Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Arcadia (Movie)	-	5	7	Titanic	710	2000
Ace Captain (Elite 6)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Captain Harlock	36" | 20"	8"	3	27300		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Dark Matter Engines	6d10		+5 DEF	8d10		+7 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xPulsar Cannons[E][1x360]	48" | 36"	5d10	+3d10	+5 Hits	8	1000
Rear ATK-2d10						
Gravity Missiles [X]	36" | 28"	10d10	+2d10	+5 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
Antiship DepthCharge [X](2)	16"	10d10	-	+5 Hits	5	100
Rear Arc Only | Move 4"+ to use | [Two Uses | Free Action once per Turn]						
[AA] Space Buster [E]	28"	8d10	-	+5 Hits	6	300
[Free Action | Once on your Turn] | Rear Arc Full ATK						
TV Arcadia Variant - Use these Pulsar Cannons instead						
2x Pulsar Cannons[E]	48" | 36"	4d10	+3d10	+5 Hits	9	1000
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2500
After attacking [HP-6000]						
+300pts The Endless Odyssey version of the Arcadia gains the Knife Ram Attack						
Knife Ram	Melee	9d10	Finisher+3	+5 Hits	-	1000
Req. Accelerate | This weapon gains Blindside the first time it is used						

Mecha & Captain Traits		
Deflecting [Barrier 4][360]	Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX
Combat Anchor Tube	[Combat Action] R:8" Each Warship Rolls a dice pool (3d10 for Battle-Tested, 5d10 for Skilled and 10d10 for Ace) then count successes (5+ = 1, 10s = 2). If Harlock wins he defeats the enemy Captain. Set that units Captain Level to 0.	-
Tochiro's Genius	[M-1] Once on your Turn Repair 1 Battle Damage on the Arcadia. You may not repair Limited use Weapons.	-
For Captain Harlock choose TWO of the traits below before the start of battle		
Stoic Captain	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.	CAPT II
Dreaded Captain	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.	CAPT II
Audacious Captain	This unit Defends on a 3+ | When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	CAPT II
Arcadia Endless Orbit SSX Finale - For +150pts & +15VP & +3 Elite the Arcadia gains the following traits		
Fire of St. Valkyrie	All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Queen Emeraldas	-	5	5	Titanic	670	2000
Ace Captain (Elite 6)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Emeraldas	36"|20"	8"	3	24000		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Dark Matter Engines	6d10		+3 DEF	8d10		+5 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Pulse Cannons [E][360]	48"|24"	6d10	+2d10	+4 Hits	6	500
Rear Arc Full ATK						
4x 2nd Pulse Gun [E][360]	40"|24"	6d10	+2d10	+4 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
4x 2nd Pulse Gun [E][360]	40"|24"	6d10	+2d10	+4 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Em. Lasers [E][360]	36"	14d10	-	-	4	100
Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits		
Deflecting [Barrier 4][360]	Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX
Warship Jamming	Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 20"	Trait +V

For Emeraldas chooses TWO of the Traits below before battle

Cavalier Captain	This Warship may use the Guard when Attacked. It Defends on a 3+	CAPT II
Dreaded Captain	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.	CAPT II
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II

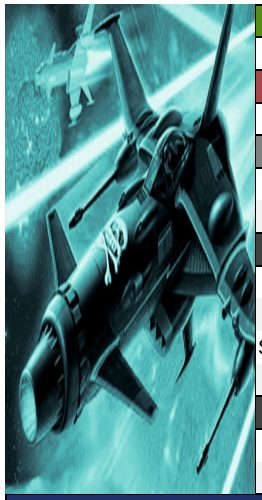
Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Death Shadow (SSX)	-	4	5	Titanic	580	1500
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Zone's AI	32"|16"	8"	2	26200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Dimensional Engines	5d10		+4 DEF	8d10		+6 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xTri-E. Cannon [E][1x360]	48"|28"	5d10	+3d10	+4 Hits	6	1000
Rear ATK-2d10						
Ship Missiles IV [X]	36"|24"	9d10	+2d10	+4 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
Ship SAM Missiles III [X]	36"|20"	12d10	-6d10	+4 Hits	-	300
[First use this game is a Free Action] | Single Use						
[AA] Lasers III [E][360]	36"	12d10	-	+4 Hits	4	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits		
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.	CAPT II	Dreaded Captain
At the start of the game choose an enemy Ace Captain, all of that Captain's order that affect their ship, will also affect this ship.	Special	Haunting Reflection

Haunting Reflection is optional if taken Death Shadow is worth +10VP if the enemy has a Ace Captain.



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	*5*	Mighty	100	250
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Arcadia Crew	12"	12"	-	1100		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

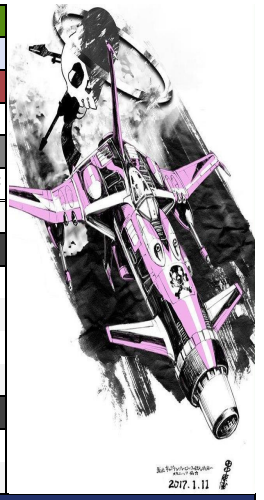
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Pulse Cannon [E]	36"|20"	7d10	+1d10	+5 Hits	5	200
		-				
Space Wolf Pulse Lasers [E]	24"|12"	10d10	+2 Hits	+5 Hits	4	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
After attacking [HP-1500]						

Mecha & Pilot Traits

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	

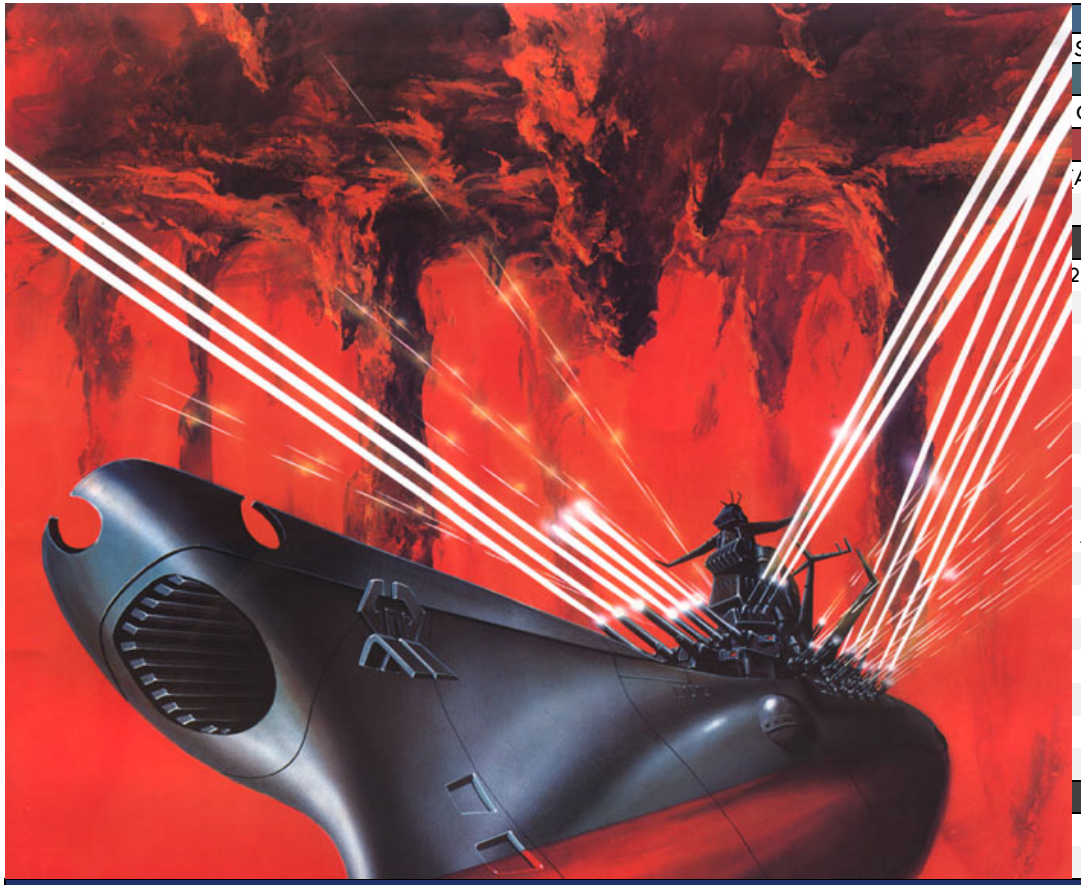
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	*5*	Mighty	130	350
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Kei Yuki	12"	16"	1	1400		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Pulse Cannon [E]	36"|20"	7d10	+1d10	+5 Hits	5	200
		-				
Space Wolf Pulse Lasers [E]	24"|12"	10d10	+2 Hits	+5 Hits	4	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
After attacking [HP-1500]						



Mecha & Pilot Traits

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



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	630	1850
Ace Captain (Elite 7)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Classic Yamato S1 & S2	24"|8"	4"	2	28200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Wave Motion Engine	5d10		+3 DEF	8d10		+5 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xShock Cannons[E][1x360]	40"|28"	4d10	+3d10	+3 Hits	7	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|28"	3d10	+3d10	+3 Hits	6	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
Smokestack Missile [X]	36"|20"	11d10	-2d10	+3 Hits	-	300
[First use this game is a Free Action] | Single Use						
Ship Torpedos I [X]	36"|24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
Antiship DepthCharge [X]	16"	10d10	-	+3 Hits	5	100
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[AA] Missiles [X][360]	24"|16"	16d10	+2 Hits	+3 Hits	-	100
Single Use | Support DEF+2 | Rear Arc Full ATK						
[AA]Pulse Lasers [E][360]	28"	12d10	-	+3 Hits	5	100
Support DEF | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+3 Hits	9	700
Single Use | AOE | Next Turn cannot use [E] weapons except [AA]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits		
Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece.	Trait +V
Sanada's Reflecting [Barrier]	[M-3] Once per game if you have 5 DEF against an [E]nergy attack reflect 5 Hits back at the Attacker.	-
Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units.	-
The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by -100pts, -10VP, -2 Elite		
Kodai	This unit may use Barrage when it attacks.	CAPT I
Shima	This Warship may use Guard when attacked.	CAPT I
Sanada	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Yuki	This unit may issue one additional Captain's Order	Trait +V
Captain Okita	This unit Hits and Defends on a 3+	Trait +X

For +150pts & +15VP & +3 Elite any Yamato gains the following trait		
The Hope of Mankind	All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	5	Titanic	670	2450
Ace Captain (Elite 7)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Be Forever Yamato Crew	28"|12"	4"	2	28200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Wave Motion Engine	5d10		+4 DEF	8d10		+6 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xShock Cannons[E][1x360]	40"|28"	4d10	+3d10	+4 Hits	7	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|28"	3d10	+3d10	+4 Hits	6	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
W.Motion Cartridges [E]	40"|28"	4d10	+3d10	+4 Hits	8	1100
Single Use | Gain Finisher+2 vs Size 2+ Units						
Ship Torpedos I [X]	36"|24"	6d10	+2d10	+4 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
Smokestack Missile [X]	36"|20"	11d10	-2d10	+4 Hits	-	300
[First use this game is a Free Action] | Single Use						
Antiship DepthCharge [X]	16"	10d10	-	+4 Hits	5	100
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[AA] Missiles [X][360]	24"|16"	16d10	+2 Hits	+4 Hits	-	100
Single Use | Support DEF+2 | Rear Arc Full ATK						
[AA]Pulse Lasers [E][360]	28"	12d10	-	+4 Hits	5	100
Support DEF | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+4 Hits	9	700
Single Use | AOE | Next Turn cannot use [E] weapons except [AA]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits

Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece.	Trait +V
Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units.	-

The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Yamanami then Cost-100, VP-10, Elite-2.

Kodai	This unit may use Barrage when it attacks.	CAPT I
Shima	This Warship may use Guard when attacked.	CAPT I
Sanada	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Yuki	This unit may issue one additional Captain's Order	Trait +V
Captain Yamanami	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Trait +X

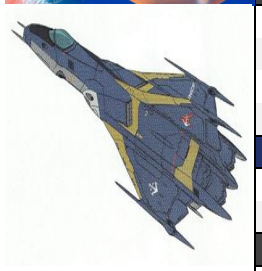
Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	630	2000
Ace Captain (Elite 7)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Yamato 2199 Crew	24"|8"	4"	2	27300		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Wave Motion Engine	5d10		+2 DEF	8d10		+4 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xShock Cannons[E][1x360]	40"|28"	4d10	+3d10	+3 Hits	7	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
2x Type-3 Shells [K][1x360]	36"|24"	4d10	+3d10	+3 Hits	-	1000
Rear Arc ATK-1d10 | Single Use						
S. Shock Cannons[E][360]	40"|28"	3d10	+3d10	+3 Hits	6	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
Smokestack Missile [X]	36"|20"	11d10	-2d10	+3 Hits	-	300
[First use this game is a Free Action] | Single Use						
Ship Torpedos I [X]	36"|24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
Antiship DepthCharge [X]	16"	10d10	-	+3 Hits	5	100
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[AA] Missiles [X][360]	24"|16"	16d10	+2 Hits	+3 Hits	-	100
Single Use | Support DEF+2 | Rear Arc Full ATK						
[AA]Pulse Lasers [E][360]	28"	12d10	-	+3 Hits	5	100
Support DEF | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+3 Hits	9	700
Single Use | AOE | Next Turn cannot use [E] weapons except [AA]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by 100pts and VP by 10.

Wave Motion [Barrier 5][360]	Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength | The Wave Motion Gun fully depletes the Wave Motion Barrier's Strength	Trait +XX
Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units.	-
Kodai	This unit may use Barrage when it attacks.	CAPT I
Shima	This Warship may use Guard when attacked.	CAPT I
Sanada	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Yuki	This unit may issue one additional Captain's Order	Trait +V
Captain Okita	This unit Hits and Defends on a 3+	Trait +X
Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1. (Elite-1)		
Captain Hijikata	This unit may issue two additional Captain's Orders	Trait +X



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Falcon (Black Tiger)	Interceptor	2	3	Mighty	80	80
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Yamato S1 Air Wing	8"	16"	-	800		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Cosmo Falcon Lasers [E]	24"|12"	10d10	+1 Hit	+4 Hits	4	100
[Free Action | Once on your Turn]						
+20pts the Cosmo Falcon or Cosmo Tiger equips Aircraft Missiles						
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

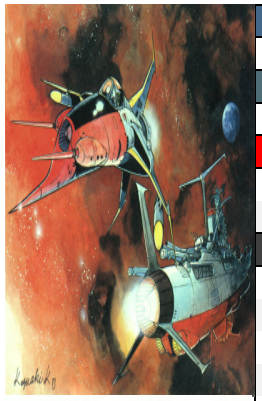
Mecha & Pilot Traits		
Stealth	This unit must be within Enemy Sensors or 24" to be targeted	Trait +III

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger II	Interceptor	2	5	Mighty	100	200
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Yamato S2 Air Wing	8"	16"	-	800		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Cosmo Tiger Lasers [E]	24"|16"	10d10	+2 Hits	+5 Hits	4	100
[Free Action | Once on your Turn]						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+5 Hits	-	200
Finisher+2 vs Size -1						
+100pts the Cosmo Tiger II equips TL Antiship Warheads						
TL Antiship Warheads [X]	28"|20"	5d10	+3d10	+5 Hits	-	500
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits		
This unit must be within Enemy Sensors or 24" to be targeted	Trait +III	Stealth



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Zero	Interceptor	3	4	Mighty	185	350
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Susumu Kodai	20"	16"	1	900		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Laser Cannon [E]	36"|20"	6d10	+1d10	+5 Hits	5	200
-						
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+5 Hits	-	200
Finisher+2 vs Size -1						
Cosmo Zero Lasers [E]	24"|12"	10d10	+2 Hits	+5 Hits	4	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits		
Stealth	This unit must be within Enemy Sensors or 24" to be targeted	Trait +III
Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger I	Interceptor	3	5	Mighty	295	350
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Akira Yamamoto	12"	16"	1	900		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Cosmo Tiger Cannons [E]	36"|24"	6d10	+2d10	+6 Hits	5	200
-						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+6 Hits	-	200
Finisher+2 vs Size -1						
TL Micromissiles [X]	28"|20"	16d10	+6 Hits	+6 Hits	-	100
Single Use | Reroll 1s & 2s						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+4 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits		
This unit must be within Enemy Sensors or 24" to be targeted	Trait +III	Stealth
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Untouchable

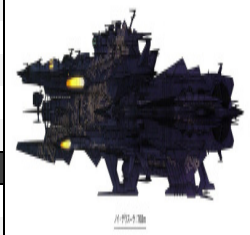
Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Deusular II Command Ship	-	4	4	Immense	600	1500
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Abelt Desler	32" | 16"	4"	2	27000		4+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Migobueza Coating	5d10		+3 DEF	6d10		+6 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Dessler Cannon [E]	48" | 32"	9d10	Finisher+5	+3 Hits	9	700
Single Use | AOE | Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40" | 24"	5d10	+3d10	+3 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
3xTriPositron 330[E][360]	40" | 24"	5d10	+3d10	+3 Hits	5	700
Rear Arc Full ATK						
Ship Torpedos I [X]	36" | 24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Beams [E][360]	24"	7d10	-	+3 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	3000
After attacking [HP-7500]						

Mecha & Pilot Traits			
Dreaded Captain	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.	CAPT II	
Persist	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	
Final Fight	This units morale was improved (i.e. 5+ -> 4+)	Trait +V	

Warship (WS)	Repair	Frame	Performance	Size 5	VP	Points
Neu Deusular Command Ship	-	4	5	Vast	660	2000
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Abelt Desler	32" | 16"	4"	2	31700		4+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Migobueza Coating	5d10		+2 DEF	6d10		+6 DEF
-	*+1 DEF vs [E]nergy weapons*					



Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Dessler Cannon [E]	48" | 32"	9d10	Finisher+5	+4 Hits	9	700
Single Use | AOE | Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40" | 24"	5d10	+3d10	+4 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
3xTriPositron 480[E][360]	40" | 24"	5d10	+3d10	+4 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
3xTriPositron 330[E][360]	40" | 24"	5d10	+3d10	+4 Hits	5	700
Rear Arc Full ATK						
[AA] Beams II [E][360]	24"	8d10	-		6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Vast Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	3500
After attacking [HP-9000]						

Mecha & Pilot Traits			
This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Haughty Captain
The Iron Wall Skill [M-3] is free for this unit twice per game.		Trait +XX	Persist II
This units morale was improved (i.e. 5+ -> 4+)		Trait +V	Final Fight

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gorland Missiles [X]	40" | 20"	5d10	-1d10	+4 Hits	6	1600
Single Use | AOE 12" Circle						
+500pts the Neu Deusula gains the Gorland Missiles						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Destria Heavy Cruiser	-	1	3	Colossal	140	500
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	7100		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Migobueza Coating	5d10		+1 DEF	6d10		+2 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xTriPositron 330[E][1x360]	40"|24"	5d10	+3d10	+2 Hits	5	700
Rear Arc ATK-2d10						
2xTriPositron 280[E][360]	40"|24"	4d10	+3d10	+2 Hits	5	500
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kelkapia Hi-Speed Cruiser	-	1	4	Colossal	160	300
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	8"	-	7100		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Migobueza Coating	5d10		+2 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xTriPositron 330[E][1x360]	40"|24"	4d10	+3d10	+2 Hits	5	700
Rear Arc ATK-1d10						
Ship Torpedos I [X]	36"|24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gaiderol Battleship	-	2	4	Titanic	250	500
Battle-Tested Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	12600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Migobueza Coating	5d10		+1 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xTriPositron 330[E][1x360]	40"|24"	4d10	+3d10	+2 Hits	5	700
Rear Arc ATK-1d10						
4x TL Positron 280mm[E]	40"|24"	6d10	+2d10	+2 Hits	5	500
[Free Action once on your Turn]						
Ship Torpedos I [X]	36"|24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Beams II [E][360]	24"	8d10	-	+2 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2500
After attacking [HP-6000]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kripitera Astro Destroyers	-	1	3	Colossal	140	150
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	6200		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Migobueza Coating	5d10		+1 DEF	6d10		+2 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Ship Torpedos II [X]	36"|24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
TL Positron 280mm[E]	40"|24"	3d10	+2d10	+2 Hits	5	500
[Free Action once on your Turn]						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF | Rear Arc Full ATK						
-	-	-	-	+2 Hits	-	-
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Gaiderol - Ace Captain Option (Morale 5+, +20VP) - Colonel Valcke Schulz		
Stoic Captain	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.	CAPT II

Gaiderol - Skilled Captain Option (Morale 6+, +15VP) - Major General Gremdt Goer			
Before rolling DEF make a Morale Save to Rally.		CAPT I	Maniacal Captain

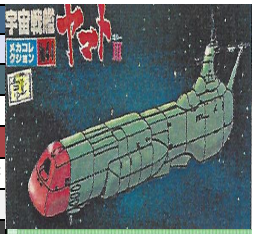
Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Domelaze III Dreadnaught	-	4	4	Immense	600	1250
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Elk Domel	32" | 16"	4"	2	25200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A2] Migobueza Coating	5d10		+3 DEF	6d10		+6 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xTriPositron 480[E][360]	40" | 24"	5d10	+3d10	+3 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
2xTriPositron 330[E][360]	40" | 24"	4d10	+3d10	+3 Hits	5	700
Rear Arc Full ATK						
Ship Torpedos IV [X][360]	36" | 24"	9d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Missiles III [X][360]	24" | 16"	16d10	+2 Hits	+3 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	3000
After attacking [HP-7500]						

Mecha & Pilot Traits		
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
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II

Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Dimensional Submarine	-	2	3	Massive	280	500
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
LtCol. Wolf Flakken	36" | 20"	8"	1	5900		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Migobueza Coating	5d10		+2 DEF	6d10		+2 DEF
-	*+1 DEF vs [E]nergy weapons*					



Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Subspace Torpedo [X]	36"	10d10	-	+2 Hits	-	500
Gain Blindside if the target is within Sensors and you're outside their Sensors						
Antiship DepthCharge [X]	16"	10d10	-	+2 Hits	5	100
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[AA] Lasers [E][360]	36"	10d10	-	+2 Hits	4	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	1500
After attacking [HP-3000]						

Mecha & Pilot Traits			
While outside enemy Sensors gain +2 DEF. This unit must be within Enemy Sensors or 24" to be targeted		Trait +X	Cloaking
This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Cavalier Captain

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gelvades Twin Carrier	500HP	3	4	Titanic	330	1000
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Garmillas Captain	24" | 8"	4"	6 Units	18800		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xTriPositron 330[E][360]	40" | 24"	4d10	+3d10	+3 Hits	5	700
Rear Arc Full ATK						
3xTriPC 133mm[E][2x360]	40" | 24"	5d10	+3d10	+3 Hits	5	300
[Free Action once on your Turn] | Rear Arc ATK-1d10						
+250pts gain a 2nd set of Ship Torpedos IV						
Ship Torpedos III [X][360]	36" | 24"	8d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Lasers [E][360]	36"	10d10	-		4	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						
While this unit is on the battlefield you can ignore the limit on Support Units						

Mecha & Pilot Traits		
6x Launch Catapult	This unit may launch 6 units 16" from the ship's center most turret.	Trait +VI

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gaiperon 3 Deck Carrier	500HP	1	4	Colossal	160	330
Basic Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Garmillas Captain	24" | 8"	4"	3 Units	6500		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xTriPC 133mm[E][2x360]	40" | 24"	5d10	+3d10	+2 Hits	5	300
[Free Action once on your Turn] | Rear Arc ATK-1d10						
[AA] Lasers [E][360]	36"	10d10	-	+2 Hits	4	100
Support DEF | Rear Arc Full ATK						
+860pt Lamvea Retrofit - Gain 480mm & 330mm Positron Cannons						
2xTriPositron 480[E]	40" | 24"	4d10	+3d10	+2 Hits	5	1000
[Free Action once on your Turn]						
3xTriPositron 330[E][1x360]	40" | 24"	5d10	+3d10	+2 Hits	5	700
Rear Arc ATK-2d10						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						
While this unit is on the battlefield you can ignore the limit on Support Units						

Mecha & Pilot Traits		
This unit may launch three units 16" from the ship's center most turret.	Trait +III	Tri Launch Catapult

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Fighter Debake	Raid	1	2	Mighty	20	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+3 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Lasers [E]	20"|12"	10d10	+1 Hit	+4 Hits	4	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

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.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Dive Bomber Snuka	Raid	1	1	Mighty	10	35
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Bombing Run [X]	16"	11d10	-	+4 Hits	-	200
Rear Arc Only | Usable after moving 4"+ | [Free Action once per Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

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.	-	Support Unit

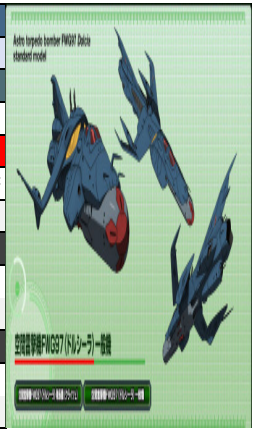
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Fighter Czvarke	Interceptor	2	4	Mighty	70	200
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	16"	16"	-	1100		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-	-					

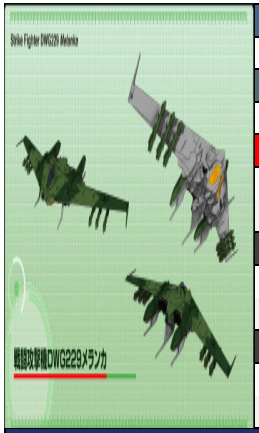
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Lasers [E]	20"|12"	10d10	+2 Hits	+4 Hits	4	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

+50pts Melda Custom - Gain Boost+1

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Bomber Doshira	Raid	1	1	Mighty	10	90
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	12"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"|20"	4d10	-1d10	+4 Hits	-	800
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						





Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Attacker Melanca	Raid	1	1	Mighty	10	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	12"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

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.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Fighter Zedora II	Raid	1	3	Mighty	30	30
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+3 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+5 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

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.	-

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Saruba S-VI Heavy Tank	Firepower	1	1	Mighty	10	25
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Garmilas Crew	20"|8"	4"	-	1900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tri-Pos. Cannon 99mm [E]	36"|20"	5d10	+3d10	+4 Hits	5	200
-						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

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.	-

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Melbar M-III APC	Firepower	1	1	Mighty	10	25
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Garmilas Crew	20"|8"	4"	-	1600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Antiair Lasers [E]	32"|20"	13d10	+1 Hit	+4 Hits	4	100
-						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

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.	-

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	5	Mighty	380	550
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Marvel Frozen	8"	8"	1	2800		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+5 DEF	7d10		+4 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+5 Hits	-	200
Single Use | [Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+7 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
Inner Strength	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Billbine	Battler	4	7	Mighty	400	950
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	16"	8"	2	3100		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+6 DEF	7d10		+5 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aura Rifle [E]	24"|16"	7d10	+1d10	+6 Hits	6	100
-						
TL Aura Shot Cannons [K]	32"|20"	5d10	+2d10	+6 Hits	5	300
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+8 Hits	-	300
-						
Aura Saber	Melee	8d10	Finisher+1	+8 Hits	6	100
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+8 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+8 Hits	5P	300
-						

Mecha & Pilot Traits		
[Transform] Gain: +2 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-2d10, all Melee weapons except [CC] or [Crash]	Trait +V	Winged Transformation
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Aura Power III
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Impulsive

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine	Battler	4	3	Mighty	260	350
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	-	2800		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+4 DEF	7d10		+3 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+4 Hits	-	200
Single Use | [Free Action | Once on your Turn]						
+10pts gain another use of Small Shot Cannon						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power 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

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	3	Mighty	360	500
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	1	2800		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+4 DEF	7d10		+3 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+4 Hits	-	200
Single Use | [Free Action | Once on your Turn]						
+10pts gain another use of Small Shot Cannon						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	Aura Power II
All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II	Driven

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Wryneck	Versatile	4	5	Mighty	380	700
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Todd Guiness	12"	8"	1	2500		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+4 DEF	7d10		+4 DEF
-	-					

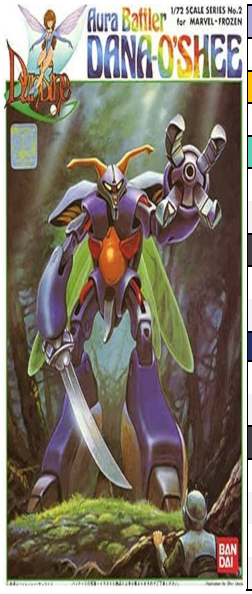
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Small Shot Cannon [K]	20"|12"	11d10	+2 Hits	+7 Hits	-	200
Single Use | [Free Action | Once on your Turn]						
TL Small Missile Salvo [X]	32"|16"	8d10	+3d10	+7 Hits	-	300
Single Use | Support ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Small Sword & Dagger	Melee	9d10	Counter+2	+7 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Zwarth	Battler	4	7	Mighty	400	900
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Black Knight	12"	8"	3	3700		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[S2] Nimble Flyer	7d10		+8 DEF	5d10		+7 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Small Shot Cannon [K]	20"|12"	11d10	+2 Hits	+6 Hits	-	200
Single Use | [Free Action | Once on your Turn]						
TL Small Missile Pod [X](2)	28"|16"	16d10	+6d10	+6 Hits	-	100
Two Uses | Support ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+8 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+8 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+8 Hits	5P	300
-						

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	Aura Power II
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II	Reaper



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dana O'Shea	Battler	1	2	Mighty	40	50
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Rimul Luft	8"	4"	-	1900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Aura Battler Defenses	7d10		+3 DEF	7d10		+2 DEF
-	-					

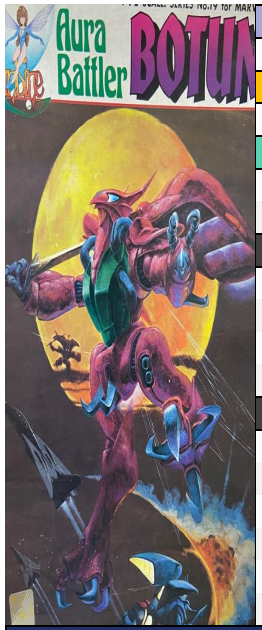
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Salvo [X]	36"|20"	6d10	+2d10	+2 Hits	-	400
Single Use | Support ATK						
+10pts gain another use of Missile Salvo						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300
-						

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bozune	Battler	1	3	Mighty	50	100
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Neal Given	8"	8"	-	1600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Aura Battler Defenses	7d10		+3 DEF	7d10		+2 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+3 Hits	-	100
[Free Action | Once on your Turn]						
+30pts this unit gains a Gatling Gun						
Gatling Gun [K]	28"|16"	11d10	Finisher+1	+3 Hits	-	200
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-						



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Botune	Battler	2	4	Mighty	120	350
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Marvel Frozen	8"	8"	-	2300		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Nimble Flyer	9d10		+4 DEF	7d10		+3 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K](2)	20"|12"	14d10	+2 Hits	+3 Hits	-	100
Two Uses | [Free Action | Once on your Turn] | [M-0] Fire in Melee						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+3 Hits	-	100
[Free Action | Once on your Turn]						

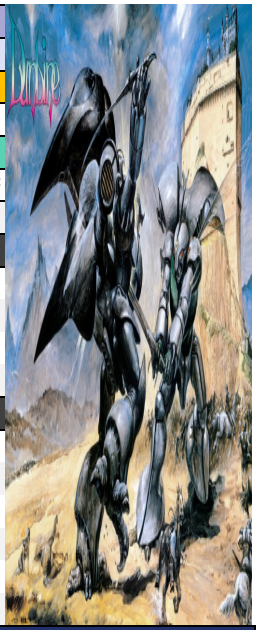
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-						
Cable Talons	20"	10d10	-	+5 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power 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

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Vierres	Battler	3	5	Mighty	195	700
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Todd Guiness	8"	8"	1	2400		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[MD1] Nimble Flyer	9d10		+4 DEF	7d10		+4 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+5 Hits	-	200
Single Use | [Free Action | Once on your Turn]						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+5 Hits	-	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin S. Tomahawk	Melee	9d10	Finisher+2	+7 Hits	-	400
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						



Mecha & Pilot Traits			
The Flash Skill [M-3] is free for this unit three times per game.		Trait +XXX	Aura Power III
This unit Hits on a 3+		Pilot Trait I	Hunting for a Rival

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Drumlo	Battler	1	2	Mighty	20	50
Basic Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Drake Army	8"	4"	-	1900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Aura Battler Defenses	7d10		+3 DEF	7d10		+2 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Aura Cannons [E]	24"|12"	11d10	+1 Hit	+2 Hits	4	100
	-					
+10pts gain a Flare Bomb Launcher						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+2 Hits	-	100
	[Free Action | Once on your Turn]					

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
	-					
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300
	-					
				+4 Hits		

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bastole	Battler	3	3	Mighty	145	270
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Garalia Nyamhee	8"	8"	1	1500		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[MD1] Nimble Flyer	9d10		+3 DEF	7d10		+3 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+4 Hits	-	200
	Single Use | [Free Action | Once on your Turn]					
+30pts this unit gains TL Aura Launcher						
TL Aura Launcher [E]	24"|16"	7d10	+2d10	+4 Hits	5	100
	-					

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
	-					
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
	[Free Action | Once on your Turn] | [M-0] Fire in Melee					
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
	-					

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Virunvee	Battler	2	5	Mighty	130	400
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Allen Brady	8"	8"	1	2000		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Aura Battler Defenses	7d10		+4 DEF	7d10		+3 DEF
-	-					

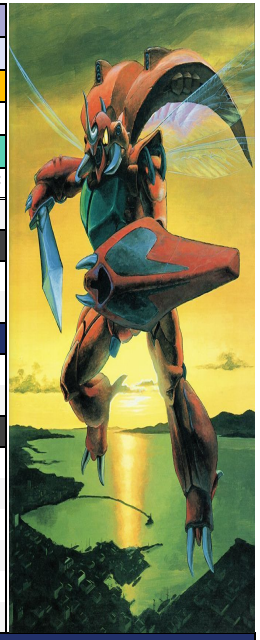
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Shot Cannon [K]	20"|12"	11d10	+1 Hit	+4 Hits	-	200
	Single Use | [Free Action | Once on your Turn]					
+30pts this unit gains TL Aura Launcher						
TL Aura Launcher [E]	24"|16"	7d10	+2d10	+4 Hits	5	100
	-					

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
	-					
Cable Talons	20"	10d10	-	+6 Hits	-	100
	[Free Action | Once on your Turn] | [M-0] Fire in Melee					
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
	-					

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Leprechaun	Battler	3	6	Mighty	205	600
Skilled Pilot (Elite 2)	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Jeril or Fei	8"	12"	1	1800		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[S1] Nimble Flyer	8d10		+6 DEF	6d10		+5 DEF
-	-					

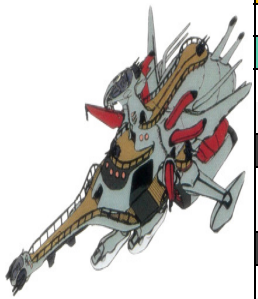
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aura Grenade [X]	20"|8"	12d10	+1d10	+5 Hits	-	200
	Single Use | Support Melee DEF					
+20pts this unit gains another Grenade						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+7 Hits	-	300
	-					
TL Cable Talons	20"|12"	10d10	+1 Hit	+7 Hits	-	100
	[Free Action | Once on your Turn] | [M-0] Fire in Melee					
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
	-					



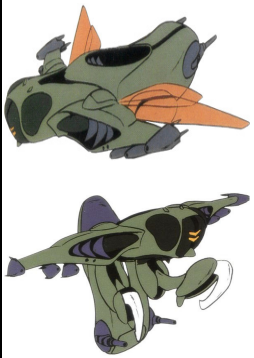
Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Headhunter	This unit Hits on a 3+	Pilot Trait I
Variant Ace Pilot (Elite 3) Muisy Poe (-100pts Morale 5+) Use the below traits instead		
Ruthless	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

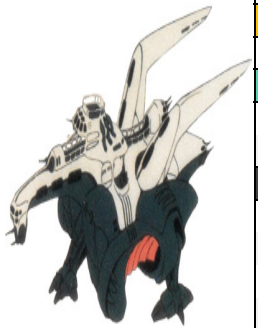
Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	Aura Power II
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Overconfident
Variant Ace Pilot (Elite 3) Bern Burnings (-200pts -10VP, Morale 5+) Use the below traits instead		
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero



Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Zelana	500HP	2	4	Massive	170	150
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Neal Given	24"|8"	8"	2 Units	7400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+3 DEF	8d10		+3 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
[AA] Guns II [K][360]	28"	12d10	-	+2 Hits	-	200
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Massive Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	1500
After attacking [HP-3000]						

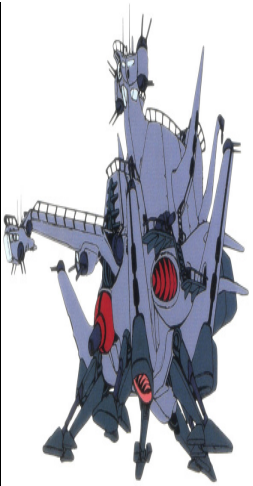
Aura Aircraft	Role	Frame	Performance	Size -1	VP	Points
Fou	Interceptor	1	2	Mighty	40	50
Battle-Tested (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Rimul Luft	8"	12"	1	1300		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+3 Hits	-	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Claws [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

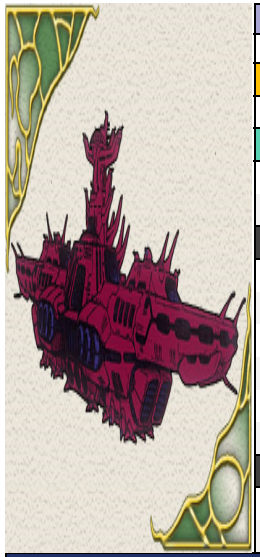




Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Spriggan	-	3	7	Massive	440	500
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Shot Weapon	28"|12"	8"	1	8800		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+4 DEF	8d10		+4 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
2x TL-S Aura Gun [E][360]	40"|32"	4d10	+2d10	+5 Hits	6	600
-						
[AA] Guns [K][360]	28"	11d10	-	+5 Hits	-	200
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Massive Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	1500
After attacking [HP-3000]						

Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Bull Beggar	-	2	2	Massive	110	100
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Drake Army	24"|8"	4"	-	5900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+2 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
Aura Cannons [K]	40"|24"	4d10	+1d10	+1 Hits	-	1000
-						
[AA] Guns II [K][360]	28"	12d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Massive Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	1500
After attacking [HP-3000]						



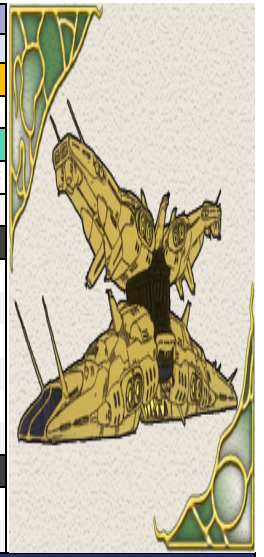


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Will Wipps	-	4	5	Colossal	540	1000
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Lord Drake Luft	24"|8"	4"	2	18500		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+3 DEF	8d10		+4 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x TL Aura Gun [E][360]	40"|32"	6d10	+2d10	+4 Hits	6	700
-						
3x 2nd Gun [E][360]	40"|24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | *Rear Arc Full ATK*						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF | *Rear Arc Full ATK*						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Captain Traits		
Deflecting [Barrier 4][360]	Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX
Stoic Captain	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.	CAPT II

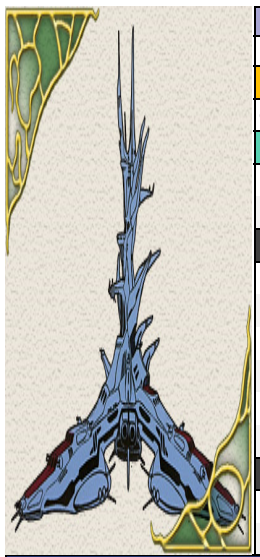


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gea Gring	-	4	5	Colossal	540	1000
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Lord Bishott	24"|8"	4"	-	21200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+3 DEF	8d10		+4 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | *Rear ATK-2d10*						
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | *Rear ATK-2d10*						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF | *Rear Arc Full ATK*						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Captain Traits			
Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength		Trait +XX	Deflecting [Barrier 4][360]
This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Haughty Captain

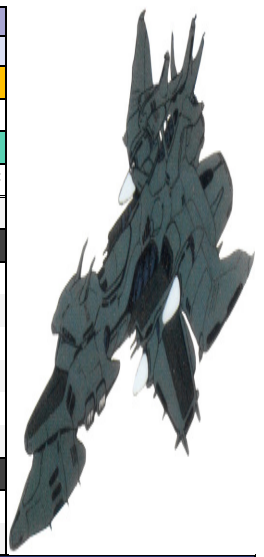


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gran Galan	1000HP	4	6	Colossal	560	1000
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Queen Ciela & CAPT Kawase	32"|16"	4"	3 Units	14900		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+4 DEF	8d10		+5 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x TL-S Aura Gun [E][360]	40"|32"	4d10	+2d10	+4 Hits	6	600
-						
3x 2nd Gun [E][360]	40"|24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | *Rear Arc Full ATK*						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF | *Rear Arc Full ATK*						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Captain Traits		
Deflecting [Barrier 4][360]	Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX
Inspirational Captain	This unit may issue two additional Captain's Orders	CAPT II



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Graon	-	4	5	Colossal	410	1000
Battle-Tested Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Queen Elle & CAPT Abe	28"|12"	4"	3	17900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+3 DEF	8d10		+4 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aura Nova Cannon [E]	40"|32"	7d10	+3 Hits	+4 Hits	6	700
Single Use | *AOE* | *[Permanent Havoc-1]*						
4x TL-S Aura Gun [E][360]	40"|32"	6d10	+2d10	+4 Hits	6	600
-						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF | *Rear Arc Full ATK*						

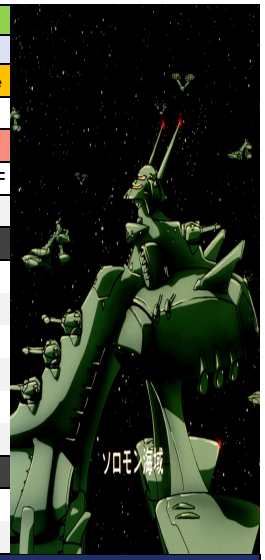
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Captain Traits			
Effective only again [Shooting Attacks] | Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength		Trait +XX	Deflecting [Barrier 4][360]
This unit Hits and Defends on a 3+		CAPT II	War Hero Captain

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0079) [S]	-	1	2	Colossal	120	50
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Zeon Captain	28"|12"	4"	-	6200		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship TL MPC [E]	40"|32"	5d10	+2d10	+1 Hits	6	600
		-				
[AA] Missiles III [X][360]	24"|16"	16d10	+2 Hits	+1 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

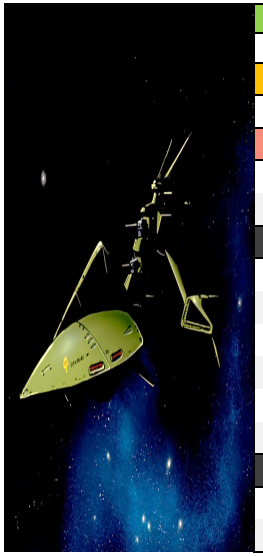


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0083) [S]	-	1	3	Colossal	140	200
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Zeon Captain	28"|12"	4"	-	6200		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship TL MPC [E][1x360]	40"|32"	6d10	+2d10	+2 Hits	6	600
Rear Arc ATK-3d10						
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+2 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

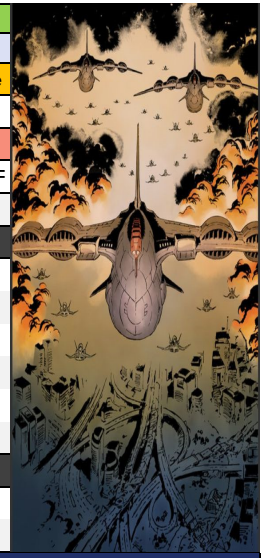
Warship & Captain Traits		
This unit may launch four units 16" from the ship's center most turret.	Trait +IV	Quad Launch Catapult



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0080) [S]	400HP	1	4	Colossal	160	150
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Zeon Captain	28"|12"	8"	-	5300		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E]	40"|32"	4d10	+2d10	+2 Hits	6	600
		-				
[AA] Missiles III [X][360]	24"|16"	16d10	+2 Hits	+2 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

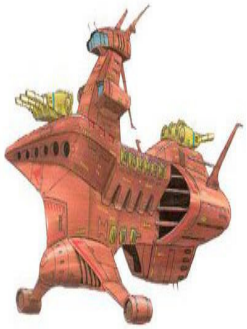


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gaw Carrier [G]	-	1	2	Colossal	170	100
Skilled Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garma Zabi	24"|8"	4"	-	6800		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E]	40"|32"	4d10	+2d10	+1 Hits	6	600
		-				
Bombing Run [X]	16"	10d10	-	+1 Hits	-	300
Rear Arc Only | Usable after moving 4"+ | [Free Action once per Turn]						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits		
This unit makes 2 Morale Saves to Rally when it activates.	CAPT I	Devoted Captain



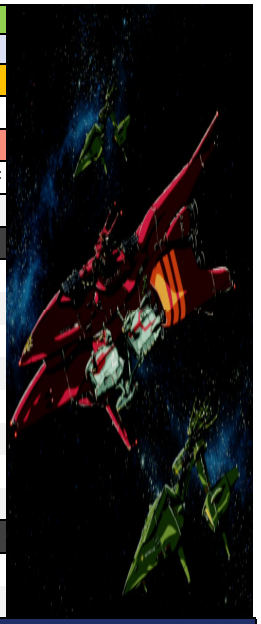
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Chivvay (0079) [S]	500HP	2	2	Colossal	200	150
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Captain Barom	24"|8"	4"	1 Unit	9100		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Triple MPC [E][360]	40"|32"	3d10	+3d10	+1 Hits	6	600
Rear Arc Full ATK						
Ship Missiles II [X]	36"|24"	7d10	+2d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+1 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Brash Captain — This Warship may use Guard when attacked. — CAPT I



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Tivvay (0080) [S]	1200HP	2	4	Colossal	240	500
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Captain Killing	24"|8"	8"	1 Units	11200		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
HP Triple MPC [E][360]	40"|32"	3d10	+3d10	+2 Hits	*7*	600
Rear Arc Full ATK						
Ship Missiles II [X]	36"|24"	7d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Missiles III [X][360]	24"|16"	16d10	+2 Hits	+2 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Before rolling DEF make a Morale Save to Rally. — CAPT I — Maniacal Captain

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar	900HP	3	4	Colossal	320	500
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Char's 2nd in Command	32"|16"	8"	1 Units	11400		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Ship Cannons [K]	36"|20"	3d10	+2d10	+3 Hits	-	1000
-						
4x Ship MPC [E]	40"|32"	6d10	+1d10	+3 Hits	6	600
-						
Antiship Missile [X]	40"|20"	4d10	-1d10	+3 Hits	-	1000
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Seasoned Captain — This unit Hits on a 3+ — CAPT I

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar II	1000HP	3	5	Colossal	340	750
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Deatroaf Kocsel	32"|16"	8"	1 Units	11400		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
4x Ship TL MPC [E]	40"|32"	6d10	+2d10	+4 Hits	6	600
-						
Antiship Missile [X]	40"|20"	4d10	-1d10	+4 Hits	-	1000
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

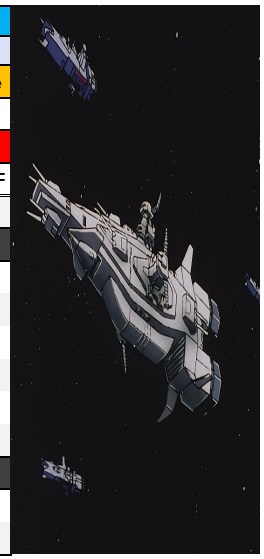
This Warship may use Guard when attacked. — CAPT I — Brash Captain

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Salamis (0079) [S]	-	1	2	Colossal	120	50
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	7400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
3x Ship MPC [E][360]	40"|32"	5d10	+1d10	+1 Hits	6	600
		-				
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+1 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Salamis (0083) [S]	-	1	3	Colossal	140	130
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	7400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
3x Ship MPC Kai [E][360]	40"|36"	5d10	+1d10	+2 Hits	6	600
		-				
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+2 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Lasers [E][360]	36"	10d10	-	+2 Hits	4	100
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Magellan (0079) [S]	-	2	2	Colossal	170	200
Battle-Tested Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	10000		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
3x Ship TL MPC [E]	40"|32"	5d10	+2d10	+1 Hits	6	600
		-				
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+1 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Magellan (0083) [S]	-	2	3	Colossal	190	250
Battle-Tested Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	10000		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
3x Ship TL MPC [E]	40"|32"	5d10	+2d10	+2 Hits	6	600
		-				
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+2 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Lasers [E][360]	36"	10d10	-	+2 Hits	4	100
Support DEF | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base	900HP	3	2	Colossal	280	450
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LTJG Bright Noa	24"|8"	4"	2 Units	12600		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Minovsky Craft	5d10		+1 DEF	8d10		+2 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"|32"	4d10	+2d10	+2 Hits	6	600
-						
Ship Cannons [K]	36"|20"	3d10	+2d10	+2 Hits	-	1000
-						
Ship Missiles II [X][360]	36"|24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Renowned Captain	This unit Hits on a 3+	CAPT I
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II

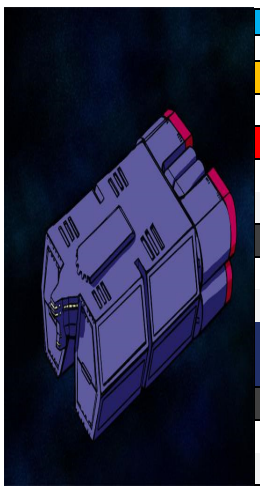
Blanc Rival (White Base Variant - Battle Tested) +100pts & +10VP

Move+4, HP-1200

Instead of Renowned Captain use the Expert Engineering Division trait below.

Warship & Captain Traits

Expert Engineering Division	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Columbus [S]	1000HP	1	2	Colossal	120	100
Basic Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	6 Units	6800		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						

Support Carrier

While this unit is on the battlefield you can ignore the limit on Support Units

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base (Jaburo Refit)	900HP	3	4	Colossal	420	600
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Bright Noa + Mirai Yashima	24"|8"	4"	2 Units	12600		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Minovsky Craft	5d10		+2 DEF	8d10		+3 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship TL MPC [E][2x360]	40"|32"	5d10	+2d10	+3 Hits	6	600
Rear Arc ATK-1d10						
Ship Missiles II [X][360]	36"|24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
This unit may launch two units 16" from the ship's center most turret.	Trait +II	Dual Launch Catapult
This unit Hits and Defends on a 3+	CAPT II	Legendary Captain

'+50pt & -25VP Variant - Thoroughbred (White Base Jaburo) - Captain Kilstein

This unit has the Warship Jamming trait featured below.

Battle-Hardened with the Expert Engineering Trait and without Newtype

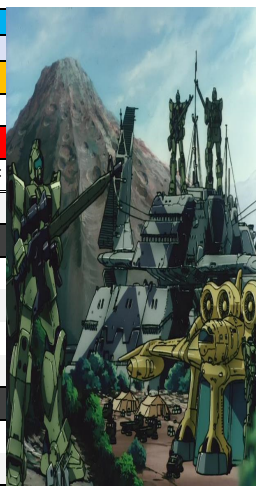
Warship & Captain Traits

Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 20"	Trait +V	Warship Jamming

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Big Tray [G]	900HP	2	2	Colossal	150	100
Basic Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Federation Captain	28"|12"	4"	2 Units	10600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship Artillery [K]	40"|24"	5d10	+3d10	+1 Hits	-	700
Indirect Fire (R:20" to Max Weapon Range)						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Argama	1500HP	3	6	Colossal	460	1000
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
CAPT Bright Noa	28"|12"	4"	2 Units	11400		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Minovsky Craft	5d10		+3 DEF	8d10		+4 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL HP-MPC [E][360]	40"|32"	4d10	+2d10	+4 Hits	7	600
-						
3x 2nd Gun [E][1x360]	40"|24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
Ship Fire SPT Missiles [X](3)	36"|20"	10d10	-4d10	+4 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK+2						
[AA] Missiles III [X][360]	24"|16"	16d10	+2 Hits	+4 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II

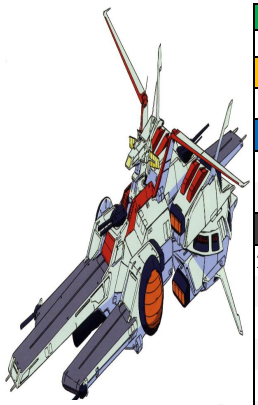
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Radish [S]	500HP	2	4	Colossal	240	500
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
CDR Henken Bekkener	28"|12"	4"	1 Units	8800		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

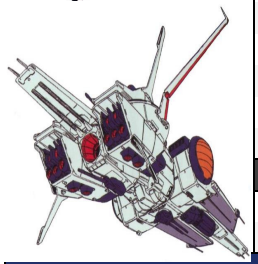
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"|32"	4d10	+2d10	+2 Hits	6	600
-						
4x 2nd Gun [E][1x360]	40"|24"	6d10	+1d10	+2 Hits	5	400
[Free Action once on your Turn] | Rear ATK-3d10						
[AA] Beams II [E][360]	24"	8d10	-	+2 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This unit may launch three units 16" from the ship's center most turret.	Trait +III	Tri Launch Catapult
This unit makes 2 Morale Saves to Rally when it activates.	CAPT I	Devoted Captain





Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Nahel Argama	1000HP	3	7	Colossal	330	1250
Basic Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Federation Captain	28"|12"	4"	2 Units	12600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Minovsky Craft	5d10		+3 DEF	8d10		+4 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL HP-MPC [E][360]	40"|32"	4d10	+2d10	+5 Hits	7	600
-						
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+5 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
Ship Fire SPT Missiles [X](2)	36"|20"	10d10	-4d10	+5 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK+2						
[AA] Guns [K][360]	28"	11d10	-	+5 Hits	-	200
Support DEF | Rear Arc Full ATK						
Ship Hyper MPC [E]	40"|32"	7d10	+2 Hits	+5 Hits	7	500
Single Use | AOE | Req. 1 Combat & 2 Move actions						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Tri Launch Catapult	This unit may launch three units 16" from the ship's center most turret.	Trait +III

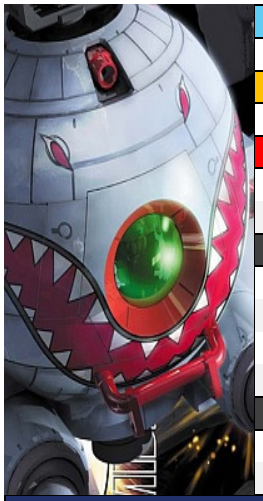
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Audhulma (Garuda) [G]	800HP	2	5	Colossal	260	400
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Hayato Kobayashi	24"|8"	4"	1 Units	10000		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Warship	5d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship MPC [E]	40"|32"	6d10	+1d10	+3 Hits	6	600
-						
Ship Missiles I [X]	36"|24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK						
[AA] Lasers [E][360]	36"	10d10	-	+3 Hits	4	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This unit may launch one unit 16" from the ship's center most turret.	Trait +I	Launch Catapult
This unit Hits on a 3+	CAPT I	Renowned Captain
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	Discerning Captain



Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
RB-79 Ball [S]	Raid	1	1	Mighty	10	20
Basic Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	4"	-	1600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Mobile Armor Defenses	8d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Cannon [K]	36"|28"	5d10	+1d10	+4 Hits	-	400
	-					

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
	-					

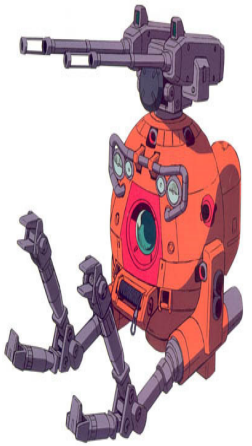
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

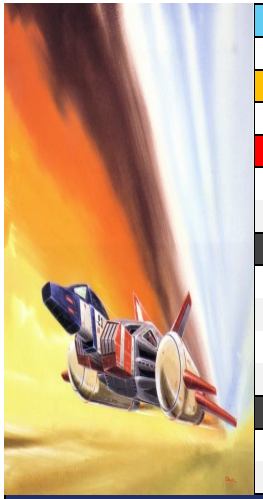
Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
Ball Type K [S]	Raid	1	1	Mighty	60	50
Skilled Pilot (Elite 1)	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Shiro Amada	8"	4"	-	2200		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Mobile Armor Defenses	8d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Small Cannon [K]	36"|28"	5d10	+2d10	+4 Hits	-	400
	-					
Grappling Unit	16"	10d10	-	+4 Hits	6P	-
PULL yourself | [First use this game is a Free Action]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
	-					

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





Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	110	260
Skilled Pilot (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Sayla Mass	8"	12"	-	800		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+3 DEF	4d10		+1 DEF
Luna Titanium	*+1 DEF Vs DMG<400*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft MPC [E]	20"|12"	7d10	+2d10	+5 Hits	5	200
	-					
Small Missile Pod [X]	28"|16"	16d10	+4d10	+5 Hits	-	100
Single Use | Support ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits			
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	
No Nonsense Pilot	This unit Hits on a 3+	Pilot Trait I	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	210	60
Ace Pilot (Elite 3)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Sleggar Law	8"	12"	-	800		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+3 DEF	4d10		+1 DEF
Luna Titanium	*+1 DEF Vs DMG<400*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft MPC [E]	20"|12"	7d10	+2d10	+5 Hits	5	200
	-					
Small Missile Pod [X]	28"|16"	16d10	+4d10	+5 Hits	-	100
Single Use | Support ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

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

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Saberfish	Interceptor	1	3	Mighty	30	40
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+4 Hits	-	200
Finisher+2 vs Size -1						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

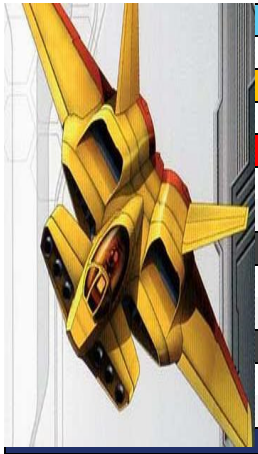
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Tin Cod [G]	Interceptor	1	2	Mighty	20	20
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size -1						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.	-



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Fly Manta [G]	Raid	1	1	Mighty	10	35
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Bombing Run [X]	16"	11d10	-	+4 Hits	-	200
Rear Arc Only | Usable after moving 4"+ | [Free Action once per Turn]						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

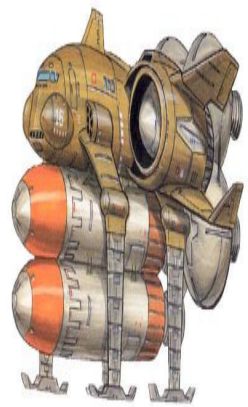
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Public Class [S]	Firepower	1	1	Mighty	10	35
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	20"|8"	8"	-	400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+1 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"|20"	4d10	-1d10	+4 Hits	-	800
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

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.	-



Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Type-61 Tank [G]	Firepower	2	1	Mighty	40	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Federation Forces	20"|8"	4"	-	1700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Small Cannon [K]	36"|28"	5d10	+2d10	+4 Hits	-	400
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

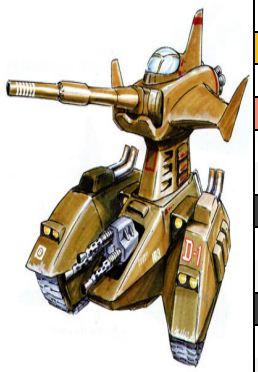
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Bloodhound Hovertruck	Sniper	1	2	Mighty	40	30
Battle-Tested (Elite 1)	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Eledore & Michel	24"|8"	4"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+3 DEF	6d10		+1 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
-	-	-	-	-	-	-
-						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
-						

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	Sonar Detection



Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
x	Firepower	2	1	Mighty	40	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Zeon Pilot	20"|8"	4"	-	1700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Magella Cannon [K]	40"|20"	5d10	+1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

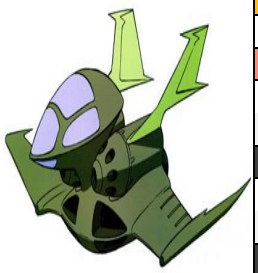
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-
Flying Tank Gun	Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	Trait +II

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Magella Tank [G]	Firepower	2	1	Mighty	90	20
Skilled Pilot (Elite 1)	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Bone Abust	20"|8"	4"	-	1700		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Magella Cannon [K]	40"|20"	5d10	+1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

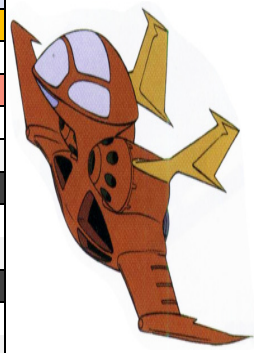
Mecha & Pilot Traits		
Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-	Support Unit
Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	Trait +II	Flying Tank Gun
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Dopp [G]	Interceptor	1	2	Mighty	20	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Zeon Pilot	8"	12"	-	400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+3 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.	-	



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Garma's Dopp [G]	Interceptor	1	2	Mighty	70	25
Skilled Pilot (Elite 1)	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garma Zabi	8"	12"	-	400		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

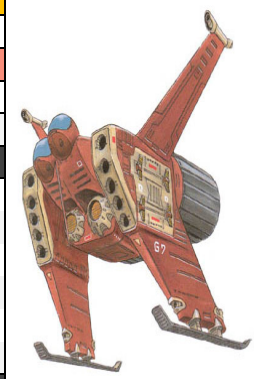
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+3 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.		-	Support Unit
This unit makes 2 Morale Saves to Rally when it activates.		Pilot Trait I	Inspiring Pilot

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Gobble [S]	Raid	1	1	Mighty	10	45
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Zeon Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Bomber	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"|20"	4d10	-1d10	+4 Hits	-	800
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1						
Micromissiles [X]	28"|20"	16d10	+4 Hits	+4 Hits	-	100
Single Use | Reroll 1s & 2s						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.	-	



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Gattle [S]	Raid	1	1	Mighty	10	40
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Zeon Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Bomber	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"|20"	4d10	-1d10	+4 Hits	-	800
Single Use | Target any unit | Gain Finisher+4 vs Size 2+ Targets						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+4 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.		-	Support Unit

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel	300HP	4	2	Colossal	480	1000
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LT Murrue & ENS Natarle	24"|8"	4"	2 Units	15200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Laminated Armor	5d10		+2 DEF	8d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Gottfried B.Cannon [E]	40"|32"	4d10	+2d10	+2 Hits	7	500
		-				
Valiant Railcannons [K][360]	40"|24"	6d10	-2d10	+2 Hits	5S	700
[Free Action | Once on your Turn]						
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+2 Hits	8	600
Two uses | AOE						
Ship Fire SPT Missiles [X](3)	36"|20"	10d10	-4d10	+2 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK+2						
[AA] Guns II [K][360]	28"	12d10	-	+2 Hits	-	200
Support DEF | Rear Arc Full ATK						
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+2 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits		
Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.	CAPT I
Expert Gunnery Crew	This unit may use Barrage when it attacks.	CAPT I
Persist	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II

+50pts the Archangel gains an Anti-Beam DepthCharge		
Anti-Beam DepthCharge	One Use | R:16" | AOE 6" Terrain (use string or a 12" tape measure). For 2 Round any [E] shots passing through this area have -2 Hits and -2 PEN.	Trait +V

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel (Orb Refit)	800HP	4	4	Colossal	520	1300
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LCDR Murrue Ramius	24"|8"	4"	2 Units	15200		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Laminated Armor	5d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Gottfried B.Cannon [E]	40"|32"	4d10	+2d10	+3 Hits	7	500
		-				
Valiant Railcannons [K][360]	40"|24"	6d10	-2d10	+3 Hits	5S	700
[Free Action | Once on your Turn]						
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+3 Hits	8	600
Two uses | AOE						
Ship Fire SPT Missiles [X](3)	36"|20"	10d10	-4d10	+3 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK+2						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						
[AA] Missiles II [X][360]	24"|16"	16d10	+2 Hits	+3 Hits	-	100
Two Uses | Support DEF+2 | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits			
This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Cavalier Captain
This unit makes 2 Morale Saves to Rally when it activates.		Trait +V	Steadfast Crew
The Iron Wall Skill [M-3] is free for this unit twice per game.		Trait +XX	Persist II
This unit may launch two units 16" from the ship's center most turret.		Trait +II	Dual Launch Catapult

+50pts & +5VP the Archangel gains the Missile Massacre Trait		
Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.	Trait +V	Missile Massacre

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kusanagi	1300HP	4	4	Colossal	420	850
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Kisaka	24"|8"	4"	3 Units	14600		6+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Laminated Armor	5d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Gottfried B.Cannon [E]	40"|32"	4d10	+2d10	+3 Hits	7	500
		-				
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+3 Hits	8	600
Two uses | AOE						
[AA] Missiles [X][360]	24"|16"	16d10	+2 Hits	+3 Hits	-	100
Single Use | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

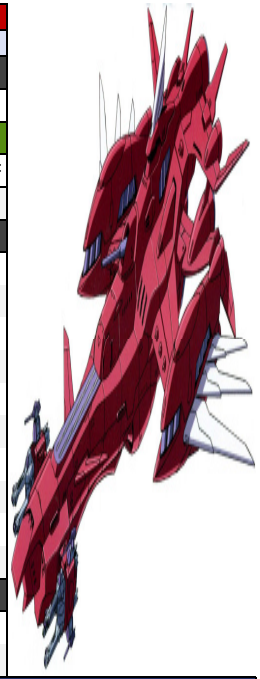
Warship & Captain Traits		
Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.	CAPT I
Expert Engineering Division	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Launch Catapult	This unit may launch one unit 16" from the ship's center most turret.	Trait +I

+100pts +10VP the Eternal gains SEED		
SEED	Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Eternal	400HP	4	4	Colossal	520	850
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Waltfeld & Lacus Clyne	32"|16"	8"	1 Units	14600		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Laminated Armor	5d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

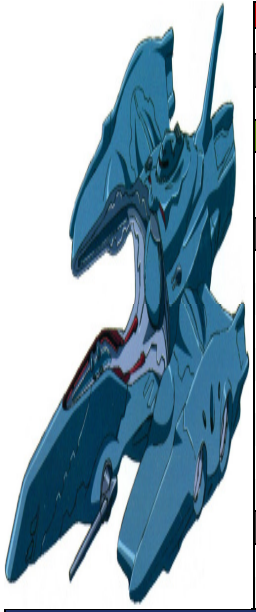
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Ship Hi-Power MPC [E]	40"|32"	3d10	+1d10	+3 Hits	7	600
		-				
2x 2nd Gun [E]	40"|24"	4d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn]						
Ship Fire SPT Missiles [X](3)	36"|20"	10d10	-4d10	+3 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK+2						
[AA] Missiles III [X][360]	24"|16"	16d10	+2 Hits	+3 Hits	-	100
Three Uses | Support DEF+2 | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						



Warship & Captain Traits			
This unit Hits and Defends on a 3+		CAPT II	Legendary Captain
Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.		Trait +X	Lacus Clyne
This unit may launch one unit 16" from the ship's center most turret.		Trait +I	Launch Catapult

+50pts & +5VP the Eternal gains the Missile Massacre Trait		
Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.	Trait +V	Missile Massacre



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Nazca Class	800HP	3	4	Colossal	290	450
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Fredrik Ades	28"|12"	8"	1 Units	12900		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship Hi-Power MPC [E]	40"|32"	4d10	+1d10	+3 Hits	7	600
-						
Ship TL Railcannons [K]	40"|24"	6d10	-2d10	+3 Hits	5S	700
[Free Action | Once on your Turn]						
Ship Fire SPT Missiles [X](2)	36"|20"	10d10	-4d10	+3 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK+2						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Launch Catapult	This unit may launch one unit 16" from the ship's center most turret.	Trait +I

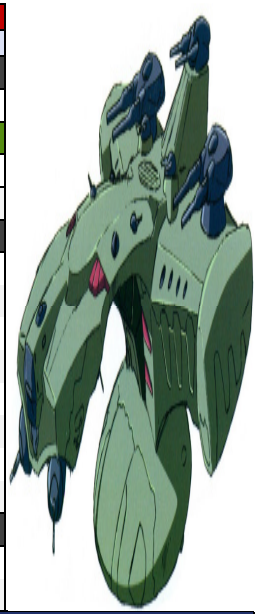
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Laurasia Class	800HP	2	2	Colossal	170	200
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Captain Zelman	24"|8"	4"	1 Units	9700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"|32"	4d10	+2d10	+1 Hits	6	600
-						
2x Ship TL Railguns [K]	40"|24"	7d10	-2d10	+1 Hits	5S	600
[Free Action | Once on your Turn]						
Ship Fire SPT Missiles [X]	36"|20"	10d10	-4d10	+1 Hits	-	300
Single Use (ATK or Support ATK) | Support ATK+2						
[AA] Beams [E][360]	24"	7d10	-	+1 Hits	6	100
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This unit may launch one unit 16" from the ship's center most turret.	Trait +I	Launch Catapult



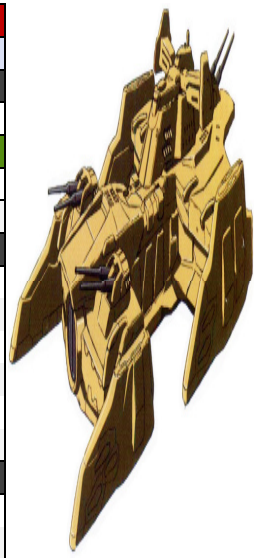
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Lesseps	800HP	2	2	Colossal	300	250
Ace Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Martin Dacosta	32"|16"	4"	1 Units	10600		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship Artillery [K][1x360]	40"|24"	4d10	+3d10	+1 Hits	-	700
Indirect Fire (R:20" to Max Weapon Range)						
Ship Fire SPT Missiles [X](3)	36"|20"	10d10	-4d10	+1 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK+2						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

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	Discerning Captain



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Agile (Helicopter) [G]	Interceptor	1	3	Mighty	30	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
ZAFT Pilot	12"	8"	-	400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

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.	-

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
ZAFT Armored Car [G]	Firepower	2	1	Mighty	40	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
ZAFT Pilot	24"|12"	4"	-	1400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Small Cannon [K]	36"|28"	5d10	+1d10	+4 Hits	-	400
-						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

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.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Spearhead Jet [G]	Interceptor	1	2	Mighty	20	20
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	12"	-	700		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size -1						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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.	-

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Linear Gun Tank [G]	Firepower	2	1	Mighty	40	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Federation Forces	24"|12"	4"	-	1400		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*Cannot use Accelerate.*					

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Linear Gun [K]	40"|20"	6d10	-1d10	+4 Hits	4S	400
-						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

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.	-