepower	3	4	Giant	305	270
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Brennis Ox	20" 8"	12"	1	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10	+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+6 Hits	6	300
	-					
Giant Bazooka [K]	24" 8"	5d10	+1d10	+6 Hits	-	800
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

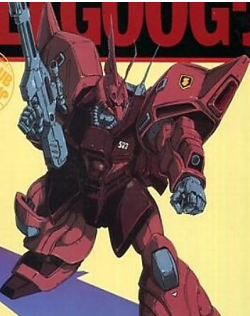
Mecha & Pilot Traits						
Chimera Corps	All weapons gain Finisher+1					Pilot Trait I
Pilot Instructor	This unit Hits on a 3+					Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Jager	Sniper	3	5	Giant	185	340
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	28" 12"	12"	1	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10	+1 DEF
-	-					
+40pts the Gelgoog Jager equips a Knuckle Shield						
[S1] Knuckle Shield	7d10		+3 DEF		5d10	+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Repeating Beam Rifle [E]	28" 16"	7d10	+1d10	+8 Hits	6	200
-						
Beam Spot Guns [E](2)	16" 8"	10d10	+2 Hits	+8 Hits	5	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Shin Matsunaga - Ace Pilot (Elite 3 +200pts +150VP Morale 5+) Gain the below traits						
The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX	Superior Instincts II
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally					Pilot Trait II	Untouchable

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Cannon	Firepower	3	4	Giant	305	270
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Thomas Kurtz	20" 8"	12"	1	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10	+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+6 Hits	6	300
	-					
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+6 Hits	6	200
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits						
All weapons gain Finisher+1					Pilot Trait I	Chimera Corps
This unit Hits on a 3+					Pilot Trait I	Headhunter





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Marine Cdr	Raid	3	4	Giant	305	280
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Cima Garahau	12"	12"	1	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Repeating Beam Rifle [E]	28" 16"	7d10	+1d10	+6 Hits	6	200
-						
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	4700
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Marine	Battler	3	4	Giant	175	220
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cima Fleet	8"	12"	1	5000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Knuckle Shield	7d10		+4 DEF	5d10	+4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	+4 Hits	-	200
-	-					
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-	-					
Mecha & Pilot Traits						
Ambush: This unit can reinforce on any Table Edge					Trait +II	



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gerbera Tetra	Assault	4	5	Giant	400	450
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Cima Garahau	12"	12"	2	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+3 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tetra Beam M. Gun [E]	28" 20"	11d10	+1 Hit	+7 Hits	5	100
-						
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+7 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Kampfer	Assault	3	5	Giant	315	350
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Mikhail Kaminsky	12"	12"	2	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Giant Bazooka [K]	24" 8"	5d10	+2d10	+7 Hits	-	800
-	-					
Kampfer Shotgun [K]	24" 16"	15d10 Finisher+2	+7 Hits	-	100	
[M-0] Fire in Melee						
Sturm Faust Salvo [X](2)	28" 16"	12d10 Finisher+1	+7 Hits	-	200	
Two Uses						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+7 Hits	7	200	
-	-					
Chain Mine	Melee	7d10 Finisher+1	+7 Hits	-	500	
Single use This weapon gains Blindside the first time it is used						
Mecha & Pilot Traits						
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I





MS-14B
GELGOOG HIGH MOBILITY TYPE
JOHNNY'S CUSTOM

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Hi-Mo Custom	Versatile	3	5	Giant	315	350
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Johnny Ridden	16"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S0] Backshield	8d10		+2 DEF	6d10		+3 DEF
	+2 DEF vs Blindside					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+7 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

Crimson Lightning

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Hi-Mo Custom	Versatile	3	5	Giant	215	350
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Uma Lightning	16"	8"	1	4700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+7 Hits	-	800
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					

Mecha & Pilot Traits

All weapons gain Finisher+1

Pilot
Trait I

Chimera Corps



MS-14B
GELGOOG HIGH MOBILITY TYPE
UMA'S CUSTOM



MS-14C-1A
GELGOOG CANNON
JACOBUS'S CUSTOM

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Cannon Custom	Sniper	3	5	Giant	220	400
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Jacobius Node	32" 16"	8"	1	4700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10	+1 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Salvo [X](5)	36" 20"	6d10	+2d10	+8 Hits	-	400
Five Uses Support ATK						
Giant Bazooka [K]	24" 8"	5d10	+1d10	+8 Hits	-	800
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Marksman

Bullseye has +2 Crit Range (8++)

Trait +V

Chimera Corps

All weapons gain Finisher+1

Pilot
Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Hi-Mo R Type	Versatile	3	5	Giant	215	380
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Siemens Willhead	16"	8"	2	4700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Salvo [X](5)	36" 20"	6d10	+2d10	+7 Hits	-	400
Five Uses Support ATK						
Gelgoog Beam Cannon [E]	36" 20"	5d10	+1d10	+7 Hits	6	300
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

This unit has 0 Boost in Round 4+

Trait -II

Fuel Hungry

All weapons gain Finisher+1

Pilot
Trait I

Chimera Corps



MS-14BR
GELGOOG HIGH MOBILITY TYPE
SIEMENS'S CUSTOM



MS-14GD
GELGOOG GUNTAR

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Gunthar [G]	Versatile	3	4	Giant	155	140
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+6 Hits	4	500
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

+10pts The Gelgoog [G] swaps its Beam Sniper for a Gelgoog Beam Rifle						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	*	6	200
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Ground Type [G]	Versatile	3	4	Giant	305	210
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Ken Bederstadt	8"	8"	-	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Knuckle Shield	7d10		+3 DEF	5d10		+4 DEF
	-					
+40pts instead equip an [S2] Shield						
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Sniper [E]	40" 20"	6d10	-2d10	+6 Hits	6	200
Target any unit Ignore Cover and Support DEF Bonus						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Noble Soul	This unit Defends on a 3+. Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Act Zaku	Versatile	2	5	Giant	100	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	12"	8"	1	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

The Act Zaku swaps its Beam Carbine for a Quad Machine Gun						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Machine Gun [K]	20" 12"	10d10	+4 Hits	*	-	200
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Act Zaku Commander	Versatile	2	5	Giant	160	380
Skilled Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Mallet Sanguine	16"	8"	2	3200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-						
+70pts instead equip an [S2] Shield						
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Heat Hawks	Melee	8d10	-	+6 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Dodge gives +3 Crit Range (7++)	Trait +X	Limiter Release
All weapons gain Finisher+1	Pilot Trait I	Volatile



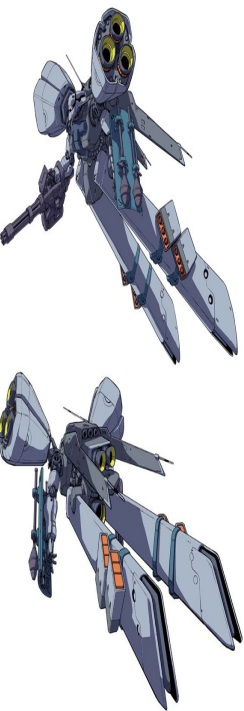


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Physalis GP02-BB	HeavyArms	4	5	Giant	415	700
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	28" 16"	8"	1	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S3] Tower Shield	5d10	+5 DEF		3d10	+7 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GP02 Beam Bazooka [E]	28" 20"	5d10	Finisher+1	+8 Hits	5	700
-						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
+200pts gain MLRS +50pts gain AS Rifle -100pts lose Beam Bazooka						
MLRS Rockets [X](4)	32" 20"	10d10	-4d10	+8 Hits	-	400
Four Uses Indirect Fire (R:20" to Max Weapon Range)						
GP02 Antiship Rifle [K]	48" 20"	6d10	-2d10	+8 Hits	-	600
Target any unit Gain Finisher+2 vs Size 2+ Targets						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	300
-						
Shield Smash [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits and Defends on a 3+						Pilot Trait II
Increase your Critical Range on ATK & DEF by 1 (9++)						Trait
Crit range is capped at (7++).						+XV

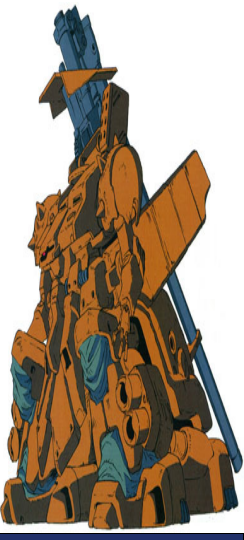


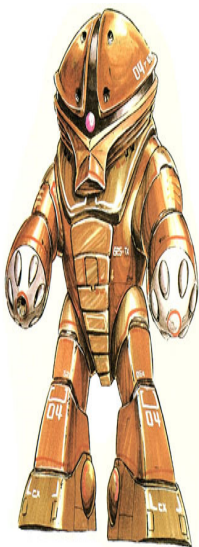
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dra-C [S]	Assault	1	3	Giant	50	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+1 DEF	4d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
+30pts The Dra-C Custom instead uses a Zaku Machine Gun						
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
This unit has 0 Boost in Round 4+						
Trait -II						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dra-C Heavy Custom	Assault	1	3	Giant	70	90
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+1 DEF	4d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Gun [K]	28" 16"	11d10	Finisher+1	+5 Hits	-	200
-						
TL Missile Pod [X]	28" 16"	10d10	+3d10	+5 Hits	-	200
Single Use Support ATK						
+20pts gain a Sturm Faust Salvo						
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1	+5 Hits	-	200
Single Use						
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
This unit has 0 Boost in Round 4+						Trait -II
						Fuel Hungry



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Xamel [G]	HeavyArms	3	5	Giant	185	350
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	28" 16"	8"	-	7100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Slow & Laborious	4d10		+3 DEF	6d10		+5 DEF
You may not use the Accelerate action						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Xamel Cannon [K]	48" 20"	6d10	-1d10	+8 Hits	-	600
Indirect Fire (R:20" to Max Weapon Range)						
+40pts The Xamel gains an additional 2 uses of TL Fire Support Missiles						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+8 Hits	-	300
Two Uses Support ATK+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+7 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
While transformed: Gain Max Shooting Range+8" Lose 1 Move Action						
Melee DEF-2d10						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
AC Guy [A]	Interceptor	2	2	Giant	70	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	8"	1	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Salvo [X]	36" 20"	6d10	+2d10	+3 Hits	-	400
Single Use Support ATK						
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+3 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+1 Hits	-	400
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

Mecha & Pilot Traits

Stealth Ambusher

Ambush: This unit can reinforce on any Table Edge.
This unit must be within Enemy Sensors or 24" to be targeted

Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zock [A]	Guardian	3	2	Giant	135	210
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	7100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Slow & Laborious	4d10		+4 DEF	6d10		+5 DEF
	You may not use the Accelerate action					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad MPC [E]	32" 20"	5d10	+4d10	+4 Hits	5	300
-						
Phonon Maser [E]	36" 24"	6d10	+1 Hit	+4 Hits	6	400
Single Use AOE Req. 1 Combat & 2 Move actions						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+4 Hits	-	400
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

[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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg Guy [A]	Battler	2	3	Giant	80	210
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
TL Long Heat Whip	12"	8d10	-	+5 Hits	4	200
Reroll 1s & 2s						
Smash [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

Stealth Ambusher

Ambush: This unit can reinforce on any Table Edge.
This unit must be within Enemy Sensors or 24" to be targeted

Trait +V

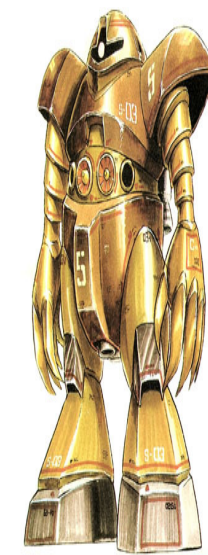
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gogg [A]	Guardian	2	2	Giant	70	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	6500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Slow & Laborious	4d10	+4 DEF		6d10	+5 DEF	
	You may not use the Accelerate action					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Chest Beam [E]	20" 12"	6d10	+1d10	+3 Hits	6	200
Support DEF						
Torpedo Pod [X]	28" 16"	10d10	+2d10	+3 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heavy Iron Nail	Melee	7d10	Finisher+2	+3 Hits	-	500
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits

Ambush: This unit can reinforce on any Table Edge

Trait +II

Ambusher





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Z'Gok [A]	Raid	2	3	Giant	80	70
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20" 12"	7d10	+2d10	+5 Hits	6	100
	-					
Missile Salvo [X](2)	36" 20"	6d10	+2d10	+5 Hits	-	400
Two Uses Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+3 Hits	-	400
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40" 20"	4d10	-1d10	+6 Hits	-	800
Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets						
+40pts a Hy-Gogg takes an Anti-Ship Missile						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hy-Gogg [A]	Assault	2	5	Giant	120	150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cyclops Team	8"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10	+2 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rapid Fire MPC [E]	24" 12"	11d10	+1 Hit	+6 Hits	4	100
	-					
Torpedo Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+6 Hits	-	200
	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+6 Hits	-	400
	This weapon gains Blindside the first time it is used					
Smash [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Char's Z'Gok [A]	Raid	2	4	Giant	260	350
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	8"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20" 12"	7d10	+2d10	+5 Hits	6	100
-						
Missile Salvo [X](2)	36" 20"	6d10	+2d10	+5 Hits	-	400
Two Uses Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+3 Hits	-	400
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit twice per game.		Trait +XX Newtype Flash II
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally		Pilot Trait II Mastermind

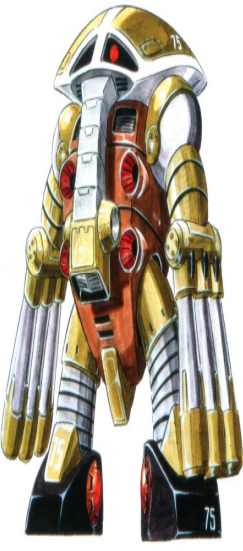
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Z'Gok E [A]	Raid	2	5	Giant	120	150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cyclops Team	8"	8"	1	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rapid Fire MPC [E]	24" 12"	11d10	+1 Hit	+6 Hits	4	100
	-					
Torpedo Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+4 Hits	-	400
	This weapon gains Blindside the first time it is used					
Smash [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg [A]	Melee	1	1	Giant	30	20
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Tracked Vehicle MS	4d10		+2 DEF	6d10	+3 DEF	
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Laser Torch [E]	20" 12"	7d10	+1d10	+1 Hits	6	100
No Underwater penalties						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Drill Hands	Melee	8d10	Finisher+1	+5 Hits	5	400
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted					Trait +V
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-

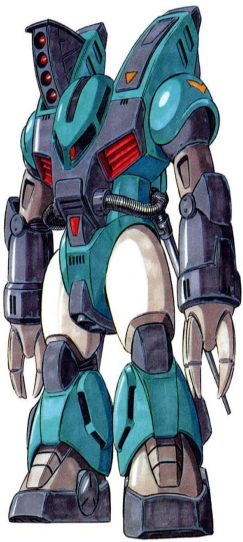
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg ML [A]	Melee	1	1	Giant	30	20
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Tracked Vehicle MS	4d10		+2 DEF	6d10	+3 DEF	
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Laser Torch [E]	20" 12"	7d10	+1d10	+1 Hits	6	100
No Underwater penalties						
Missile Pod [X](2)	28" 16"	10d10	+2d10	+1 Hits	-	200
Two Uses Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Drill Hand	Melee	7d10	Finisher+1	+5 Hits	5	400
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted					Trait +V
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Juaggu [A]	HeavyArms	3	4	Giant	155	320
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	20" 8"	4"	-	8300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Slow & Laborious	4d10		+3 DEF	6d10	+5 DEF	
	You may not use the Accelerate action					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Tri-Missile Salvo [X](2)	36" 20"	6d10	+4d10	+7 Hits	-	400
Two Uses Support ATK						
Quad MPC [E]	32" 20"	5d10	+4d10	+7 Hits	5	300
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

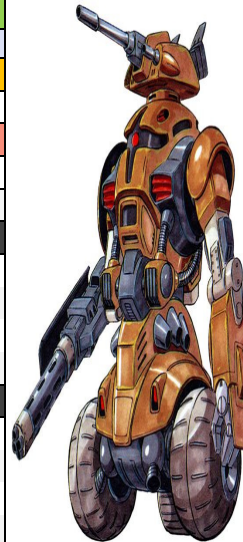
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jurick [A]	Guardian	3	4	Giant	155	420
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	7400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Slow & Laborious	4d10		+5 DEF	6d10	+6 DEF	
	You may not use the Accelerate action					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+5 Hits	6	100
-						
MA 360 MPC [E]	Self	6d10	Finisher+2	+5 Hits	6	400
Three Uses AOE: 8" Radius Circle						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heavy Iron Nail	Melee	7d10	Finisher+2	+5 Hits	-	500
This weapon gains Blindside the first time it is used						
Smash [CC]	Melee	7d10	-	+5 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gasshia	Guardian	2	3	Giant	80	170
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	8"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X](2)	28" 16"	10d10	+2d10	+4 Hits	-	200
	Two Uses Support ATK					
Hammergun	16"	6d10	-	+4 Hits	6P	600
	PUSH					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+4 Hits	-	400
	This weapon gains Blindsight the first time it is used					
Smash [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

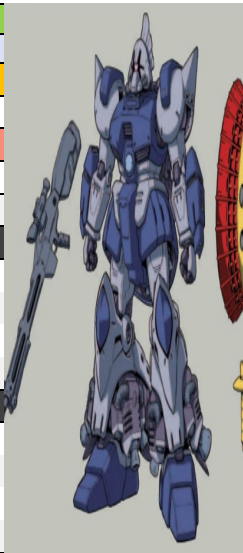
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gigan	Firepower	1	2	Giant	40	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	20" 8"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Tracked Vehicle MS	4d10		+3 DEF	6d10		+4 DEF
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	+4 Hits	-	500
Indirect Fire (R:20" to Max Weapon Range)						
Gatling Gun [K]	28" 16"	11d10	Finisher+1	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
After attacking [HP-1500]						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Galbady Alpha	Battler	3	5	Giant	325	100
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Filius Stream	8"	8"	-	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+4 DEF	5d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+5 Hits	6	200
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					

Mecha & Pilot Traits		
Astute Combatant	Increase the bonus by 2 for Feint.	Trait +X
Genius Pilot	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Galbady Alpha Hi-Mob.	Battler	3	5	Giant	165	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	1	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Melee Shield	8d10		+3 DEF	6d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Repeating Beam Rifle [E]	28" 16"	7d10	+1d10	+5 Hits	6	200
	-					
Needle Missiles [X](4)	24" 16"	16d10	+2 Hits	+5 Hits	-	100
Four Uses Support Melee DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Psycommu Zaku [S]</i>	Raid	2	3	Giant	80	550
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	12"	1	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+5 Hits	6	200
<i>Uses the (Quasi-)Psycommu rules below</i>						
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+5 Hits	6	200
<i>Uses the (Quasi-)Psycommu rules below</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
<i>After attacking [HP-1500]</i>						

Mecha & Pilot Traits

Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.					Trait +X
Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.					Trait +V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bishop Zaku [S]	Interceptor	1	4	Giant	60	550
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	12"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+4 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+4 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits

The Flash Skill [M-3] is free for this unit once per game.					Trait +X	Newtype Flash I
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.					Trait +V	Psycommu



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeong [S]	Raid	4	5	Giant	420	800
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	16"	12"	1	7100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20" 12"	7d10	+2d10	+7 Hits	6	100
-						
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

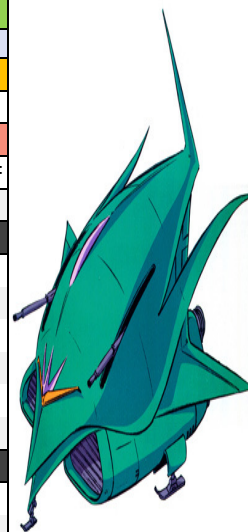
Mecha & Pilot Traits

Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.					Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX
Mastermind	This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally					Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Elmeth [S]	Sniper	2	4	Giant	170	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Lalah Sune	28" 12"	12"	-	4400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
-						
Elmeth Bits [E]	48" 16"	5d10	+1d10	+6 Hits	6	100
Uses the Psycommu rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
After attacking [HP-1500]						

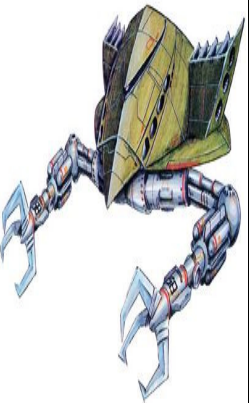
Mecha & Pilot Traits

[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.					Trait +V	Psycommu
The Flash Skill [M-3] is free for this unit three times per game.					Trait +XXX	Newtype Flash III
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.					Pilot Trait I	Kind Hearted





Mobile Fortress (SH)	Role	Frame	Performance	Size 1	VP	Points
Big Zam	Firepower	4	3	Massive	270	1000
Battle-Tested (Elite 1)	Sensors	Move	Havoc	Armor HP	Morale	
Dozle Zabi	28" 16"	4"	3	11400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Tank Defenses	4d10		+3 DEF	6d10	+5 DEF	
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Big Zam MPC [E]	40" 28"	6d10	+2 Hits	+6 Hits	6	700
[Permanent Havoc-1] to use AOE						
Quad MA MPC [E][360]	32" 24"	5d10	+4d10	+6 Hits	6	300
Rear Arc ATK 5d10						
Quad MA MPC [E][360]	32" 24"	5d10	+4d10	+6 Hits	6	300
Rear Arc ATK 5d10						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+6 Hits	-	100
Single Use Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500
-						
Mecha & Pilot Traits						
Effective only again [Energy Attacks] [E] Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength						Trait +XX

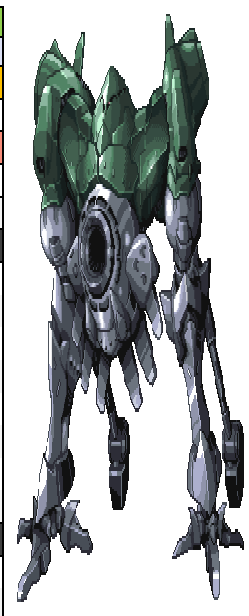


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bigro [S]	Raid	2	4	Giant	110	400
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	16"	1	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+3 DEF	4d10	+2 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mobile Armor MPC [E]	32" 20"	5d10	+1d10	+5 Hits	6	300
-						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+5 Hits	-	100
Single Use Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Bigro Claws [CC]	Melee	8d10	-	+3 Hits	6P	500
-						
Mecha & Pilot Traits						
While outside enemy Sensors gain +1 DEF.						Trait +V
This unit must be within Enemy Sensors or 24" to be targeted						

Bigro Skilled Pilot Option (Morale 6+, +30VP) - Tokwan (MSG)

Headhunter	This unit Hits on a 3+	Pilot Trait I
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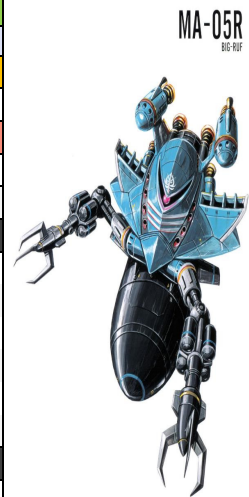
Mobile Fortress (SH)	Role	Frame	Performance	Size 0	VP	Points
Big Zam (Mass Produced)	Firepower	2	3	Giant	80	400
Basic Pilot	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Pilot	20" 8"	4"	2	5900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Tank Defenses	4d10	+2 DEF		6d10	+3 DEF	
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Big Zam MPC [E]	40" 28"	6d10	+2 Hits	+5 Hits	6	700
	[Permanent Havoc-1] to use AOE					
TL Missile Pod [X]	28" 16"	10d10	+3d10	+5 Hits	-	200
	Single Use Support ATK					
AA Missiles [X]	24" 16"	16d10	+2 Hits	+5 Hits	-	100
	Single Use Support DEF+2					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Kick [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					
Mecha & Pilot Traits						
While transformed: Gain Max Shooting Range+8" Lose 1 Move Action Melee DEF-2d10						-

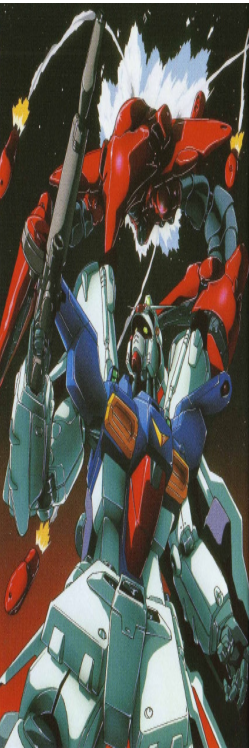


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bigruf	Raid	2	4	Giant	110	440
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP		Morale
Zeon Pilot	16"	16"	1	4400		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+3 DEF	4d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mobile Armor MPC [E]	32" 20"	5d10	+1d10	+5 Hits	6	300
-						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+5 Hits	-	100
Single Use Support DEF+2						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+5 Hits	-	400
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Bigro Claws [CC]	Melee	8d10	-	+3 Hits	6P	500
-						
Mecha & Pilot Traits						
While outside enemy Sensors gain +1 DEF. This unit must be within Enemy Sensors or 24" to be targeted						Trait +V

Bigruf Ace Pilot Option (Elite 3 | Morale 5+, +130VP) - Robert Gilliam (MSV)

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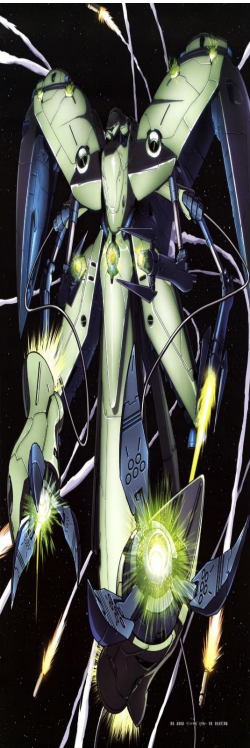


Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Val Varo [S]	Raid	3	4	Massive	325	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kelly Layzner	16"	16"	2	7600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Mobile Armor DEF	8d10		+3 DEF	4d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Val Varo MPC [E]	36" 24"	7d10	+1 Hit	+6 Hits	6	300
Single Use AOE						
Mobile Armor MPC [E]	32" 20"	5d10	+1d10	+6 Hits	6	300
-						
Electro Stunner	20"	7d10	-	+6 Hits	6S	-
[Free Action Once on your Turn]						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+6 Hits	-	100
Single Use Support DEF+2						
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500
-						

Mecha & Pilot Traits		
Entwined with Tragedy	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
Defiant	All weapons gain Finisher+1	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Neue Ziel [S]	Raid	5	5	Massive	525	1150
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	20"	16"	2	11900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Hidden B.Sabers	8d10	+3 DEF		6d10	+5 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
NZ Micromissiles [X]	36" 20"	16d10	+6 Hits	+7 Hits	-	100
Three Uses Reroll 1s & 2s						
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+7 Hits	6	400
-						
Quad MPC [E]	32" 20"	5d10	+4d10	+7 Hits	5	300
-						
Wired Beam Guns [E]	24" 16"	5d10	+2d10	+7 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Wired Claws	20" 12"	6d10	Finisher+1	+7 Hits	-	400
First use - Gain Blinside on this attack						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Beam Sword	Melee	7d10	Finisher+2	+5 Hits	7	300
-						
Massive Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	1500
After attacking [HP-3000]						

Mecha & Pilot Traits		
Effective only again [Energy Attacks] [E] Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX	I-Field [Barrier 5][360]
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blinside but must Indirect Fire.	Trait +V	Quasi-Psycommu
[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
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Master of Mobile Suits
This unit Hits and Defends on a 3+	Pilot Trait II	The Nightmare of Solomon





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	4	3	Giant	280	200
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray	8"	8"	-	6500	6+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Gundam Rising	Gain +10VP if this unit destroys a Zaku on its first turn.	-
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

You may swap Beam Rifle for a Hyper Bazooka or equip both for +20pts.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	4	3	Giant	300	400
Skilled Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (SoS)	8"	8"	-	6500	6+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
The White Devil MS	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.	Trait +X
Defiant	All weapons gain Finisher+1	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	4	3	Giant	290	300
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray	8"	8"	-	6500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits	
The Flash Skill [M-3] is free for this unit once per game.	Trait +X
This unit Hits on a 3+	Pilot Trait I

+40pts Upgrade to Twin Beam Sabers						
Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	*	7	200
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	4	3	Giant	410	500
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (SoS)	8"	8"	-	6500	5+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits	
The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
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.	Trait +X
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam (Magn. Coating)	Versatile	4	4	Giant	445	780
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (EiS)	8"	8"	-	6500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10	+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Extra Sensory Shooting	[M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.	-
Newtype 360 Firing Arc	[M-1] You may fire one weapon out of this unit's rear firing arc.	-
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Master of Mobile Suits	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
The White Devil MS	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.	Trait +X
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II



MS Gundam Encounters in Space Finale - Use a Backshield						
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S0] Backshield	8d10		+3 DEF	6d10		+4 DEF
[S0] Luna Titanium	+1 DEF vs DMG<400 +2 DEF vs Blindside					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hyper Bazooka [K]	28" 12"	5d10	+2d10	+6 Hits	-	700
-						
+40pts equip TL Hyper Bazooka [K]						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78NT-1 Gundam Alex	Versatile	4	5	Giant	455	900
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (What if?)	12"	8"	1	5600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10	+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	6	200
	-					
TL Small Gatling [K]	28" 16"	16d10	+4 Hits	+7 Hits	-	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					

Mecha & Pilot Traits		
[M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.	-	Extra Sensory Shooting
[M-1] You may fire one weapon out of this unit's rear firing arc.	-	Newtype 360 Firing Arc
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Master of Mobile Suits
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.	Trait +X	The White Devil MS
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Prodigy





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-77-2 Guncannon	Firepower	3	2	Giant	185	120
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Kai Shiden	20" 8"	4"	-	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL 240mm Cannons [K]	36" 24"	5d10	+2d10	+5 Hits	-	500
		-				
RX-77 Beam Rifle [E]	28" 16"	6d10	+1d10	+5 Hits	6	200
		-				
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Fists [CC]	Melee	7d10	-	+3 Hits	6P	400
		-				

Mecha & Pilot Traits		
Times like this make me glad I'm a natural coward	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-75-4 Guntank	Firepower	3	1	Giant	175	80
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Hayato Kobayashi	20" 8"	4"	-	4400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Tracked Vehicle MS	4d10		+2 DEF	6d10		+3 DEF
Luna Titanium [Tracked]	Cannot Accelerate +1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL 120mm Artillery [K]	40" 20"	7d10	-1d10	+5 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Howitzer Hands [X]	28" 20"	18d10	+2 Hits	+5 Hits	-	100
Support DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	No Nonsense Pilot



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Guncannon (MP)	Firepower	2	2	Giant	70	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	20" 8"	4"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL 240mm Cannons [K]	36" 24"	5d10	+2d10	+4 Hits	-	500
	-					
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Fists [CC]	Melee	7d10	-	+2 Hits	6P	400
	-					

+50pts Variant Guncannon MP - Skilled Pilot (Elite 1 Morale 6+ +50VP) Lydo Wolf (MSV) - This variant uses a [S2] Shield		
Fierce Reputation	All weapons gain Finisher+1	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Guntank (MP) [G]	Firepower	2	1	Giant	60	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	20" 8"	4"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Tracked Vehicle MS	4d10		+2 DEF	6d10		+3 DEF
-	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Long Artillery [K]	48" 20"	7d10	-1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Howitzer Hands [X]	28" 20"	18d10	+2 Hits	+4 Hits	-	100
Support DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400

Defenses	Evade DEF Dice	Bonus	Melee DEF Dice	Bonus
[S2] Shield	6d10	+3 DEF	4d10	+4 DEF





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-4 Gundam Unit 4	Versatile	4	4	Giant	290	320
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Luce Cassel	8"	8"	-	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Mega Beam Launcher [E]	36" 24"	7d10	+1 Hit	+6 Hits	6	300
Single Use AOE Req. 1 Combat & 1 Move action						
Beam Spot Guns [E]	16" 8"	10d10	+2 Hits	+6 Hits	5	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Practiced Professional	This unit Hits on a 3+	Pilot Trait I
+50pts Upgrade Gundam Unit 4 "G04" gains +1 Boost		
-100pts Unstable Reactor: 50% chance to be destroyed after firing the Mega B.Launcher.		

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-5 Gundam Unit 5	Versatile	4	4	Giant	290	320
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ford Romfellow	8"	8"	-	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10	+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Giant Gatling [K]	32" 24"	11d10	Finisher+1	+6 Hits	-	200
-						
Beam Spot Guns [E]	16" 8"	10d10	+2 Hits	+6 Hits	5	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Overconfident
+50pts Upgrade Gundam Unit 5 "G05" gains +1 Boost		



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-6 Gundam Mudrock	Firepower	4	3	Giant	280	350
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Lt. Agar (Zeonic Front)	20" 8"	12"	-	6800	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF		4d10	+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
		-				
TL 300mm Cannons [K]	36" 24"	5d10	+2d10	+6 Hits	-	600
		-				
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78NT-1 Gundam Alex	Interceptor	4	5	Giant	250	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Chris Mackenzie	12"	8"	-	8300	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Mobile Suit Defenses	8d10	+5 DEF	6d10	+2 DEF		
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
TL Small Gatling [K]	28" 16"	16d10	+4 Hits	+6 Hits	-	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Custom Newtype Unit - If the pilot is anyone besides Amuro Ray reduce them to a basic pilot.						
--	--	--	--	--	--	--



FA-78-1
FULL ARMOR GUNDAM

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam	Firepower	4	3	Giant	380	250
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Lt Heinz Baer	20" 8"	8"	-	8000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL RX Beam Rifle [E]	24" 16"	6d10	+2d10	+6 Hits	6	200
	-					
Rocket Launcher [K]	28" 8"	5d10	+1d10	+6 Hits	-	700
	-					
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits

Headhunter

This unit Hits on a 3+

Pilot
Trait I

Daredevil

Before rolling DEF make a Morale Save to Rally.

Pilot
Trait IFA-78-1B
FULL ARMOR GUNDAM (TYPE B)

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam (B)	Firepower	4	5	Giant	400	490
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
F.S.S. Ace	20" 8"	8"	-	8000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Triple RX Beam Rifle [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
	-					
Rocket Launcher [K]	28" 8"	5d10	+1d10	+7 Hits	-	700
	-					
Antiship Missile [X]	40" 20"	4d10	-1d10	+7 Hits	-	1000
Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+7 Hits	-	300
Single Use Support ATK+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Claws	Melee	7d10	-	+5 Hits	7	300
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

Seasoned Veteran

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

Pilot
Trait I

Cool Under Fire

FA-78-2
HEAVY GUNDAM UNIT

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Heavy Gundam	HeavyArms	4	3	Giant	380	370
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Col. Den Beserk (MS-X)	24" 8"	8"	-	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF	4d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+7 Hits	6	300
	-					
Heavy Gatling [K]	28" 20"	12d10	Finisher+1	+7 Hits	-	200
	-					
Missile Pod [X](2)	28" 16"	10d10	+2d10	+7 Hits	-	200
	Two Uses Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mecha & Pilot Traits

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gunner Gundam	Sniper	4	3	Giant	250	290
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	32" 16"	8"	-	6200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10	+1 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Sniper [E]	40" 20"	6d10	-2d10	+7 Hits	6	200
Target any unit Ignore Cover and Support DEF Bonus						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400

Mecha & Pilot Traits

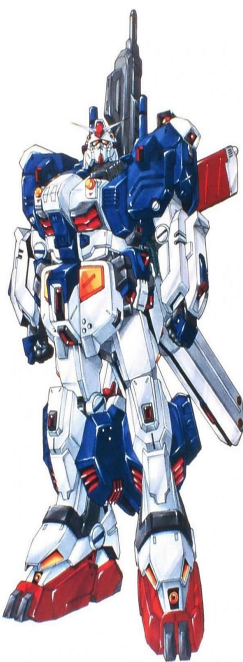
While outside enemy Sensors gain +1 DEF.

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

Trait
+V

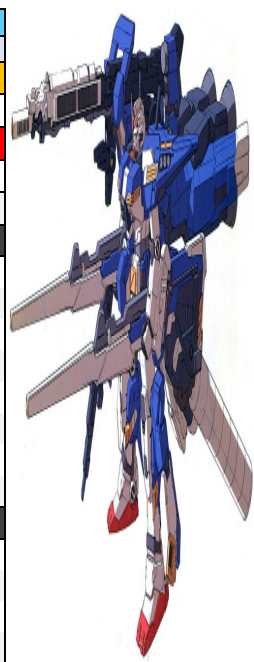
Jamming

RX-78SP
GUNNER GUNDAM



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor 7th Gundam	Firepower	4	5	Giant	300	600
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	28" 16"	8"	-	8600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10	+5 DEF		4d10	+6 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Cannon [E]	40" 20"	5d10	+1d10	+7 Hits	7	300
	-					
7th Beam Rifle [E]	28" 12"	6d10	Finisher+2	+7 Hits	6	300
	-					
TL Missile Pod [X]	28" 16"	10d10	+3d10	+7 Hits	-	200
	Single Use Support ATK					
Grenade Launcher [X](2)	20" 8"	12d10	+1d10	+7 Hits	-	200
	Two Uses Support Melee DEF					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mecha & Pilot Traits		
Defiant	All weapons gain Finisher+1	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
HFA 7th Gundam [S]	HeavyArms	4	5	Giant	300	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	28" 16"	12"	1	8600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+4 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Beam Cannon [E]	40" 20"	7d10	-2d10	+8 Hits	7	300
	-					
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+8 Hits	6	300
	-					
Micromissiles [X]	28" 20"	16d10	+4 Hits	+8 Hits	-	100
	Single Use Reroll 1s & 2s					
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+8 Hits	-	300
	Two Uses		Support ATK+2			
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+7 Hits	7P	1000
	After attacking [HP-1500]					

Mecha & Pilot Traits		
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Reckless



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
7th Gundam	Versatile	4	5	Giant	400	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	16"	8"	-	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
7th Beam Rifle [E]	28" 12"	6d10	Finisher+2	+7 Hits	6	300
	-					
Grenade Launcher [X](2)	20" 8"	12d10	+1d10	+7 Hits	-	200
	Two Uses Support Melee DEF					
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					

Mecha & Pilot Traits		
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
G-Line Light Armor	Interceptor	4	3	Giant	280	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	16"	8"	-	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF	4d10		+3 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Rifle [E]	28" 12"	6d10	Finisher+1	+5 Hits	6	300
	-					
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
	Single Use Support ATK					
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Mecha & Pilot Traits		
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Entwined with Tragedy

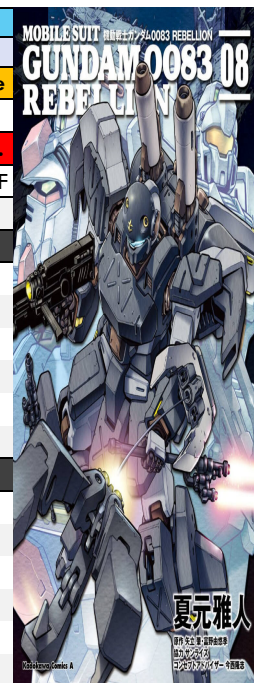


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
G-Line Standard Armor	Versatile	4	3	Giant	250	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cherie Alison	8"	8"	-	5900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Gatling Gun [K]	28" 16"	11d10	+2 Hits	+6 Hits	-	200
	-					
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
G-Line Assault Armor	Assault	4	3	Giant	250	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Rob Hartley	8"	8"	-	7400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10	+4 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shotgun [K]	24" 16"	15d10	Finisher+1	+6 Hits	-	100
[M-0] Fire in Melee						
Rocket Launcher [K]	28" 8"	5d10	+1d10	+6 Hits	-	700
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Lancer	Melee	7d10	Finisher+1	+6 Hits	4	700
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>G-Line Full Custom</i>	Assault	4	5	Giant	270	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Claude Kurtz	12"	12"	-	8300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+3 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shotgun [K]	24" 16"	15d10	Finisher+1	+7 Hits	-	100
<i>[M-0] Fire in Melee</i>						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+7 Hits	6	300
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Scythe	Melee	8d10	Finisher+4	+7 Hits	7	100
-						
Rocket Anchor	16"	10d10	-	+7 Hits	6P	-
<i>PULL yourself [First use this game is a Free Action]</i>						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Destiny Unit 1	Unstoppable	3	5	Giant	325	450
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima	8"	8"	-	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+2 DEF		5d10	+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+8 Hits	-	200
-						
Wireguided Missiles [X]	28" 12"	12d10	+1d10	+8 Hits	-	200
Single Use Req. 1 Attack & 1 Move Action						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
BD-1 [CC]	Melee	7d10	-	+8 Hits	6P	400
Immediately use [Throw Enemy] after Melee Attack on your Turn						

Mecha & Pilot Traits		
Spirit in the Machine	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Exam System	Activates when HP<50% or enemy has an EXAM unit. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
Newtype Miasma	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	-
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Pixy	Battler	3	4	Giant	205	270
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Волк	12"	12"	-	4400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10 +3 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL SMG [K]	20" 12"	11d10	+2 Hits	+4 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Daggers	Melee	7d10	Finisher+2	+6 Hits	8	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V
Defiant	All weapons gain Finisher+1	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Destiny Unit 3	Unstoppable	3	5	Giant	325	550
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima	12"	8"	1	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF		4d10 +6 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+8 Hits	6	200
-						
Wireguided Missiles [X]	28" 12"	12d10	+1d10	+8 Hits	-	200
Single Use Req. 1 Attack & 1 Move Action						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Fists [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X Spirit in the Machine
	Activates when HP<50% or enemy has an EXAM unit. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X Exam System
	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	- Newtype Miasma
	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II Driven



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Marine Type [A]	Versatile	3	3	Giant	145	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
UW Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	6	200
Water terrain has no effect on this weapons ARM PEN						
TL Torpedo Pod [X] (2)	28" 16"	10d10	+3d10	+6 Hits	-	200
Two Uses Support ATK						
Harpoon Gun [K]	24" 12"	7d10	+1 Hit	+6 Hits	-	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Daggers	Melee	7d10	Finisher+2	+6 Hits	8	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Grappling Unit	16"	10d10	-	+6 Hits	6P	-
PULL yourself [First use this game is a Free Action]						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Ez-8 Gundam [G]</i>	Versatile	3	3	Giant	195	130
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Shiro Amada	8"	4"	-	6500	6+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+2 DEF	5d10	+3 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+6 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits						
Idealist	This unit makes 2 Morale Saves to Rally when it activates.					Pilot Trait I

Gundam Ground Type Skilled Pilot Options - Terry Sanders Jr. (08th MS Team)						
Unwavering Loyalty	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).					Pilot Trait I



Opts Swap a Machine Gun for any of these weapons. Weapons Rack for Ez-8, Gundam [G], GM [G] & GM Sniper [G]: Take additional weapons for +10pts each.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Salvo [X]	36" 20"	6d10	+2d10	*	-	400
<i>Single Use Support ATK</i>						
Artillery Cannon [K]	36" 20"	6d10	-1d10	*	-	500
<i>Indirect Fire (R:20" to Max Weapon Range)</i>						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Ground Type [G]	Versatile	2	2	Giant	70	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+2 DEF	5d10		+3 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Ground Type [G]	Versatile	3	3	Giant	195	130
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Karen Joshua	8"	4"	-	6500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+2 DEF	5d10		+3 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+6 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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

+50pts Variant - Gundam Ground Type - Matt Healy (Lost War Chronicles)						
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

+50pts Variant - Gundam Ground Type - Matt Healy (Lost War Chronicles)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Launcher [K]	28" 8"	5d10	+1d10	*	-	700
-						
Beam Rifle [E]	24" 16"	6d10	+1d10	*	6	200
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Sniper [G]	Sniper	2	2	Giant	70	70
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 8"	4"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Sniper [E]	40" 20"	6d10	-2d10	+5 Hits	6	200
Target any unit Ignore Cover and Support DEF Bonus						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+1 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Spray Gun [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Lot Option (Elite 3 Morale 5+ +150VP) - Tenneth A. Jung (MSV)						
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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM (Odessa Rollout)	Versatile	1	1	Giant	30	35
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+2 DEF	4d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+4 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.						-



A GM or Cannon may swap their primary weapon with a Machine Gun [K]						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	*	-	200

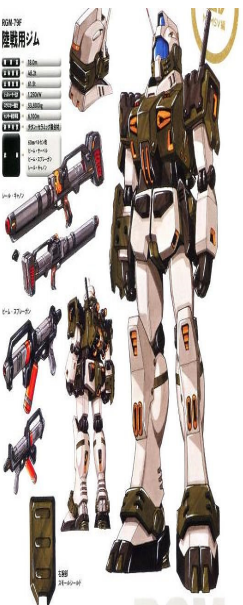
The GM / GM Cannon swap its Beam Spray Gun for a Hyper Bazooka (+10pts)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Light Armor	Interceptor	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	1	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Stripped Beam Rifle [E]	20" 12"	7d10	+1d10	+3 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+1 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Cannon	Firepower	1	2	Giant	40	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	20" 8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF		4d10 +4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	+4 Hits	-	500
Indirect Fire (R:20" to Max Weapon Range)						
Beam Spray Gun [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Land Combat [G]	Battler	1	2	Giant	40	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Railcannon [K]	36" 20"	5d10	-1d10	+2 Hits	4S	600
Beam Spray Gun [E]	20" 12"	7d10	+1d10	+2 Hits	6	100
Vulcans [K]	20" 12"	14d10	+2 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Desert GM [G]	Sniper	1	2	Giant	40	90
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Railgun Sniper [K]	48" 20"	6d10	-2d10	+5 Hits	4S	500
Target any unit Ignore Cover and Support DEF Bonus						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
Beam Spray Gun [E]	20" 12"	7d10	+1d10	+5 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+1 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						



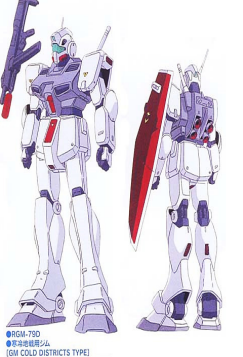
The Armored GM may swap its Bullpup for either Beam Gun (+Opts) or Hyper Bazooka (+10pts)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700
-						

Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	*	6	100
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Cold Districts [G]	Raid	1	3	Giant	50	120
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		
-						
+50pts the GM Cold District equips a [S2] Shield						
[S2] Shield	6d10		+4 DEF	4d10		+1 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM Cold D. M.Gun [K]	24" 12"	12d10	+1 Hit	+5 Hits	-	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+5 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Armored GM [G]	Raid	1	3	Giant	50	120
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	12"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+3 DEF	5d10		+1 DEF
-	-					
+40pts the Armored GM equips a [S2] Shield						
[S2] Shield	6d10		+4 DEF	4d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Kai (Type-C)	Versatile	1	3	Giant	50	80
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+3 DEF	4d10	+4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	###	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Powered GM	Raid	1	3	Giant	50	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	1	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+3 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	###	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+5 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						



The GM Kai, Powered GM & GM Command can swap their weapon for a Hyper Bazooka (+0pts). The GM Kai & Powered GM can also swap to the Beam Gun.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700
-						

Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	*	6	100
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Juggler [S]	Firepower	1	2	Giant	40	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 12"	4"	-	4400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10	+2 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Remote Gun-Balls [E]	28" 16"	4d10	+2d10	+4 Hits	5	300
Uses the Remote Weapons rules below						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits	
Remote Weapons	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire. Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aqua GM [G][A]	Battler	1	2	Giant	40	80
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+2 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Harpoon Gun [K]	24" 12"	7d10	+1 Hit	+2 Hits	-	400
-						
TL Torpedo Pod [X] (2)	28" 16"	10d10	+3d10	+2 Hits	-	200
Two Uses Support ATK						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+2 Hits	-	100
Single Use Roll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Dagger	Melee	6d10	Finisher+2	+4 Hits	8	200
-						
Grappling Unit	16"	10d10	-	+4 Hits	6P	-
PULL yourself [First use this game is a Free Action]						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command [G]	Guardian	2	3	Giant	80	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	4"	-	3500	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
Option - Skilled Pilot (Elite 1 Morale 6+ +50VP) - Hughes Courand (0081 MS Senki)						
Entwined with Tragedy	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger					Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command [S]	Guardian	2	4	Giant	90	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	4"	-	3500	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF	4d10	+6 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
Option Ace Pilot (Elite 3 Morale 5+ +150VP) - Tenneth Jung (MSV)						
All weapons gain Finisher+1.					Pilot Trait II	Ruthless
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.						



Machine Gun / Bullpup weapon swaps for the GM Command Early & Guinea Pig Team. For the Bullpup these options are -10pts						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Launcher [K]	28" 8"	5d10	+1d10	*	-	700

Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	*	-	500
Indirect Fire (R:20" to Max Weapon Range)						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command Early [G]	Raid	2	4	Giant	140	120
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima (OG Manga)	12"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+5 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						
Mecha & Pilot Traits						
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I
Alternate Pilot - Phillip Hughes (Rocket Launcher)						
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command Guinea Pig	Guardian	2	3	Giant	130	160
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima (New Manga)	12"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
Beam Gun [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
Mecha & Pilot Traits						
This unit Hits on a 3+					Pilot Trait I	Hunting for a Rival
Alternate Pilot - Summonna Fulis (Artillery Cannon)						
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.					Pilot Trait I	Mechanics Expert





RGM-79SC
GM SNIPER CUSTOM (SHIMODA TEAM)

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Sniper Custom	Sniper	1	4	Giant	80	150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	28" 12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
R-4 Beam Rifle [E]	32" 16"	6d10	+1d10	+6 Hits	6	200
-	-					
Beam Pistol [E]	20" 12"	7d10	+1d10	+6 Hits	6	100
-	-					
+40pts 'Shimoda Team Variant' - Gain TL Missile Salvo						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+6 Hits	-	400
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-	-					

Skilled Pilot Option (Elite 1 | Morale 6+ | +30VP) - Shimoda Team (MSV)

Practiced Professional

This unit Hits on a 3+

Pilot
Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Sniper Custom	Sniper	1	4	Giant	80	180
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	28" 12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Beam Sniper [E]	48" 20"	6d10	-2d10	+6 Hits	6	100
Target any unit Ignore Cover and Support DEF Bonus						
Beam Pistol [E]	20" 12"	7d10	+1d10	+6 Hits	6	100
-						
+20pts Tenneth Jung's GM Sniper Custom equips a Hyper Bazooka						
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	+6 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Ace Pilot Option (Elite 3 | Morale 5+ | +150VP) - Tenneth Jung (MSV)

All weapons gain Finisher+1.

Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.

Pilot
Trait II

Ruthless



RGM-79SC
GM SNIPER CUSTOM



RGM-79KC
GM INTERCEPT CUSTOM
(LIME YELLOW BOOSTER)

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Intercept Custom	Interceptor	1	4	Giant	80	70
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	8"	-	1700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Fb Variant (+130pts) - Gain Boost+1, Fly, TL Rocket Launcher & Missiles						
TL Rocket Launcher [K]	28" 8"	5d10	+2d10	+4 Hits	-	700
-						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+4 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Guard Custom	Guardian	1	4	Giant	80	270
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	8"	-	1700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S3] Tower Shield	5d10		+6 DEF	3d10		+7 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
-						
TL Gatling Vulcans [K](2)	24" 8"	10d10	+2 Hits	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
+30pts gain another use of the Gatling Vulcans above						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Dagger	Melee	6d10	Finisher+2	+4 Hits	8	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						



RGM-79HC
GM GUARD CUSTOM



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Sniper II	Sniper	2	5	Giant	250	300
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Lydo Wolf	32" 16"	12"	-	3200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Solid Sniper Rifle [K]	48" 20"	7d10	-2d10	+7 Hits	4	300
Target any unit Ignore Cover and Support DEF Bonus						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Sniper II White Dingo	Sniper	2	5	Giant	150	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
M. Pierce Rayer	32" 16"	12"	-	3200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+3 DEF	5d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Beam Sniper [E]	48" 20"	6d10	-2d10	+7 Hits	6	100
Target any unit Ignore Cover and Support DEF Bonus						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits

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

Pilot Trait I

Fighting Spirit



GM Sniper II: Swap a Solider Sniper Rifle for a Long Beam Sniper +0pts | Gain a Bullpup +20pts, Beam Rifle +10pts, Vulcan Pod +10pts, Rocket Launcher +10pts.

Bullpup [K]	24" 16"	11d10	+1 Hit	+7 Hits	-	200
-						
Beam Rifle [E]	24" 16"	6d10	+1d10	+7 Hits	6	200
-						

Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Rocket Launcher [K]	28" 8"	5d10	+1d10	+7 Hits	-	700
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Night Seeker	Versatile	1	4	Giant	80	230
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16"	4"	1	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Stripped Beam Rifle [E]	20" 12"	7d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

Dynamic Ambush

Ambush: This unit can reinforce on any Table Edge. Gain a free Accelerate action in the 1st Round it is deployed.

Trait +III

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Night Seeker II	Interceptor	1	4	Giant	80	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16"	8"	2	1700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Stripped Beam Rifle [E]	20" 12"	7d10	+1d10	+4 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits

Ambush: This unit can reinforce on any Table Edge. Gain a free Accelerate action in the 1st Round it is deployed.

Trait +III

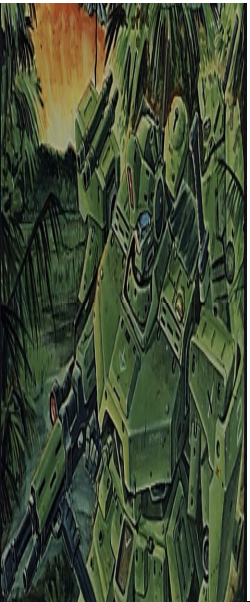
Dynamic Ambush





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Striker	Melee	1	3	Giant	50	160
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Combat Shield	7d10		+3 DEF		5d10	+4 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+2 Hits	-	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Spear	Melee	8d10	Counter+1	+6 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Spartan	Firepower	2	5	Giant	120	240
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	28" 16"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Minigun [K]	32" 12"	10d10	+1 Hit	+6 Hits	-	200
Support ATK						
Handgun [K]	28" 12"	7d10	+1 Hit	+6 Hits	-	400
-						
Wireguided Missiles [X]	28" 12"	12d10	+1d10	+6 Hits	-	200
Single Use Req. 1 Attack & 1 Move Action						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Knife	Melee	7d10	Counter+2	+4 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						



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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Striker Metal Spider	Melee	1	3	Giant	50	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Striker Beam Gun [E]	20" 12"	7d10	+1d10	+2 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Rocket Anchor	16"	10d10	-	+6 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Heat Whip	8"	7d10	-	+6 Hits	4	200
Reroll 1s & 2s						
Heat Knife	Melee	7d10	Counter+2	+6 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits						
Camera Gun Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.					Trait +V	

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Raid	Raid	1	3	Giant	50	140
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	12"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Combat Shield	7d10		+3 DEF		5d10 +2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shotgun [K]	24" 16"	15d10	Finisher+1	+5 Hits	-	100
[M-0] Fire in Melee						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chain Mine	Melee	7d10	Finisher+1	+3 Hits	-	500
Single use This weapon gains Blindside the first time it is used						
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Heat Knife	Melee	7d10	Counter+2	+3 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Custom	Guardian	2	5	Giant	250	230
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
South Burning	8"	8"	1	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM Rifle [K]	28" 20"	11d10	+1 Hit	+5 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Immortal	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I
Pilot Instructor	This unit Hits on a 3+	Pilot Trait I

GM Ace Pilot Option - Bernard Monsha - Replace Instructor with Volatile		
Volatile	All weapons gain Finisher+1	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Custom Fb	Guardian	2	5	Giant	120	380
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AE Test Pilot	8"	12"	2	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Nimble Flyer	7d10		+5 DEF	5d10	+6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Cannon II	Firepower	2	5	Giant	150	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Immortal 4th Team	20" 8"	4"	-	5600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
	-					
GM Rifle [K]	28" 20"	11d10	+1 Hit	+6 Hits	-	200
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits		-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits		
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Immortal

GM Cannon Skilled Pilot Option - Chuck Keith		
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	Unwavering Loyalty

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP04 Gerbera	Sniper	4	5	Giant	270	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AE Test Pilot	28" 12"	12"	2	6200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sniper B.Launcher [E]	40" 20"	5d10	+1d10	+8 Hits	6	300
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP01-Fb Zephyranthes	Guardian	4	5	Giant	400	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	12"	12"	2	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Nimble Flyer	7d10		+6 DEF		5d10 +7 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits			
Fuel Hungry	This unit has 0 Boost in Round 4+		Trait -II
Sudden Decoupling	[M-1] Usable once per game Your next melee attack gains Blindside.		Trait +V
Mechanics Expert	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.		Pilot Trait I
Hunting for a Rival	This unit Hits on a 3+		Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
GP03 Dendrobium Orchis	Firepower	4	5	Massive	420	1150
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	20" 8"	16"	2	9600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Beam Cannon [E]	40" 20"	7d10	-2d10	+7 Hits	7	300
-						
GP03 Micromissiles [X]	32" 24"	16d10	+6 Hits	+7 Hits	-	100
Three Uses Reroll 1s & 2s Support ATK 12"						
TL Folding Bazooka [K]	28" 20"	5d10	+2d10	+7 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
-						
Chain Mine	Melee	7d10	Finisher+1	+5 Hits	-	500
Single use This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits			
When this unit is destroyed, replace it with GP03 below.		Trait +XV	Hidden Beneath
Effective only again [Energy Attacks] [E] Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength		Trait +XX	I-Field [Barrier 5][360]
All weapons gain Finisher+1.		Pilot Trait II	Driven
Your attacks have a Target number of 3+ for Finisher Saves			
Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.		Trait +V	Missile Massacre



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP01 Zephyranthes	Guardian	4	5	Giant	300	350
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	12"	8"	1	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF		4d10 +7 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
		-				
Bullpup [K]	24" 16"	11d10	+1 Hit	+6 Hits	-	200
		-				
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
		-				

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP03 Dendrobium Stamen	Firepower	4	5	Giant	400	200
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	20" 8"	8"	-	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Folding Shield	7d10		+4 DEF		5d10 +5 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Folding Bazooka [K]	28" 20"	5d10	+2d10	+7 Hits	-	700
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits			
All weapons gain Finisher+1.		Pilot Trait II	Driven
Your attacks have a Target number of 3+ for Finisher Saves			



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Gundam MK II</i>	Versatile	4	6	Giant	320	450
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Kamille Bidan	12"	8"	1	6200	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[S2] Shield	6d10	+6 DEF	4d10	+7 DEF		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	7	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits		
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Defiant	All weapons gain Finisher+1	Pilot Trait I
Alternate MK-II Skilled Pilot - Emma Sheen - Swap Pilot trait for "Inspiring Pilot"		
Inspiring Pilot	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I



+100pts MK-II Variant - Super Gundam - Gain the below						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
G-Defensor Rifle [E]	48" 20"	6d10	-1d10	+7 Hits	6	300
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+7 Hits	-	300
Two Uses Support ATK+2						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Di-jeh</i>	Battler	4	6	Giant	430	550
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray	12"	8"	-	5900	5+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Gundarium Gamma MS	9d10	+5 DEF	6d10	+5 DEF		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+5 Hits	7	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits		
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Legendary Pilot	This unit Hits and Defends on a 3+	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Hyaku Shiki</i>	Raid	4	6	Giant	430	600
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
LT Quattro	16"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Gold Anti-Beam Coating	9d10	+5 DEF	6d10	+3 DEF		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+7 Hits	7	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

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



+50pts Clay Bzka for MKII/Shiki/Dijeh +250pts M.B.Launcher for Hyaku Shiki						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	*	-	700
Mega Bazooka Launcher [E]	48" 28"	6d10	+1 Hit	+7 Hits	6	500
Single Use AOE Req. 1 Combat & 2 Move actions						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Di-jeh SE-R</i>	Assault	4	6	Giant	320	600
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AE Test Pilot	16"	8"	2	6200	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Gundarium Gamma MS	9d10	+4 DEF	6d10	+4 DEF		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+7 Hits	7	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
This unit Hits on a 3+	Pilot Trait I	Talented Pilot





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam	Interceptor	4	7	Giant	440	850
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kamille Bidan	20"	8"	1	5300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+7 DEF		5d10 +4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	+7 Hits	7	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V
[M-3] Zeta Gundam throws its rifle. Make a Zeta Rifle Attack in Rapid Fire range gain Blindside. The Rifle is then lost.						-
The Flash Skill [M-3] is free for this unit twice per game.						Trait +XX
This unit Hits on a 3+						Pilot
On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.						Trait II

-100pts Alt Skilled Pilot (Morale 6+, -110VP) - Roux Louka - Instead use Jet Transformation and these Traits		
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Talented Pilot	This unit Hits on a 3+	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam	Interceptor	4	7	Giant	465	1250
Ace Pilot (Elite 3) (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Kamille Bidan	16"	8"	1	5300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+7 DEF		5d10 +4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36" 20"	6d10	+1d10	+7 Hits	7	300
-						
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	+7 Hits	7	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Confuse [E]	24"	6d10	-	+7 Hits	5	200
Single Use AOE: 8" Radius Circle						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Waverider [Crash]	Melee	8d10	Finisher+4	+5 Hits	-	1000
Req. Biosensor or Round 4+ After attacking lose [HP-1500]						
Mecha & Pilot Traits						
Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.						Trait +V
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V
[M-3] Zeta Gundam throws its rifle. Make a Zeta Rifle Attack in Rapid Fire range gain Blindside. The Rifle is then lost.						-
The Flash Skill [M-3] is free for this unit three times per game.						Trait +XXX
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV
This unit Hits on a 3+						Pilot
On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.						Trait II



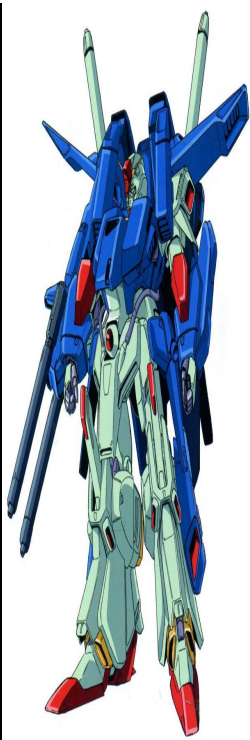


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZZ Gundam	Firepower	4	7	Giant	340	900
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Judau Ashta	28" 16"	8"	-	5900	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF		6d10 +5 DEF	
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Mega B.Cannon [E]	28" 20"	6d10	+2d10	+8 Hits	7	300
-						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+8 Hits	-	400
Single Use Support ATK						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
ZZ Mega Cannon [E]	32" 24"	7d10	+1 Hit	+8 Hits	6	400
Single Use AOE Req. 1 Combat & 1 Move action						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
Biosensor - Zeta	Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
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
+100pts Enhanced ZZ Gundam - Gain +1 Boost (+5VP),+1 uses of TL Missile Salvo +1 use of Vulcans		

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor ZZ Gundam	Firepower	4	7	Giant	450	1100
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Judau Ashta	28" 16"	8"	-	7400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF		6d10 +5 DEF	
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Mega B.Cannon [E]	28" 20"	6d10	+2d10	+8 Hits	7	300
-						
TL Missile Salvo [X](2)	36" 20"	6d10	+3d10	+8 Hits	-	400
Two Uses Support ATK						
TL Missile Pod [X]	28" 16"	10d10	+3d10	+8 Hits	-	200
Single Use Support ATK						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
FA-ZZ Mega Cannon [E]	32" 24"	7d10	+1 Hit	+8 Hits	6	400
Two Uses AOE Req. 1 Combat & 1 Move action						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	300
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+6 Hits	7P	1000
After attacking [HP-1500]						

Mecha & Pilot Traits			
Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.		Trait +V	Biosensor - Zeta
The Flash Skill [M-3] is free for this unit three times per game.		Trait +XXX	Newtype Flash III
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.		Pilot Trait II	Impulsive





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dias	Raid	2	6	Giant	110	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	12"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	+6 Hits	-	700
		-				
Beam Phalanx [E]	24" 12"	6d10	+1d10	+6 Hits	6	100
	Support DEF					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				
Mecha & Pilot Traits						
[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.						-

Rick Dias Skilled Pilots (Elite 1 Morale 6+ +50VP) - Roberto (No Nonsense) and Apolly (Wisecracking)		
No Nonsense Pilot	This unit Hits on a 3+	Pilot Trait I
Wisecracking Pilot	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I

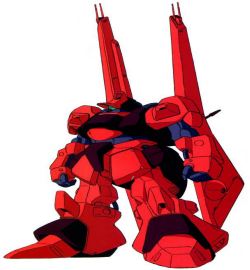


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Methuss	Raid	1	5	Giant	70	260
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+2 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Pistols [E]	20" 12"	7d10	+2d10	+6 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]						Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dias II	Raid	2	7	Giant	120	420
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	12"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Mega B.Cannon [E]	28" 20"	6d10	+2d10	+7 Hits	7	300
-						
Beam Phalanx [E]	24" 12"	6d10	+1d10	+7 Hits	6	100
Support DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
[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.						-

+100pts & Rick Dias Variant - Schuzrum Dias						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
-						
Gain TL Beam Cannons, Boost+1						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Methuss Kai	Raid	1	5	Giant	70	340
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10 +3 DEF			6d10 +2 DEF		
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Mega Cannon [E]	36" 20"	6d10	+1d10	+6 Hits	6	300
		-				
TL Beam Pistols [E]	20" 12"	7d10	+2d10	+6 Hits	6	100
		-				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]						Trait +V





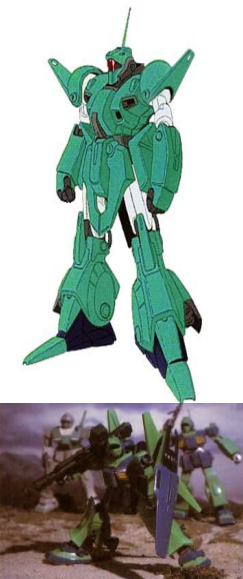
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo	Guardian	2	6	Giant	110	270
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF		4d10	+7 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	+5 Hits	6	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo Sword Custom	Unstoppable	2	6	Giant	130	430
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	16"	8"	2	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Luna Titanium	8d10		+2 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
SE Field	Self	7d10	Finisher+1	+7 Hits	6	200
Single Use AOE: 8" Radius Circle						
Rip & Tear	Melee	9d10	Finisher+2	+7 Hits	-	700
Usable when you have no more shooting weapons						



Nemo weapon swaps for Beam Carbine: GM Rifle +0pts, Artillery Cannon -20pts, Clay Bazooka +20pts, Hyaku Shiki Beam Rifle +20pts						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM Rifle [K]	28" 20"	11d10	+1 Hit	*	-	200
-						
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	*	7	200
-						

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	*	-	500
Indirect Fire (R:20" to Max Weapon Range)						
Clay Bazooka [K]	28" 8"	6d10	+1d10	*	-	700
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo II	Interceptor	2	6	Giant	110	280
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+7 DEF		4d10 +4 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	+5 Hits	-	700
	-					
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	+5 Hits	6	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					
+50pts +5VP The Nemo High Maneuver variant gains Boost+1						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo III	Firepower	2	6	Giant	110	270
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	24" 12"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Luna Titanium	8d10		+3 DEF		6d10	+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+6 Hits	6	300
	-					
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	6	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					





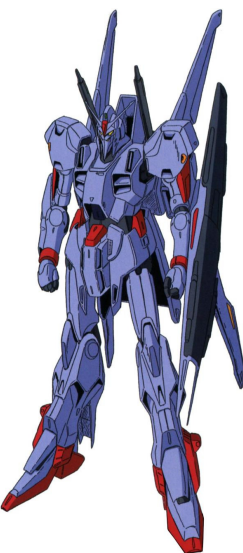
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM II	Versatile	1	4	Giant	60	110
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	+5 Hits	6	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					
-10pts The GM II swaps its carbine for a Bullpup or Hyper Bazooka (+30pts)						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	+5 Hits	-	700
	-					
Bullpup [K]	24" 16"	11d10	+1 Hit	+5 Hits	-	200
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM III	Versatile	1	6	Giant	80	260
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Federation Pilot	12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10	+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	7	200
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

+40pts a GM III equips a TL Missile Salvo or Missile Pod. +80pts for both						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+6 Hits	-	400
	Single Use Support ATK					
TL Missile Pod [X]	28" 16"	10d10	+3d10	+6 Hits	-	200
	Single Use Support ATK					
+100pts The Nouvelle GM III Variant has both Missiles options and Sensors +4"						

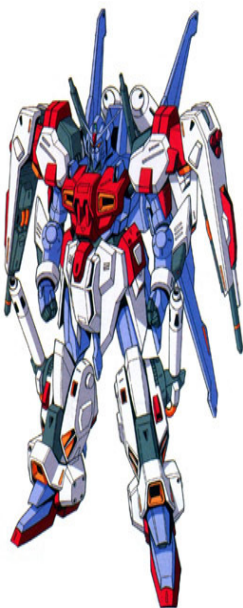
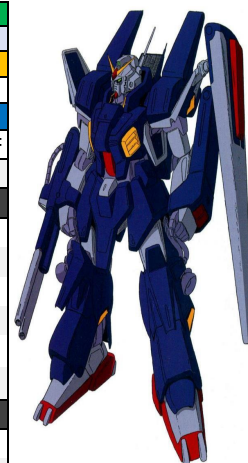


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM II Semi-Striker	Melee	1	4	Giant	60	110
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	+2 Hits	6	100
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Spear	Melee	8d10	Counter+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					



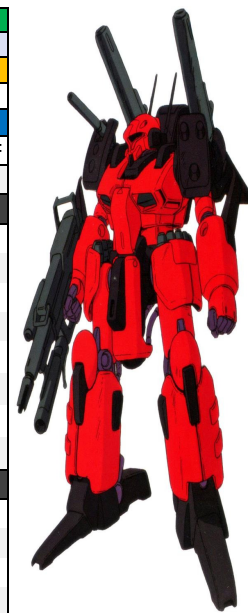
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK III	Interceptor	4	6	Giant	280	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10	+8 DEF		4d10	+5 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hyper B.Cannons [E]	32" 20"	6d10	+2d10	+6 Hits	6	300
-						
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam MK-II	Versatile	4	6	Giant	280	540
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	1	8300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+4 DEF	6d10	+5 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MK Beam Rifle [E]	24" 16"	6d10	+2d10	+7 Hits	7	200
-						
Grenade Launcher [X](2)	20" 8"	12d10	+1d10	+7 Hits	-	200
Two Uses Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam MK-III	Firepower	4	6	Giant	280	600
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	28" 16"	8"	1	8000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hyper B.Cannons [E]	32" 20"	6d10	+2d10	+7 Hits	6	300
	-					
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	7	200
	-					
TL Thigh Beamgun [E]	28" 16"	6d10	+2d10	+7 Hits	6	100
	Support DEF					
Grenade Launcher [X](2)	20" 8"	12d10	+1d10	+7 Hits	-	200
	Two Uses Support Melee DEF					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

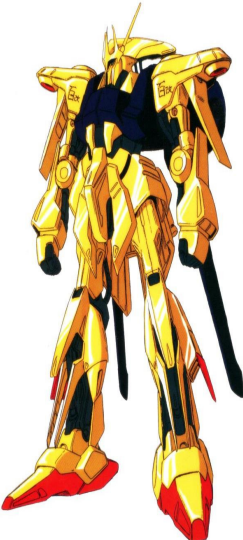
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Guncannon DT	Firepower	2	6	Giant	110	320
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	24" 12"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Heavy B.Cannons [E]	32" 24"	5d10	+2d10	+6 Hits	6	300
Beam Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	6	100
Beam Spray Gun [E]	20" 12"	7d10	+1d10	+6 Hits	6	100
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400



Mecha & Pilot Traits

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

- Transform (Artillery)



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hyaku Shiki Kai (HSK)	Raid	4	6	Giant	260	430
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	1	4700	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Gold Anti-Beam Coating	9d10	+5 DEF		6d10	+4 DEF	
	+1 DEF Vs DMG<400 +2 DEF vs [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+7 Hits	7	200
-						
Beam Vulcans [E]	20" 12"	14d10	+1 Hit	+7 Hits	4	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
HSK Mass Produced	Raid	2	6	Giant	110	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Gold Anti-Beam Coating	9d10	+4 DEF		6d10	+3 DEF	
	+1 DEF Vs DMG<400			+2 DEF vs [E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+6 Hits	7	200
		-				
Beam Gatling [E]	28" 16"	11d10	Finisher+1	+6 Hits	4	100
		-				
Beam Vulcans [E]	20" 12"	14d10	+1 Hit	+6 Hits	4	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Land Combat HSK [G]	Raid	4	6	Giant	280	580
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield + Gold ABC	7d10		+7 DEF		4d10 +6 DEF	
	+1 DEF Vs [K]inetic & E[X]plosive			+2 DEF vs[E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	+7 Hits	7	200
-						
Railgun [K]	28" 16"	6d10	-1d10	+7 Hits	4S	500
-						
Beam Cannon [E]	36" 20"	5d10	+1d10	+7 Hits	6	300
-						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+7 Hits	-	300
Two Uses Support ATK+2						
Beam Vulcans [E]	20" 12"	14d10	+1 Hit	+7 Hits	4	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor HSK	Sniper	4	6	Giant	280	750
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	32" 16"	8"	-	7100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gold Anti-Beam Coating	9d10		+4 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400			+2 DEF vs [E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Mega Buster [E]	40" 20"	7d10	-2d10	+8 Hits	7	500
-						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+8 Hits	6	300
-						
Chest Beam [E]	20" 12"	6d10	+1d10	+8 Hits	6	200
Support DEF						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+8 Hits	-	300
Two Uses Support ATK+2						
Beam Vulcans [E]	20" 12"	14d10	+1 Hit	+8 Hits	4	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+2	+4 Hits	-	300
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam 3A	Versatile	4	7	Giant	450	890
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
White Unicorn (Amuro)	20"	8"	1	5300	5+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[S1] Small Shield G	8d10	+5 DEF		5d10	+6 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	+8 Hits	7	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+8 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits			
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons			
Jet Transformation			Trait +V
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.		Trait +XXX
Legendary Pilot	This unit Hits and Defends on a 3+		Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam 3B	Assault	4	7	Giant	440	820
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Grey Wolf (Matsunaga)	20"	8"	1	5300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Shield + Gold ABC	8d10		+5 DEF		5d10 +5 DEF	
	+1 DEF Vs [K]inetic & E[X]plosive +2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36" 20"	6d10	+1d10	+8 Hits	7	300
-						
TL Beam M.Guns [E]	24" 12"	11d10	+2 Hits	+8 Hits	4	100
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+8 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+8 Hits	7P	1000
After attacking [HP-1500]						

Mecha & Pilot Traits			
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons			
			Trait +V
	The Flash Skill [M-3] is free for this unit twice per game.		Trait +XX
	This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally		Pilot Trait II
			Untouchable





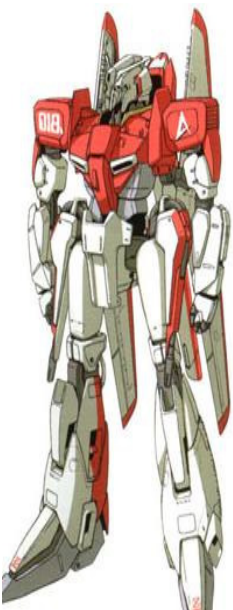
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam P2/3C	Interceptor	4	7	Giant	290	690
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Red Snake	20"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+7 DEF		5d10 +4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Pistol [E]	20" 12"	7d10	+1d10	+7 Hits	7	200
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
Jet Transformation		Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Psycho Neutralizer	When HP <50% or allied pilot LVL 1+ dies this unit may steal an enemy's Remote Weapon (i.e. Funnels, Wired Claws etc.) for [M-3] per Round.	-
Mobile Trace System	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor or Finisher Save.	-

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZII	Raid	3	7	Giant	205	570
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG Squadron Leader	20"	8"	1	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Mega Cannon [E]	36" 20"	6d10	+1d10	+8 Hits	6	300
-						
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	+8 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+6 Hits	7P	1000
After attacking [HP-1500]						

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Plus A1 [G]	Raid	3	7	Giant	205	460
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Karaba Pilot	16"	8"	1	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+5 DEF		5d10 +3 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	+8 Hits	7	200
-						
TL Thigh BeamGun [E]	28" 16"	6d10	+2d10	+8 Hits	6	100
Support DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]						Trait +V

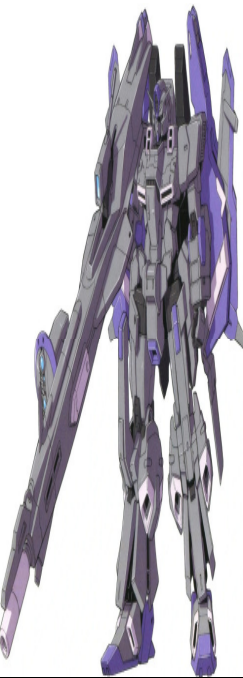
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Plus C1	Sniper	3	7	Giant	235	530
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Tex West	32" 16"	8"	1	3500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+3 DEF		6d10 +1 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Z Beam Smartgun [E]	40" 20"	6d10	+1d10	+9 Hits	6	200
Reroll 1s to Hit						
TL Thigh BeamGun [E]	28" 16"	6d10	+2d10	+9 Hits	6	100
Support DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+9 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]						Trait +V
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I
For Sigman Shade use the Talented Pilot Trait instead.						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nero	Guardian	2	7	Giant	120	270
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Task Force Alpha	12"	8"	1	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+4 DEF		6d10	+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nero Trainer	Interceptor	2	7	Giant	270	370
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Stole Mannings	12"	12"	2	2900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+5 DEF		6d10 +2 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
-						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Theta Plus	Sniper	3	7	Giant	205	580
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Saphira Gardner	28" 12"	8"	1	5600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+3 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Cannon [E]	40" 20"	6d10	+1d10	+9 Hits	7	300
Requires 1 Combat & 2 Move Actions						
TL Hi-Power Beam Guns [E]	24" 16"	7d10	+2d10	+9 Hits	7	100
-						
TL Micromissiles [X](2)	28" 20"	16d10	+6 Hits	+9 Hits	-	100
Two Uses Reroll 1s & 2s						
Vulcans [K]	20" 12"	14d10	+2 Hits	+9 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]						Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
FAZZ Prototype	HeavyArms	3	7	Giant	235	570
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Shin Crypt	24" 12"	8"	-	7100	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+2 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Cannon [E]	40" 20"	6d10	+1d10	+9 Hits	7	300
Requires 1 Combat & 2 Move Actions						
TL Mega B.Cannon [E]	28" 20"	6d10	+2d10	+9 Hits	7	300
-						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+9 Hits	-	300
Two Uses Support ATK+2						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+9 Hits	-	100
Single Use Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+8 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
All weapons gain Finisher+1						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
S Gundam	Firepower	5	7	Giant	390	850
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ryou Roots	28" 16"	8"	2	6200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+4 DEF	6d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Smartgun [E]	32" 20"	7d10	+1d10	+8 Hits	8	300
Roll 1s to Hit						
TL S Beam Cannons [E]	32" 20"	5d10	+2d10	+8 Hits	7	300
-						
Incoms [E]	28" 16"	5d10	+1d10	+8 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V
With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.						Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Ex-S Gundam	HeavyArms	5	7	Giant	390	1150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ryou Roots	28" 16"	12"	3	7100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+3 DEF	6d10		+5 DEF
Cockpit I-Field [Barrier 5][36	Once per game gain +2 CRIT DEF vs [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Smartgun [E]	32" 20"	7d10	+1d10	+9 Hits	8	300
Reroll 1s to Hit						
Quad Beam Cannon [E]	32" 20"	5d10	+4d10	+9 Hits	7	300
-						
TL Thigh Beamgun [E]	28" 16"	6d10	+2d10	+9 Hits	6	100
Support DEF						
Incoms [E]	28" 16"	5d10	+1d10	+9 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Vulcans [K]	20" 12"	14d10	+2 Hits	-		100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+8 Hits	7P	1000
After attacking [HP-1500]						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V
With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.						Trait +X
[M-1] Once per game this unit may Blindside with its Beam Smartgun by using the Incoms to reflect the shot.						Trait +V





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hizack	Versatile	1	5	Giant	70	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	8"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+6 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

+10pts a Hizack gains a [S1] Small Shield						
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+4 DEF
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	*	7	100
	-					
Heat Hawk	Melee	7d10	-	*	5	500
	-					
A Hizack can swap its M.Gun & Beam Saber for a Beam Carbine & Heat Hawk						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Hizack Custom</i>	Sniper	1	5	Giant	70	170
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	24" 8"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sniper B.Launcher [E]	40" 20"	5d10	+1d10	+7 Hits	6	300
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Hizacks including the Custom may equip a TL Missile Pod for +40pts						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X]	28" 16"	10d10	+3d10	*	-	200
	Single Use Support ATK					
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	*	7	400
	-					
The Marasai may equip a Feyadeen Rifle for +100pts						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
EWAC Zack (Eyezack)	Sniper	1	5	Giant	70	190
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	24" 8"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+7 Hits	-	200
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					
Mecha & Pilot Traits						
Choose an enemy in LOS or Sensors range.						Trait +V
This Round Allies gain the benefit of Target Lock versus this enemy.						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Marasai	Raid	2	6	Giant	110	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	12"	8"	1	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10	+4 DEF		6d10	+3 DEF	
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Skilled Pilot Option (Elite 1 Morale 6+ +50VP) - Kakric						
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Galbady Beta	Battler	3	5	Giant	165	120
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Titans or Zeon Pilot	8"	8"	-	4100		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+5 Hits	6	200
	-					
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					
ed Pilot Option (Elite 1 Morale 6+ +50VP) - Lila Milla Rira						
This unit Hits on a 3+						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Galbady Beta Custom</i>	Battler	3	6	Giant	325	270
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Filius Stream	20"	8"	-	4100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF	4d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sniper B.Launcher [E]	40" 20"	5d10	+1d10	+5 Hits	6	300
	-					
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
	-					
Mecha & Pilot Traits						
This unit Defends on a 3+					Pilot	
Before rolling DEF make a Morale Save to Rally					Trait II	



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Guntank II</i>	Firepower	2	3	Giant	80	140
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Titans Pilot	20" 8"	4"	-	3200		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Tracked Vehicle MS	4d10		+3 DEF	6d10		+4 DEF
	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Long Artillery [K]	48" 20"	7d10	-1d10	+5 Hits	-	400
<i>Indirect Fire (R:20" to Max Weapon Range)</i>						
TL Missile Salvo [X](2)	36" 20"	6d10	+3d10	+5 Hits	-	400
<i>Two Uses Support ATK</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
<i>After attacking [HP-1500]</i>						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Quel	Raid	2	5	Giant	120	280
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM Rifle [K]	28" 20"	11d10	+1 Hit	+6 Hits	-	200
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					
Mecha & Pilot Traits						
Choose an enemy in LOS or Sensors range.					Trait +V	
This Round Allies gain the benefit of Target Lock versus this enemy.						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK II	Versatile	4	6	Giant	310	350
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Jerid or Kacricon	12"	8"	1	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF	4d10		+7 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Mecha & Pilot Traits						
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I

The MK-II / Barzam Kai can swap a Rifle for a Bazooka or take both for +40pts						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	*	-	700
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Asshimar	Interceptor	2	5	Giant	100	240
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	8"	-	5900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Rifle [E]	24" 16"	7d10	Finisher+1	+5 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Fists [CC]	Melee	7d10	-	+3 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						
						Trait +V

Ace Pilot (Elite 3 Morale 5+ +150pts) Asshimar Option - Maj. Buran Blutarch						
Reaper		This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.				Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Barzam Kai (Refined)	Versatile	2	6	Giant	110	380
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
EFSF Pilot	12"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield G	7d10		+5 DEF	4d10		+6 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bz Beam Carbine [E]	28" 12"	7d10	+1d10	+6 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

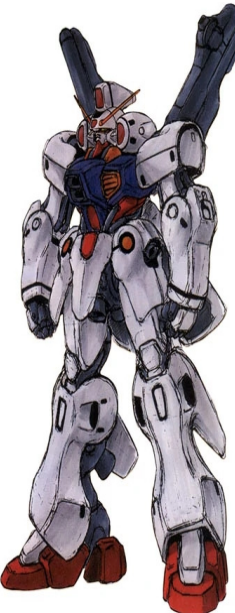
+10pts the Barzam or Barzam Kai takes a bonus Grenade Launcher.						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Grenade Launcher [X]	20" 8"	12d10	+1d10	*	-	200
Single Use Support Melee DEF						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Barzam	Versatile	2	6	Giant	110	280
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bz Beam Carbine [E]	28" 12"	7d10	+1d10	+6 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



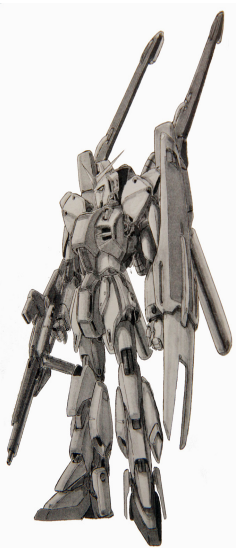


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK III Eagley	Interceptor	4	6	Giant	280	350
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+6 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	7	200
		-				
TL Beam Guns [E]	24" 12"	7d10	+2d10	+6 Hits	6	100
		-				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V

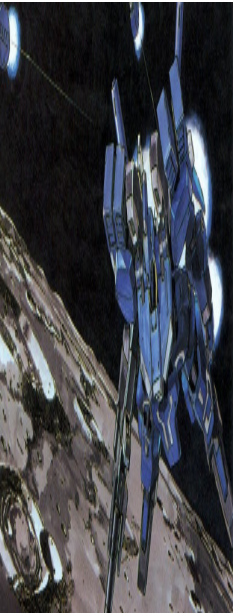


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK-IV	Firepower	4	6	Giant	280	630
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	24" 12"	12"	1	7400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield G	7d10		+6 DEF	4d10		+7 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	7	200
-						
Incoms [E]	28" 16"	5d10	+1d10	+7 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted						Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK III Halpuley	Raid	4	6	Giant	280	320
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	12"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+7 DEF	4d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+7 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						



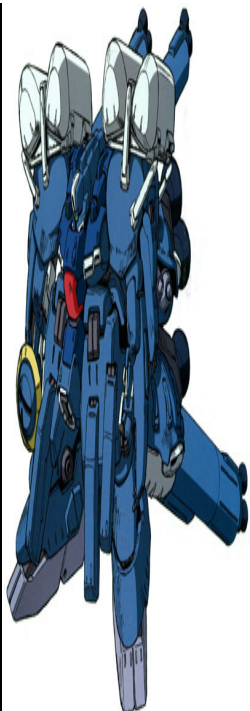
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK-V	Battler	4	7	Giant	440	950
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Brave Cod	20"	12"	3	5600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield G	7d10	+7 DEF		4d10	+7 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	7	200
-						
TL Incoms [E]	28" 16"	5d10	+2d10	+6 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
The Flash Skill [M-3] is free for this unit twice per game.						Trait +XX
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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Xeku Eins	Firepower	3	7	Giant	335	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
New Desidees	24" 12"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+3 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Xeku Machine Gun [K]	32" 20"	12d10	+1 Hit	+8 Hits	-	200
-						
Clay Bazooka [K]	28" 8"	6d10	+1d10	+8 Hits	-	700
-						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1		+8 Hits	-	200
Single Use						
Xeku Eins Type III swaps the Clay Bazooka & Machine Gun for a Beam Smartgun						
Xeku Beam Smartgun [E]	36" 24"	6d10	+2d10	+8 Hits	6	200
Reroll 1s to Hit						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit makes 2 Morale Saves to Rally when it activates.						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Xeku Zwei	HeavyArms	3	7	Giant	335	700
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Josh Offshore	28" 16"	12"	2	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+2 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Xeku Machine Gun [K]	32" 20"	12d10	+1 Hit	+9 Hits	-	200
-						
Xeku Beam Smartgun [E]	36" 24"	6d10	+2d10	+9 Hits	6	200
Reroll 1s to Hit						
TL Missile Salvo [X](2)	36" 20"	6d10	+3d10	+9 Hits	-	400
Two Uses Support ATK						
+20pts the Xeku Zwei equips a Sturm Faust Salvo						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1	+9 Hits	-	200	
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Mecha & Pilot Traits						
Once per Round choose an ally (besides yourself) within LOS or Sensors.						Trait +V
They gain a Support Bonus of +1 Hit or +1 DEF						
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger						Pilot Trait II





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gaplant	Raid	3	6	Giant	205	550
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Rosamia Badam	12"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield G	9d10		+4 DEF	6d10		+4 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hi-Power Beam Guns [E]	24" 16"	7d10	+2d10	+7 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
Jet Transformation		Trait +V
Cyber Newtype	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Byarlant	Battler	3	7	Giant	245	600
Skilled Pilot (Elite 1)	Sensors	Fly	Boost	Armor HP	Morale	
Jerid Mesa	12"	12"	1	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Nimble Flyer Gamma	10d10		+4 DEF	7d10		+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hi-Power MPC [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+8 Hits	7	200
-						
Claws [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit once per game.		
	Trait +X	Newtype Flash I
This unit Hits on a 3+		Pilot Trait I
		Hunting for a Rival

+150pts - Alternate Ace Pilot (Morale 5+ | +150pts) for Gaplant (+165VP & Elite 6) or Hambrabi (+115VP & Elite 6) - Yazan Gable - Remove Cyber Newtype / Headhunter

Master of Mobile Suits	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
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This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Pilot Trait II	Warmonger
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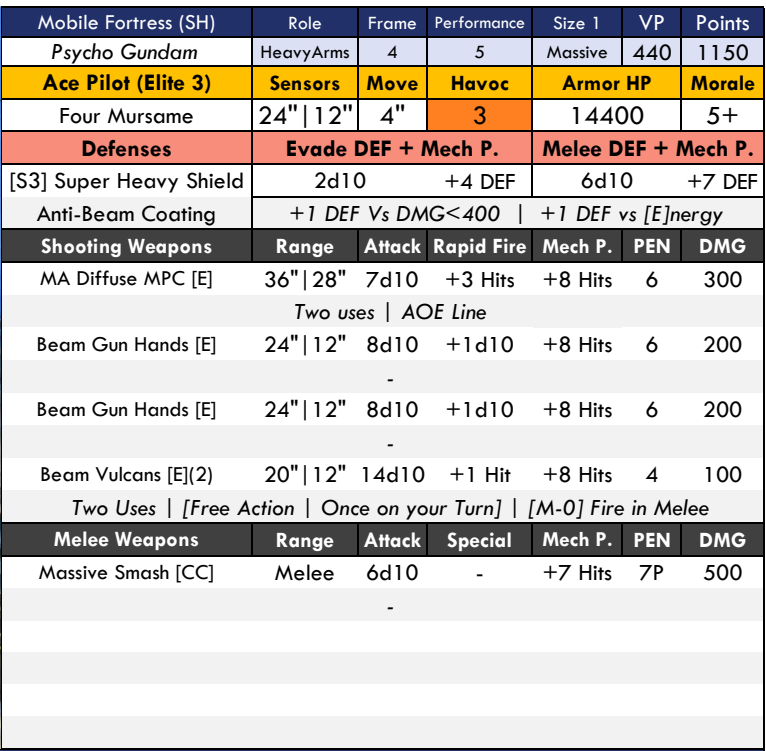
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Hambrabi</i>	Interceptor	3	7	Giant	235	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ramsus / Dunkel	20"	8"	1	4100	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+5 DEF	6d10	+2 DEF	
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hi-Power Beam Guns [E]	24" 16"	7d10	+2d10	+7 Hits	7	100
	-					
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	+7 Hits	7	400
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Arc Whip	8"	7d10	-	+5 Hits	6S	-
	<i>[Free Action Once on your Turn]</i>					
Twin Beam Sabers	Melee	8d10	Finisher+1	+5 Hits	7	200
	-					
Claws [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
Jet Transformation		Trait +V
Headhunter	This unit Hits on a 3+	Pilot Trait I
-100pts Remove the Feyadeen Rifle		



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gabthley	Sniper	3	6	Giant	185	500
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mouar Pharaoh	28" 12"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+2 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	+8 Hits	7	400
	-					
TL Beam Guns [E]	24" 12"	7d10	+2d10	+8 Hits	6	100
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Claws [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

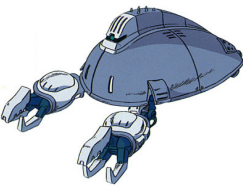
Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
	Trait +V	Jet Transformation
The Flash Skill [M-3] is free for this unit once per game.		Trait +X
		Newtype Flash I



Mecha & Pilot Traits	
While transformed gain a free Accelerate Action Melee DEF-2d10 [Ground Battles] Fly is required for enemy units to melee attack you	Trait +X
The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX
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

Mecha & Pilot Traits		
While transformed gain a free Accelerate Action Melee DEF-2d10 [Ground Battles] Fly is required for enemy units to melee attack you	Trait +X	Transform (Fortress)
+1 Block vs [E] Shots [M-1] [Free Action] Make an All Ranged Attack with Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +X	Beam Reflector Bits
The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX	Cyber Newtype II
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Audacious





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Baund Doc	Versatile	4	7	Giant	330	700
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP		Morale
Rosamia Badam	12"	8"	1	7700		6+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield G	9d10		+4 DEF	6d10		+6 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+8 Hits	7	200
-						
Scattering Beams [E]	28" 16"	6d10	+2d10	+8 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Transform (Fortress)	While transformed gain a free Accelerate Action Melee DEF-2d10 [Ground Battles] Fly is required for enemy units to melee attack you	Trait +X
Cyber Newtype	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X
Volatile	All weapons gain Finisher+1	Pilot Trait I

Alternate Baund Doc Pilot - Gates Cappa - Replace Volatile with Practiced Professional		
Practiced Professional	This unit Hits on a 3+	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Messala	Raid	5	5	Giant	420	700
Skilled Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Paptimus Scirocco	12"	12"	1	6800	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Heavy B.Cannons [E]	32" 24"	5d10	+2d10	+7 Hits	6	300
-						
TL Micromissiles [X](2)	28" 20"	16d10	+6 Hits	+7 Hits	-	100
Two Uses Reroll 1s & 2s						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						Trait +V
The Flash Skill [M-3] is free for this unit twice per game.						Trait +XX
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.						Trait +X
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Palace Athene	Firepower	5	6	Giant	410	850
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Reccoa Londe	24" 12"	8"	1	7700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+5 DEF		5d10	+6 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Long Beam Rifle [E]	28" 16"	7d10	+2d10	+7 Hits	6	200
-						
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+7 Hits	-	1000
Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets						
Needle Missiles [X](2)	24" 16"	16d10	+2 Hits	+7 Hits	-	100
Two Uses Support Melee DEF+2						
Scattering Beams [E]	28" 16"	6d10	+2d10	+7 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
The Flash Skill [M-3] is free for this unit once per game.						Trait +X
All weapons gain Finisher+1						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Bolinoak Sammahn</i>	Melee	5	6	Giant	410	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Sarah Zabiarov	16"	8"	1	6500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield G	7d10		+7 DEF	4d10		+8 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+4 Hits	-	400
Single Use Support ATK						
TL Shield Beams [E]	20" 12"	10d10	+2 Hits	+4 Hits	5	100
Single Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Tomahawk	Melee	8d10	-	+8 Hits	7	300
-						
Shield Stab	Melee	7d10	Finisher+2	+8 Hits	-	300
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
The O	Battler	5	7	Giant	540	1000
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Paptimus Scirocco	16"	12"	1	8900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Hidden B.Sabers	8d10		+5 DEF		6d10	+7 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Rifle [E]	24" 16"	7d10	Finisher+1	+6 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Quad Beam Sabers	Melee	9d10	-	+8 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Once on your Turn if HP<50% choose an enemy unit to make 2 Morale Saves vs Rout.	Trait +V	Biosensor - The O
The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	Newtype Flash II
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.	Trait +X	Newtype Pressure
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Megalomaniac

+100pts & +10VP Scirocco gains "I'm taking you with me"		
When this unit is destroyed roll a d10+3.	Trait +X	I'm taking you with me!
On a 10+ shatter the enemy's mind & remove their model.		





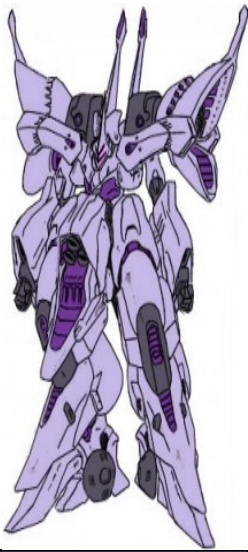
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Qubeley	Versatile	4	7	Giant	460	1000
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Haman Karn	16"	8"	1	5300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Funnels [E]	32" 24"	5d10	+2d10	+8 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
TL MPC [E]	20" 12"	7d10	+2d10	+8 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
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.						Trait +X
The Flash Skill [M-3] is free for this unit three times per game.						Trait +XXX
All weapons gain Finisher+1.						Pilot
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.						Trait II

50pt Skilled Pilot (Morale 6+, 109VP) - Elpeo Ple remove Newtype Presure, Newtype Flash III & Reaper and us

Cyber Newtype	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Titania	Battler	5	7	Giant	550	1150
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Haman Karn	24"	12"	1	7100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Hidden B.Sabers	8d10		+5 DEF	6d10		+7 DEF
Gundarium Gamma	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Funnels [E]	32" 24"	5d10	+2d10	+6 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
Large Beam Rifle [E]	24" 16"	7d10	Finisher+1	+6 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Quad Beam Sabers	Melee	9d10	-	+8 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits			
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu	
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.	Trait +X	Newtype Pressure	
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III	
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Ruthless	





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Qubeley (Mass Produced)	Firepower	3	7	Giant	215	500
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ple Two Clones	20" 8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10	+3 DEF		6d10	+4 DEF	
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Funnels [E]	32" 24"	5d10	+2d10	+8 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+8 Hits	6	300
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits			
Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	
Limited 360 Firing Arc	[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.	-	
Cyber Newtype	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X	

Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Queen Mansa	Heavy Arms	4	7	Massive	450	900
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Ple Two	28" 16"	8"	-	11700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Energy Deflector	4d10		+3 DEF	6d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Beam Cannon [E]	32" 20"	5d10	+4d10	+9 Hits	7	300
-						
Neo Zeon Funnels [E]	32" 24"	6d10	+2d10	+9 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Beam Sword	Melee	7d10	Finisher+2	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits			
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V		Psycommu
The Zeal Skill [M-3] is free for this unit once per game.	Trait +X		Cyber Newtype
Effective only again [Energy Attacks] [E] Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX		I-Field [Barrier 5][360]
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II		Ruthless





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gaza C	Interceptor	1	5	Giant	70	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	8"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF		6d10	+1 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
		-				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
		-				

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons

Jet Transformation

Trait +V

Fatal Design Flaw

This unit is destroyed after Transforming out of Jet Mode 3 times.

Trait -I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gaza E	Interceptor	1	6	Giant	80	330
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	8"	12"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+5 DEF	6d10		+2 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
	-					
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+5 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons

Jet Transformation

Trait +V

Jet Transformation



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gaza D	Interceptor	1	5	Giant	70	260
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	8"	8"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+1 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
	-					
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+5 Hits	-	400
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons

Jet Transformation

Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zssa	Firepower	2	5	Giant	100	570
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	24" 12"	8"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+2 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Fire SPT Missiles [X](3)	36" 20"	10d10	-4d10	+6 Hits	-	300
	Three Uses Support ATK+2					
TL Missile Salvo [X](3)	36" 20"	6d10	+3d10	+6 Hits	-	400
	Three Uses Support ATK					
Scattering Beams [E]	28" 16"	6d10	+2d10	+6 Hits	6	100
	Support DEF+2					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons

Jet Transformation

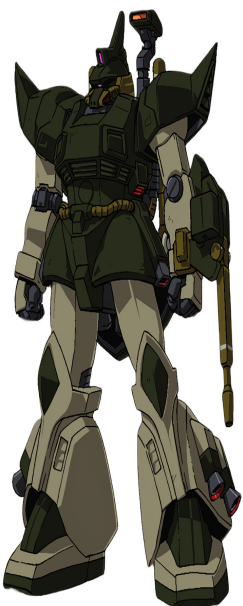
Trait +V

Jet Transformation





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gallus-J	Battler	1	5	Giant	70	330
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	12"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Pistol [E]	20" 12"	7d10	+1d10	+4 Hits	7	100
-						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+4 Hits	-	100
Single Use Support DEF+2						
Hand Vulcans [K](2)	20" 12"	16d10	+2 Hits	+4 Hits	-	100
Two Uses [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+2	+6 Hits	-	300
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Desert Gelgoog	Versatile	3	5	Giant	185	290
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	12"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+7 Hits	6	200
-						
Arm Buster [K]	24" 8"	6d10	+1 Hit	+7 Hits	-	600
-						
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1	+7 Hits	-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

Camera Gun

Choose an enemy in LOS or Sensors range.
This Round Allies gain the benefit of Target Lock versus this enemy.

Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gallus-K	Firepower	1	5	Giant	70	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	24" 12"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+2 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+6 Hits	6	400
		-				
Missile Salvo [X]	36" 20"	6d10	+2d10	+6 Hits	-	400
	Single Use Support ATK					
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+2	+4 Hits	-	300
	This weapon gains Blindside the first time it is used					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Regelgu	Versatile	3	5	Giant	215	390
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ilia Pazom	8"	8"	1	4700	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+7 Hits	6	200
-						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+7 Hits	-	300
Single Use Support ATK+2						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

This unit Hits on a 3+

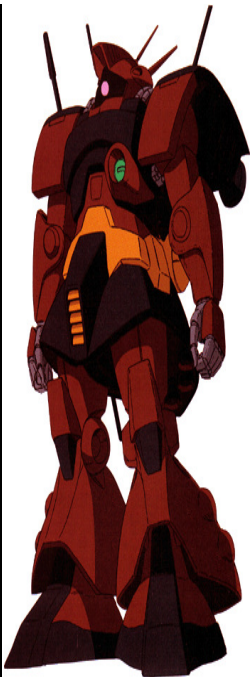
Pilot
Trait I

Elite Guard





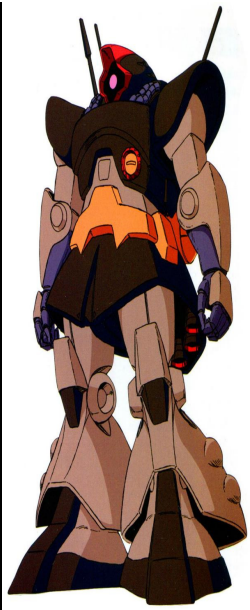
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dreissen	Raid	2	6	Giant	260	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Rakan Dahkaran	16"	12"	-	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF		6d10	+3 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Bazooka [K]	24" 8"	6d10	+1d10	+6 Hits	-	800
-						
Beam Spot Guns [E](2)	16" 8"	10d10	+2 Hits	+6 Hits	5	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Tri-Beam Blades	12"	7d10	-	+4 Hits	7	200
[Free Action Once on your Turn] Single Use						
Beam Glaive	Melee	8d10	Counter+2	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dwadge Custom	Raid	2	5	Giant	250	190
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Desert Rommel	8"	12"	-	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+6 Hits	6	400
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Blinding Flash	8"	9d10	-	+6 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Heat Saber	Melee	7d10	Finisher+1	+4 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
Twice per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF						Trait +X
This unit Hits on a 3+						Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Desert Zaku	Versatile	1	5	Giant	90	180
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10	+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+6 Hits	-	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+6 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



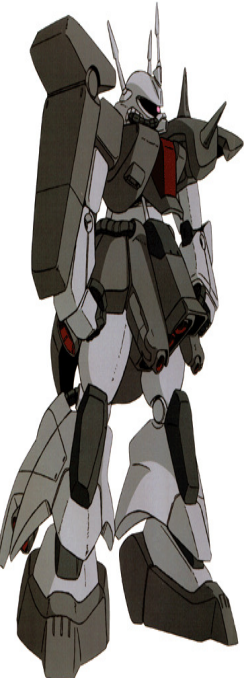
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dwadge	Raid	2	5	Giant	120	180
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	12"	-	4700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10	+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Raketen Bazooka [K]	24" 8"	5d10	+1d10	+6 Hits	-	900
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Blinding Flash	8"	9d10	-	+6 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Saber	Melee	7d10	Finisher+1	+4 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

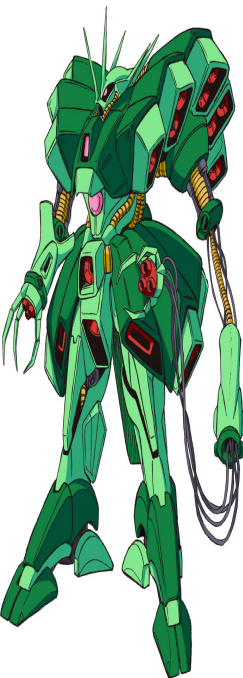


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku III Custom	Versatile	3	6	Giant	245	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mashymre Cello	12"	8"	1	4400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+7 Hits	7	200
-						
TL Thigh Beamgun [E]	28" 16"	6d10	+2d10	+7 Hits	6	100
Support DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Heat Knife	Melee	7d10	Counter+2	+7 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
Biosensor - Zaku III	Once per game on any unit turn destroy this unit and deal 5 Hits DMG 500 to all units within 12"	Trait +V
Cyber Newtype II	The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX
Unwavering Loyalty	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku III	Versatile	3	6	Giant	175	370
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	12"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+7 Hits	7	200
-						
TL Thigh Beamgun [E]	28" 16"	6d10	+2d10	+7 Hits	6	100
Support DEF						
Face Beam [E]	20" 12"	6d10	+1d10	+7 Hits	7	100
[M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Heat Knife	Melee	7d10	Counter+2	+7 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

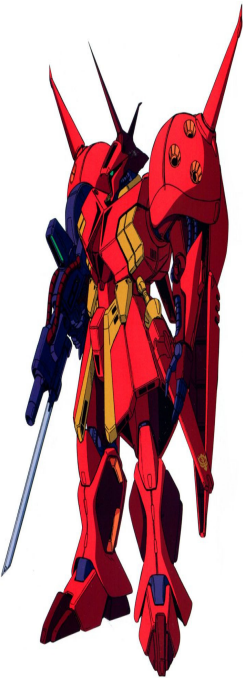




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hamma-Hamma	Firepower	3	5	Giant	215	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mashymre Cello	24" 12"	8"	-	6500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+3 DEF	5d10		+4 DEF
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Wired Beam Hands [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
Uses the (Quasi-)Psycommu rules below						
Shield Beam Spray [E]	20" 8"	6d10	+2d10	+7 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
Once per Turn after this gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bawoo	Interceptor	3	6	Giant	335	750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Glemy Toto	16"	8"	1	4400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield G	8d10		+6 DEF		5d10 +3 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	7	200
-						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+6 Hits	-	400
Single Use Support ATK						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use Support Melee DEF						
Shield Beam Spray [E]	20" 8"	6d10	+2d10	+6 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons					Trait +V	
[M-1] Usable once per game Your next melee attack gains Blindside.					Trait +V	
The Flash Skill [M-3] is free for this unit once per game.					Trait +X	
Twice per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF					Trait +X	
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger					Pilot Trait II	





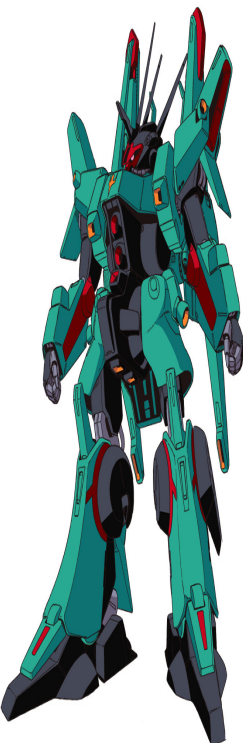
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
R-Jarja	Melee	3	6	Giant	325	600
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Chara Soon	12"	12"	1	5600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Flexible Shield	9d10		+4 DEF	6d10	+7 DEF	
Gundarium Gamma	Also blocks in the Rear Arc +1 DEF vs [K] or [X]					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+4 Hits	7	100
-						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+4 Hits	-	300
Single Use Support ATK+2						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+8 Hits	7	300
-						
Heat Knife	Melee	7d10	Counter+2	+8 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I
Kind Hearted	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RS-Jarja	Sniper	3	6	Giant	195	770
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Olvo Marchev	28" 12"	12"	1	5600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Flexible Shield	9d10		+3 DEF	6d10		+4 DEF
Gundarium Gamma	Also blocks in the Rear Arc			+1 DEF vs [K] or [X]		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Custom Beam Sniper [E]	40" 20"	6d10	Finisher+2	+8 Hits	6	200
Target any unit Ignore Cover and Support DEF Bonus						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+8 Hits	-	300
Two Uses		Support ATK+2				
Grenade Launcher [X]	20" 8"	12d10	+1d10	+8 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+4 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

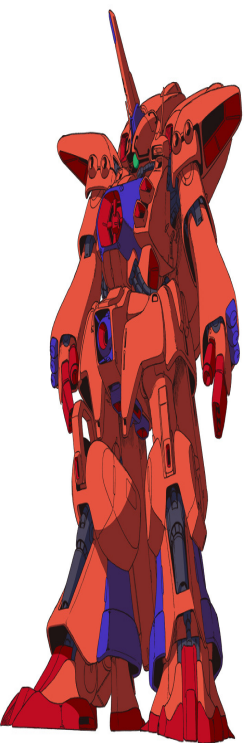
Mecha & Pilot Traits		
Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Camera Gun





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Doven Wolf	Firepower	3	7	Giant	335	650
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Rakan Dahkaran	24" 12"	8"	-	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10	+3 DEF		6d10	+4 DEF	
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Doven Wolf B. Rifle [E]	28" 20"	6d10	+1d10	+8 Hits	7	300
Mega Launcher (Single use) - Gain AOE						
TL Incoms [E]	28" 16"	5d10	+2d10	+8 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Scattering Beams [E]	28" 16"	6d10	+2d10	+8 Hits	6	100
Support DEF+2						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+8 Hits	6	300
-						
Arcing Electricity	20"	7d10	-	+8 Hits	6S	-
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
This unit Hits on a 3+						Pilot Trait I
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Geymalk	HeavyArms	4	7	Giant	430	800
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Chara Soon	28" 16"	8"	-	8900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+3 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36" 20"	6d10	+1d10	+9 Hits	7	300
-						
TL Hyper B.Cannons [E]	32" 20"	6d10	+2d10	+9 Hits	6	300
-						
Neo Zeon Funnels [E]	32" 24"	6d10	+2d10	+9 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
Scattering Beams [E]	28" 16"	6d10	+2d10	+9 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
The Zeal Skill [M-3] is free for this unit once per game.						Trait +X
All weapons gain Finisher+1.						Pilot
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.						Trait II





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Capule [A]	Battler	2	5	Giant	100	260
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	16"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+3 DEF	6d10	+3 DEF	
-	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Pod [X]	28" 16"	10d10	+2d10	+4 Hits	-	200
Single Use Support ATK						
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
-						
Sonic Gun [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
No Underwater penalties						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+6 Hits	-	400
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku Mariner [A]	Versatile	1	4	Giant	80	260
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	8"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Spray Missile Gun [X]	28" 20"	16d10	+4 Hits	+5 Hits	-	100
Three Uses Reroll 1s & 2s						
TL Torpedo Pod [X]	28" 16"	10d10	+3d10	+5 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Arc Whip	8"	7d10	-	+5 Hits	6S	-
[Free Action Once on your Turn]						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zogok [A]	Melee	2	3	Giant	80	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Spinning Blades	12"	7d10	-	+2 Hits	-	400
First use - Gain Blindside on this attack						
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1		-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+6 Hits	4	500
-						
Elbow Rocket [CC]	Melee	7d10	-	+6 Hits	7P	400
This weapon gains Blindside the first time it is used						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku Marine Type [A]	Versatile	1	2	Giant	60	120
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Remnants	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Spray Missile Gun [X]	28" 20"	16d10	+4 Hits	+4 Hits	-	100
Three Uses Reroll 1s & 2s						
TL Torpedo Pod [X]	28" 16"	10d10	+3d10	+4 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Geara Doga	Versatile	2	8	Giant	150	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon (CCA)	16"	8"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Folding Shield	7d10		+5 DEF	5d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Machine Gun [E]	24" 12"	11d10	+1 Hit	+7 Hits	4	100
-						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1		+7 Hits	-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
+50pts - Geara Doga Commander - Gain +1 Boost						

Gears Beam Machine Gun swap for Lange Bruno (+50pts)						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Lange Bruno Gun [K]	40" 20"	6d10	-2d10	+7 Hits	-	600
Target any unit Gain Finisher+2 vs Size 2+ Targets						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jegan	Guardian	2	8	Giant	150	350
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Londo Bell Pilot	16"	8"	1	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+6 DEF		5d10	+7 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Jegan Beam Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	6	200
	-					
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use Support Melee DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

+10pts for a Shield Missile Pod						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Geara Zulu	Versatile	2	8	Giant	130	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	16"	4"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Machine Gun [E]	24" 12"	11d10	+1 Hit	+7 Hits	4	100
-						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+7 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
+40pt Variant - Geara Zulu Guards Type - Gain Move+4"						

Gears Beam Machine Gun swap for a Beam Gatling (+20pts)						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gatling [E]	28" 16"	11d10 Finisher+1	+7 Hits	4	100	

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Stark Jegan	Raid	2	8	Giant	150	550
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Londo Bell Pilot	16"	12"	2	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+7 DEF	4d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	+7 Hits	-	700
	-					
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+7 Hits	-	300
	Two Uses Support ATK+2					
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

+120pts Prototype Stark Jegan - Swap TL Missile Salvo [X] for TL Antiship						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+7 Hits	-	1000
Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets						



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Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Beam Rifle [E]	24" 16"	6d10	+1d10	6	200	1
RX-77 Beam Rifle [E]	28" 16"	6d10	+1d10	6	200	2
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	6	200	2
TL RX Beam Rifle [E]	24" 16"	6d10	+2d10	6	200	4
Triple RX Beam Rifle [E]	24" 16"	6d10	+3d10	6	200	6
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	7	200	4
MK Beam Rifle [E]	24" 16"	6d10	Finisher+2	7	200	6
Hyaku Shiki Beam Rifle [E]	28" 16"	6d10	Finisher+1	7	200	6
Zeta Beam Rifle [E]	28" 16"	7d10	Finisher+2	7	200	11
Beam Cannon [E]	36" 20"	5d10	+1d10	6	300	3
Gelgoog Beam Cannon [E]	36" 20"	5d10	+1d10	6	300	3
TL Beam Cannons [E]	36" 20"	5d10	+2d10	6	300	5
TL Heavy B.Cannons [E]	32" 24"	5d10	+2d10	6	300	8
TL Hi-Power B.Cannons [E]	32" 20"	5d10	+2d10	7	300	7
Hi-Mega Cannon [E]	36" 20"	6d10	+1d10	6	300	7
TL Mega B.Cannon [E]	28" 20"	6d10	+2d10	7	300	10
Hyper M.Launcher [E]	36" 20"	6d10	+1d10	7	300	10
Beam Sniper [E]	40" 20"	6d10	-2d10	6	100	2
Target any unit Ignore Cover and Support DEF Bonus						
Heavy Beam Sniper [E]	40" 20"	6d10	-2d10	6	200	4
Target any unit Ignore Cover and Support DEF Bonus						
Long Beam Sniper [E]	48" 20"	6d10	-2d10	6	100	6
Target any unit Ignore Cover and Support DEF Bonus						
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	7	400	10

Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Beam Machine Gun [E]	24" 12"	11d10	+1 Hit	4	100	3
Geara Beam M. Gun [E]	24" 12"	11d10	+1 Hit	5	100	5
Tetra Beam M. Gun [E]	28" 20"	11d10	+1 Hit	5	100	8
TL Beam M.Guns [E]	24" 12"	11d10	+2 Hits	4	100	4
Rapid Fire MPC [E]	24" 12"	11d10	+1 Hit	4	100	3
Beam Gatling [E]	28" 16"	11d10	Finisher+1	4	100	5
TL Beam Gatling [E]	28" 16"	11d10	Finisher+2	4	100	7
Beam Vulcans [E]	20" 12"	14d10	+1 Hit	4	100	2
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Spot Guns [E]	16" 8"	10d10	+2 Hits	5	100	2
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Spray Gun [E]	20" 12"	7d10	+1d10	6	100	1
Beam Gun [E]	24" 12"	7d10	+1d10	6	100	2
TL Beam Pistols [E]	20" 12"	7d10	+2d10	6	100	3
GM II Beam Carbine [E]	24" 12"	7d10	+1d10	6	100	2
Bz Beam Carbine [E]	28" 12"	7d10	+1d10	6	100	3
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	7	100	5
Jegan Beam Carbine [E]	24" 12"	7d10	+1d10	6	200	4
Mega Particle Gun [E]	20" 12"	7d10	+1d10	6	100	1
TL MPC [E]	20" 12"	7d10	+2d10	6	100	3
TL Hi-Power MPC [E]	20" 12"	7d10	+2d10	7	100	6
TL Hi-Power Beam Guns [E]	24" 16"	7d10	+2d10	7	100	8

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Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Machine Gun [K]	24" 12"	11d10	+1 Hit	-	200	1
TL Machine Guns [K]	24" 12"	11d10	+2 Hit	-	200	2
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	-	200	3
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	-	200	5
Bullpup [K]	24" 16"	11d10	+1 Hit	-	200	2
GM Cold D. M.Gun [K]	24" 12"	12d10	+1 Hit	-	200	5
GM Rifle [K]	28" 20"	11d10	+1 Hit	-	200	4
Hizack Machine Gun [K]						
Shield Gatling [K]	28" 20"	11d10	Finisher+1	-	200	4
Gatling Gun [K]	28" 16"	11d10	Finisher+1	-	200	3
TL Gatling Gun [K]	28" 16"	11d10	+2 Hits	-	200	5
Giant Gatling [K]	32" 24"	11d10	Finisher+1	-	200	8
VF Gunpod [K]	28" 16"	11d10	Finisher+1	-	200	3
Vulcans [K]	20" 12"	14d10	+2 Hits	-	100	1
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	-	200	3
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Machine Cannons [K]	16" 8"	10d10	+2 Hits	-	200	2
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	-	200	2
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Railgun [K]	28" 16"	6d10	-1d10	4S	500	1
Railcannon [K]	36" 20"	5d10	-1d10	4S	600	1
Antiship Rifle [K]	40" 20"	6d10	-1d10	-	600	3
Target any unit Gain Finisher+2 vs Size 2+ Targets						
TL Railguns [K]	28" 12"	7d10	-1d10	4S	500	6
TL Railcannons [K]	36" 20"	6d10	-1d10	4S	600	6
Railgun Sniper [K]	48" 20"	6d10	-2d10	4S	500	6
Target any unit Ignore Cover and Support DEF Bonus						

Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Rocket Launcher [K]	28" 8"	5d10	+1d10	-	700	1
Zaku Bazooka [K]	28" 12"	5d10	+1d10	-	600	3
Giant Bazooka [K]	24" 8"	5d10	+1d10	-	800	3
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	-	700	2
TL Hyper Bazooka [K]	28" 12"	5d10	+2d10	-	700	4
TL Giant Bazooka [K]	24" 8"	5d10	+2d10	-	800	5
Raketen Bazooka [K]	24" 8"	5d10	+1d10	-	900	6
Artillery Cannon [K]	36" 20"	6d10	-1d10	-	500	2
Indirect Fire (R:20" to Max Weapon Range)						
TL 180mm Cannon	36" 24"	5d10	+2d10	-	400	4
TL 240mm Cannons [K]	36" 24"	5d10	+2d10	-	500	6
TL 300mm Cannons [K]	36" 24"	5d10	+2d10	-	600	9
TL 120mm Artillery [K]	40" 20"	7d10	-1d10	-	400	7
Indirect Fire (R:20" to Max Weapon Range)						
Shoulder Magnum [K]	20" 12"	11d10	Finisher+2	-	300	4
Shotgun [K]	24" 16"	15d10	Finisher+1	-	100	2
[M-0] Fire in Melee						
Missile Pod [X]	28" 16"	10d10	+2d10	-	200	2
Single Use Support ATK						
TL Missile Pod [X]	28" 16"	10d10	+3d10	-	200	4
Single Use Support ATK						
Missile Salvo [X]	36" 20"	6d10	+2d10	-	400	2
Single Use Support ATK						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	-	400	4
Single Use Support ATK						
Micromissiles [X]	28" 20"	16d10	+4 Hits	-	100	3
Single Use Reroll 1s & 2s						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	-	100	4
Single Use Reroll 1s & 2s						
Needle Missiles [X]	24" 16"	16d10	+2 Hits	-	100	4
Single Use Support Melee DEF+2						
IDF Rockets [X]	32" 20"	10d10	-4d10	-	400	5
Single Use Indirect Fire (R:20" to Max Weapon Range)						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	-	300	5
Single Use Support ATK+2						
Cracker Grenade [X]	12"	10d10	-	-	300	2
Single Use Support Melee DEF						
Grenade Launcher [X]	20" 8"	12d10	+1d10	-	200	2
Single Use Support Melee DEF						
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1	-	200	2
Single Use						

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Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Gundam Hammer	8"	6d10	-	6P	600	3
		PUSH				
Beam Javelin	12"	5d10	-	7	200	5
		Single Use				
Tri-Beam Blades	12"	7d10	-	7	200	5
		[Free Action Once on your Turn] Single Use				
Wired Claws	20" 12"	6d10	Finisher+1	-	400	3
		First use - Gain Blindsight on this attack				
Incoms [E]	28" 16"	5d10	+1d10	6	100	5
		Uses the (Quasi-)Psycommu rules below				
TL Incoms [E]	28" 16"	5d10	+2d10	6	100	7
		Uses the (Quasi-)Psycommu rules below				
Wired Beam Guns [E]	24" 16"	5d10	+2d10	6	200	8
		Uses the (Quasi-)Psycommu rules below				
Bits [E]	32" 24"	5d10	+1d10	6	100	10
		Uses the Psycommu rules below				
Elmeth Bits [E]	48" 16"	5d10	+1d10	6	100	10
		Uses the Psycommu rules below				
Funnels [E]	32" 24"	5d10	+2d10	6	100	13
		Uses the Psycommu or Psychoframe rules below				
Neo Zeon Funnels [E]	32" 24"	6d10	+2d10	6	100	17
		Uses the Psycommu or Psychoframe rules below				
Wired Beam Hands [E]	24" 16"	6d10	+3d10	6	200	13
		Uses the (Quasi-)Psycommu rules below				
Mega Beam Launcher [E]	36" 24"	7d10	+1 Hit	6	300	8
		Single Use AOE Req. 1 Combat & 1 Move action				
ZZ Mega Cannon [E]	32" 24"	7d10	+1 Hit	6	400	11
		Single Use AOE Req. 1 Combat & 1 Move action				
FA-ZZ Mega Cannon [E]	32" 24"	7d10	+1 Hit	6	400	13
		Two Uses AOE Req. 1 Combat & 1 Move action				
Mega Bazooka Launcher [E]	48" 28"	6d10	+1 Hit	6	500	25
		Single Use AOE Req. 1 Combat & 2 Move actions				
[MD1] Arm Shield	8d10	6d10	-	-	-	2
		Improve this unit's Melee DEF by +1				
[MD2] Melee Shield	8d10	6d10	-	-	-	5
		Improve this unit's Melee DEF by +2				
[S1] Small Shield	7d10	5d10	-	-	-	1
		Improve this unit's Evade & Melee DEF by +1				
[S2] Shield	6d10	4d10	-	-	-	5
		Improve this unit's Evade & Melee DEF by +2				
[S3] Tower Shield	5d10	3d10	-	-	-	10
		Improve this unit's Evade & Melee DEF by +3				

Melee Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Beam Saber	Melee	7d10	Finisher+1	7	200	1
		-				
Hyper Beam Saber	Melee	7d10	Finisher+1	7	300	3
		-				
Beam Naginata	Melee	8d10	Finisher+2	7	200	7
		-				
Large Beam Saber	Melee	7d10	Finisher+1	7	300	3
		-				
Twin Beam Sabers	Melee	8d10	Finisher+1	7	200	5
		-				
Quad Beam Sabers	Melee	9d10	-	7	100	6
		-				
Beam Dagger	Melee	6d10	Finisher+2	8	200	2
		-				
Twin Beam Daggers	Melee	7d10	Finisher+2	8	300	6
		-				
Beam Spear	Melee	8d10	Counter+1	7	200	5
		-				
Beam Glaive	Melee	8d10	Counter+2	7	200	7
		-				
Beam Lance	Melee	8d10	-	7	400	7
		-				
Beam Tomahawk	Melee	7d10	-	7	300	1
		-				
Twin Beam Tomahawk	Melee	8d10	-	7	300	5
		-				
Heat Saber	Melee	7d10	Finisher+1	4	500	1
		-				
Heat Hawk	Melee	7d10	-	5	500	1
		-				
Large Heat Hawk	Melee	7d10	-	5	600	4
		-				
Heat Bardiche	Melee	8d10	Counter+1	4	500	5
		-				
Heat Lancer	Melee	7d10	Finisher+1	4	700	6
		-				
Heat Knife	Melee	7d10	Counter+2	5	400	1
		-				
Iron Nail	Melee	7d10	Finisher+1	-	400	1
		This weapon gains Blindsight the first time it is used				
Killer Knuckle	Melee	7d10	Finisher+2	-	300	1
		This weapon gains Blindsight the first time it is used				
Chain Mine	Melee	7d10	Finisher+1	-	500	3
		Single use This weapon gains Blindsight the first time it is used				
Heat Whip	8"	7d10	-	4	200	5
		Reroll 1s & 2s				
Arc Whip	8"	7d10	-	6S	-	5
		[Free Action Once on your Turn]				
Rocket Anchor	16"	10d10	-	6P	-	1
		PULL yourself [First use this game is a Free Action]				