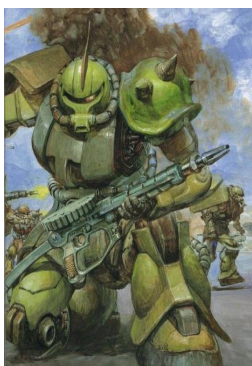
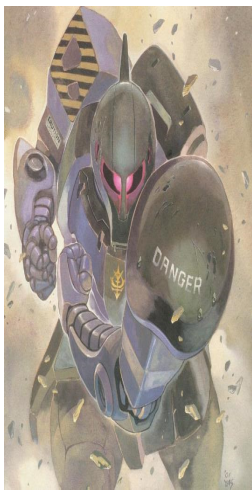




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Mobile Suit Defenses	8d10	+1 DEF	6d10	+2 DEF		
Shooting Weapons	Range	Attack	Rapid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



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



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

**Mecha & Pilot Traits**

Support Unit

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

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

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

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

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

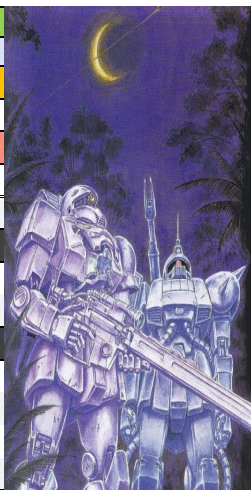
Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF

Trait +V

Tactician



MS-06K  
ZAKU CANNON (CANNON EQUIPMENT TYPE)





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

### Mecha & Pilot Traits

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



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

### Mecha & Pilot Traits

This unit gains +1 Hit against enemies with a higher Performance level.	Trait +V	Legacy MS Expert
Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V	Tactician
This unit Hits on a 3+	Pilot Trait I	Pilot Instructor



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

### Mecha & Pilot Traits

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

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

### Mecha & Pilot Traits

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





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

**Mecha & Pilot Traits**

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

**Zudah Ace Pilot (Elite 3) (Elite 3 | Morale 5+ | +100VP) - LCDR Wolfgang (Hunter in Black Clothes) - Gain Trait**

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

The Zudah can also be equipped with a Zaku Machine Gun or Antiship Rifle instead of the Bazooka



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

**Mecha & Pilot Traits**

Saturn Engine There is a 1/10 chance this unit will explode after using Boost. Trait -II

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



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

**Mecha & Pilot Traits**

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

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

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

**Mecha & Pilot Traits**

Ambush: This unit can reinforce on any Table Edge. Trait  
+II Ambusher





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

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



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

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

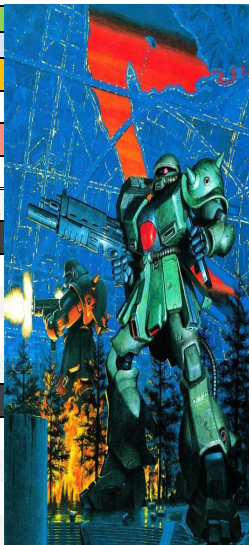
You may swap a Zaku Machine Gun for a Zaku Bazooka below						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28"   12"	5d10	+1d10	*	-	600
-	-					

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



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

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



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



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

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

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



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

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

MS-06R-1A  
ZAKU HIGH MOBILITY TYPE GATO'S CUSTOM

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

Mecha & Pilot Traits		
This unit has 0 Boost in Round 4+		Trait -II
This unit Hits on a 3+   Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).		Pilot Trait II
<b>Zaku II R2 Alternate Ace - Robert Gilliam (MSV) - Swap out Crimson Lightning with Reaper.</b>		
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.		Pilot Trait II
Reaper		

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

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

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



MS-06R-2  
ZAKU HIGH MOBILITY TYPE  
JOHNNY'S CUSTOM



MS-06R-1A  
ZAKU HIGH MOBILITY TYPE  
MATSNAGA'S CUSTOM



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

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

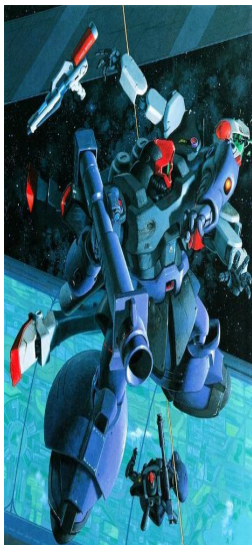


Dom - Ace Pilot Option (Elite 3   +50pts   +150VP   Morale 5+) - The Black Tri-Stars		
Black Tri-Stars	This unit Hits on a 3+ All weapons gain Finisher+1	Pilot Trait II
Tandem Fighter	If all Squad members have this trait, each Squad Member provides a +2d10 Squad bonus, and the cap is raised to 3d10.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

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

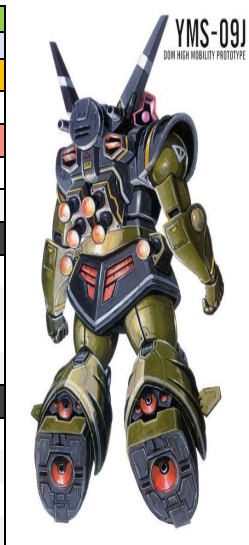
+20pts Any Dom equips a Sturm Faust Salvo						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sturm Faust Salvo [X]	28"   16"	12d10	Finisher+1	*	-	200
<i>Single Use</i>						

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



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

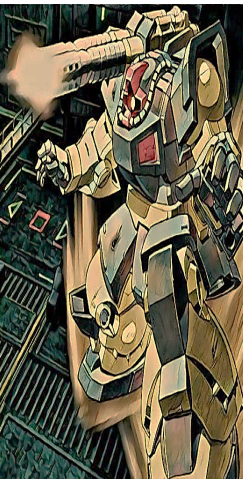
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Hi-Speed Type [G]	Raid	2	4	Giant	90	230
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	16"	-	4700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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





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

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



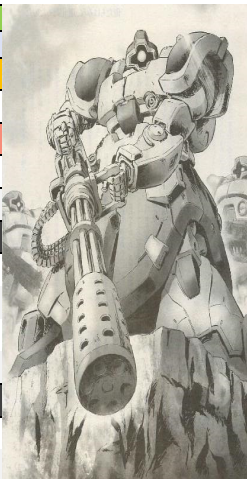
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dom Cannon K2	Raid	2	4	Giant	110	180
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	12"	-	5000	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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

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

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

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

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





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

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



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

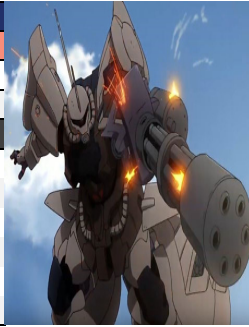


Norris Packard - Ace Pilot (Elite 3   +130VP   Morale 5+) - Gain the below traits			
Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I		Unwavering Loyalty
All weapons gain Finisher+1	Pilot Trait I		Fierce Reputation
Elite+2   +40pts   +10VP Variant Gouf C. "White Rose" - Lance Garfield (The Plot to Assassinate Gihren)			
Increase the bonus by 2 for Swift Strike.		Trait +X	
<b>The White Rose drops the Shield &amp; Gatlings for Twin Heat Swords.</b>			
<b>Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>
Twin Heat Swords	Melee	8d10	Finisher+2
+5 Hits 4 500			
-			
<b>Defenses</b>	<b>Evade DEF Dice</b>	<b>Bonus</b>	<b>Melee DEF Dice</b>
Mobile Suit Defenses	8d10	+3 DEF	6d10
+3 DEF			



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

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





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

#### Mecha & Pilot Traits

Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Efreet Nacht	Battler	2	5	Giant	120	400
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Erik Blanke	16"	8"	-	4400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+3 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Gatling Vulcans [K]	24"   8"	10d10	+1 Hit	+4 Hits	-	200
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Cold Kunai [K]	20"	7d10	-	+4 Hits	6S	100
[Free Action   Once on your Turn]						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Twin Cold Blade	Melee	8d10	Finisher+1	+6 Hits	7S	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
<b>+50pts Efreet Schneider - +1 Boost and Replace the Cold Blades with Heat Kunai</b>						
Heat Kunai	Melee	9d10	Counter+2	+6 Hits	5	400
-						

#### Mecha & Pilot Traits

	While outside enemy Sensors gain +1 DEF. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	Jamming
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Efreet Custom	Battler	2	4	Giant	250	400
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Nimbus Schterzen	8"	8"	-	4400	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+3 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Grenade Launcher [X]	20"   8"	12d10	+1d10	+3 Hits	-	200
Single Use   Support Melee DEF						
TL Micromissiles [X](2)	28"   20"	16d10	+6 Hits	+3 Hits	-	100
Two Uses   Reroll 1s & 2s						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Twin Heat Swords	Melee	8d10	Finisher+2	+5 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

#### Mecha & Pilot Traits

Spirit in the Machine	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Exam System	Activates when HP<50% or enemy has an EXAM unit. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X
Newtype Miasma	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	-
Warmonger	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Pilot Trait II



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

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

	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Spirit in the Machine
	Activates when HP<50% or enemy has an EXAM unit. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X	Exam System
	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	-	Newtype Miasma
	This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II	Reaper



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gyan	Melee	3	4	Giant	210	180
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
M'Quve	8"	8"	-	3800	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[MD2] Melee Shield	8d10		+3 DEF	6d10		+6 DEF
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Needle Missiles [X](3)	24"   16"	16d10	+2 Hits	+3 Hits	-	100
Three Uses   Support Melee DEF+2						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
-	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-	-					

**Mecha & Pilot Traits**

Crafty Combatant	Increase the bonus by 1 for Feint.	Trait +V
Chivalrous	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

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

**Mecha & Pilot Traits**

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



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

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

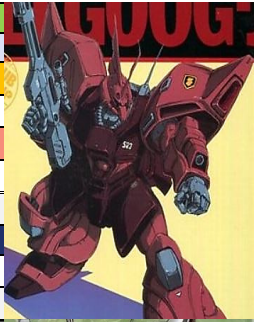




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog	Versatile	3	4	Giant	155	200
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	8"	-	4700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10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



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



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

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



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

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

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

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





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

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



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

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





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

**Mecha & Pilot Traits**

Crimson Lightning

This unit Hits on a 3+ | Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).

Pilot Trait II

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



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

**Mecha & Pilot Traits**

All weapons gain Finisher+1

Pilot Trait I

Chimera Corps



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

**Mecha & Pilot Traits**

Marksman

Bullseye has +2 Crit Range (8++)

Trait +V

Chimera Corps

All weapons gain Finisher+1

Pilot Trait I

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

**Mecha & Pilot Traits**

This unit has 0 Boost in Round 4+

Trait -II

Fuel Hungry

All weapons gain Finisher+1

Pilot Trait I

Chimera Corps



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

MS-14GD  
GELGOOG GUNTAR



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

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

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

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



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

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

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

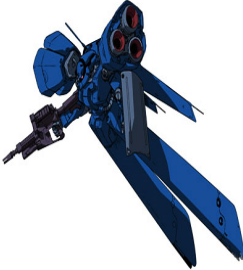
Mecha & Pilot Traits		
Dodge gives +3 Crit Range (7++)		Trait +X
All weapons gain Finisher+1		Pilot Trait I
		Limiter Release
		Volatile





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Physalis GPO2-BB	HeavyArms	4	5	Giant	415	700
<b>Ace Pilot (Elite 6)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Anavel Gato	28"   16"	8"	1	7700	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S3] Tower Shield	5d10		+5 DEF		3d10 +7 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
GPO2 Beam Bazooka [E]	28"   20"	5d10 Finisher+1	+8 Hits	5	700	
Vulcans [K](2)	20"   12"	14d10	+2 Hits	+8 Hits	- 100	
Two Uses   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>+200pts gain MLRS   +50pts gain AS Rifle   -100pts lose Beam Bazooka</b>						
MLRS Rockets [X](4)	32"   20"	10d10	-4d10	+8 Hits	- 400	
Four Uses   Indirect Fire (R:20" to Max Weapon Range)						
GPO2 Antiship Rifle [K]	48"   20"	6d10	-2d10	+8 Hits	- 600	
Target any unit   Gain Finisher+2 vs Size 2+ Targets						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Saber	Melee	7d10 Finisher+1	+7 Hits	7	300	
Shield Smash [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits		
The Nightmare of Solomon	This unit Hits and Defends on a 3+	Pilot Trait II
Master of Mobile Suits	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV



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

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

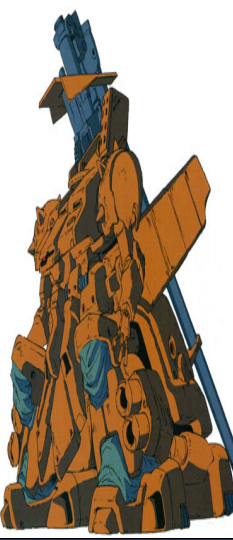
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dra-C Heavy Custom	Assault	1	3	Giant	70	90
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	12"	1	2300	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>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

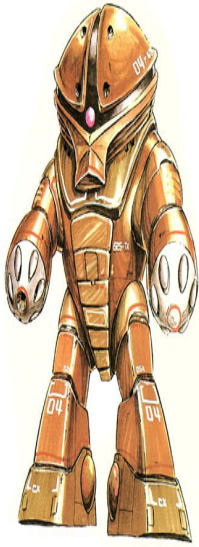
Mecha & Pilot Traits		
This unit has 0 Boost in Round 4+		Trait -II
		Fuel Hungry



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

Mecha & Pilot Traits		
While transformed: Gain Max Shooting Range+8"   Lose 1 Move Action		-
		Transform (Artillery)





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

**Mecha & Pilot Traits**

Stealth Ambusher

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

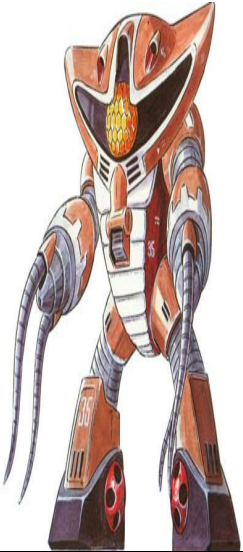
Trait +V

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

**Mecha & Pilot Traits**

[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.

Limited 360 Firing Arc



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

**Mecha & Pilot Traits**

Stealth Ambusher

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

Trait +V

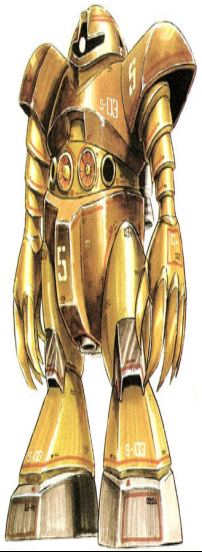
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gogg [A]	Guardian	2	2	Giant	70	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	6200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Slow & Laborious	4d10 +4 DEF		6d10 +5 DEF			
<i>You may not use the Accelerate action</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Chest Beam [E]	20"   12"	6d10	+1d10	+3 Hits	6	200
<i>Support DEF</i>						
Torpedo Pod [X]	28"   16"	10d10	+2d10	+3 Hits	-	200
<i>Single Use   Support ATK</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heavy Iron Nail	Melee	7d10	Finisher+1	+3 Hits	-	500
<i>This weapon gains Blindside the first time it is used</i>						
Smash [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

**Mecha & Pilot Traits**

Ambush: This unit can reinforce on any Table Edge

Trait +II

Ambusher





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

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

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

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



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

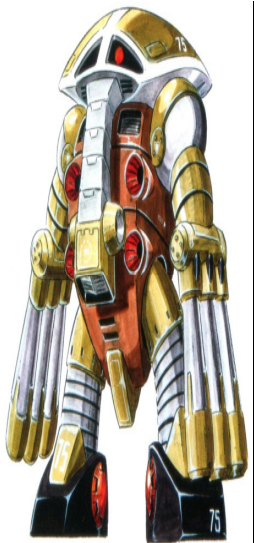
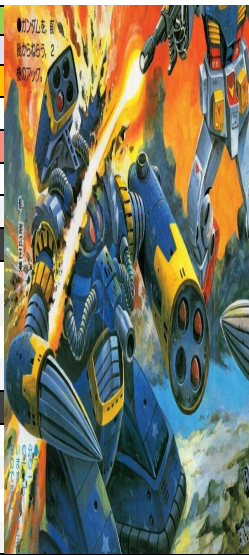
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Z'Gok E [A]	Raid	2	5	Giant	120	150
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Cyclops Team	8"	8"	1	4400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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





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

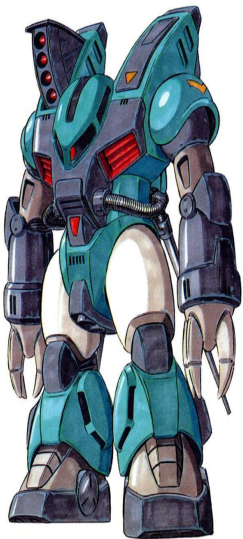
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg ML [A]	Melee	1	1	Giant	30	20
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	4"	-	3200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A1] Tracked Vehicle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



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

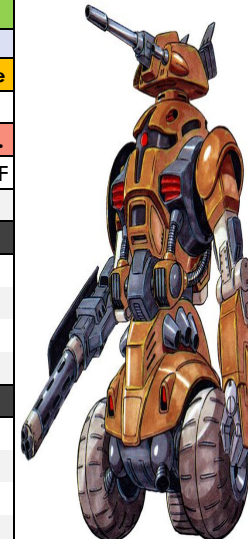
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jurick [A]	Guardian	3	4	Giant	155	420
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	8"	-	7100	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Slow & Laborious	4d10		+5 DEF	6d10		+6 DEF
<i>You may not use the Accelerate action</i>						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Mega Particle Gun [E]	20"   12"	7d10	+1d10	+5 Hits	6	100
-						
MA 360 MPC [E]	Self	6d10	Finisher+2	+5 Hits	6	400
<i>Three Uses   AOE: 8" Radius Circle</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Heavy Iron Nail	Melee	7d10	Finisher+1	+5 Hits	-	500
<i>This weapon gains Blindside the first time it is used</i>						
Smash [CC]	Melee	7d10	-	+5 Hits	6P	400
-						





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

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

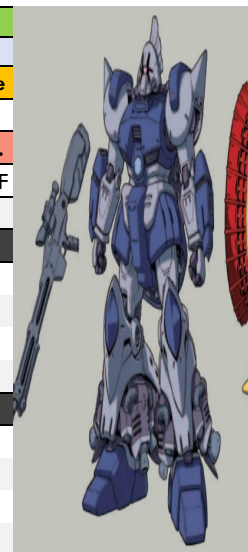


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Galbady Alpha	Battler	3	5	Giant	325	100
<b>Ace Pilot (Elite 5)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Filius Stream	8"	8"	-	4700	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1]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

#### Mecha & Pilot Traits

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

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





MSN-01  
PSYCHO SYSTEM ZAKU

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Psycommu Zaku [S]	Raid	2	3	Giant	80	570
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	12"	1	3500	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10 +2 DEF		6d10 +1 DEF			
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+5 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+5 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
	<i>After attacking [HP-1500]</i>					

#### Mecha & Pilot Traits

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bishop Zaku [S]	Interceptor	1	4	Giant	60	570
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	12"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10 +4 DEF		6d10 +1 DEF			
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+4 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+4 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+2 Hits	6P	400
	-					

#### Mecha & Pilot Traits

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



MS-06Z  
PSYCHO SYSTEM ZAKU ZEON TEST BASE 'BISHOP'



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeong [S]	Raid	4	5	Giant	420	800
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	16"	12"	1	6500	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10 +4 DEF		6d10 +3 DEF			
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20"   12"	7d10	+2d10	+7 Hits	6	100
	-					
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+7 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+7 Hits	6	100
	<i>Uses the (Quasi-)Psycommu rules below</i>					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Smash [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

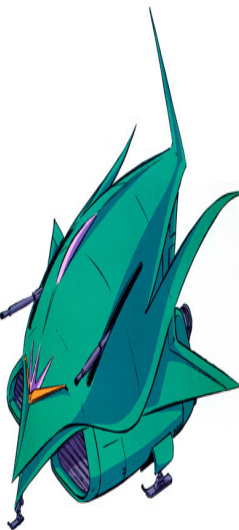
#### Mecha & Pilot Traits

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Elmeth [S]	Sniper	3	4	Giant	235	600
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Lalah Sune	28"   12"	12"	-	4100	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10 +2 DEF		6d10 +1 DEF			
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36"   20"	5d10	+2d10	+7 Hits	6	300
	-					
Elmeth Bits [E]	48"   20"	5d10	+1d10	+7 Hits	6	100
	<i>Uses the Psycommu rules below</i>					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
	<i>After attacking [HP-1500]</i>					

#### Mecha & Pilot Traits

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





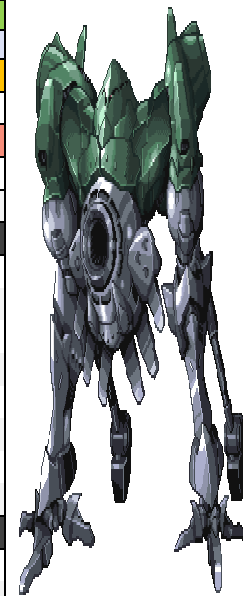
Mobile Fortress (SH)	Role	Frame	Performance	Size 1	VP	Points
<i>Big Zam</i>	Firepower	4	3	Massive	270	1000
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Dozle Zabi	28"   16"	4"	3	11400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Tank Defenses	4d10		+3 DEF	6d10		+5 DEF
Cannot use Accelerate.						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Big Zam MPC [E]	40"   28"	6d10	+2 Hits	+6 Hits	6	700
[Permanent Havoc-1] to use   AOE						
Quad MA MPC [E][360]	32"   24"	5d10	+4d10	+6 Hits	6	300
Rear Arc ATK 5d10						
Quad MA MPC [E][360]	32"   24"	5d10	+4d10	+6 Hits	6	300
Rear Arc ATK 5d10						
AA Missiles [X]	24"   16"	16d10	+2 Hits	+6 Hits	-	100
Single Use   Support DEF+2						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500

**Mecha & Pilot Traits**

I-Field [Barrier 5][360]

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

Trait +XX

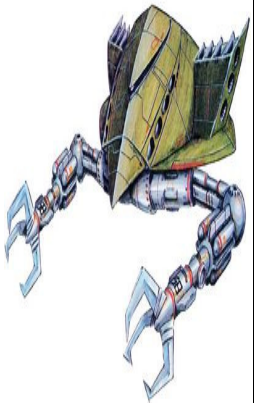


Mobile Fortress (SH)	Role	Frame	Performance	Size 0	VP	Points
<i>Big Zam (Mass Produced)</i>	Firepower	2	3	Giant	80	400
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	20"   8"	4"	2	5900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF +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

**Mecha & Pilot Traits**

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

Transform (Artillery)



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Bigro [S]</i>	Raid	2	4	Giant	110	400
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	16"	16"	1	4400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Armor Defenses	8d10		+3 DEF	4d10		+2 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Mobile Armor MPC [E]	32"   20"	5d10	+1d10	+5 Hits	6	300
-						
AA Missiles [X]	24"   16"	16d10	+2 Hits	+5 Hits	-	100
Single Use   Support DEF+2						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Bigro Claws [CC]	Melee	8d10	-	+3 Hits	6P	500

**Mecha & Pilot Traits**

Jamming

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

Trait +V

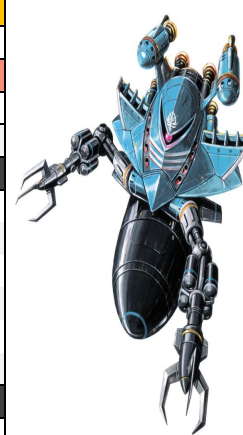
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Bigruf</i>	Raid	2	4	Giant	110	440
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	16"	16"	1	4400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Armor Defenses	8d10		+3 DEF	4d10		+2 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Mobile Armor MPC [E]	32"   20"	5d10	+1d10	+5 Hits	6	300
-						
AA Missiles [X]	24"   16"	16d10	+2 Hits	+5 Hits	-	100
Single Use   Support DEF+2						
TL Missile Salvo [X]	36"   20"	6d10	+3d10	+5 Hits	-	400
Single Use   Support ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Bigro Claws [CC]	Melee	8d10	-	+3 Hits	6P	500

**Mecha & Pilot Traits**

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

Trait +V

Jamming



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

Headhunter

This unit Hits on a 3+

Pilot Trait I

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

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

Pilot Trait II

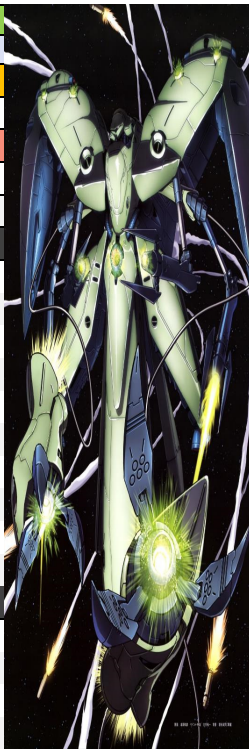
Reaper



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

**Mecha & Pilot Traits**

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



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

**Mecha & Pilot Traits**

Effective only again [Energy Attacks]   [E] Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX	I-Field [Barrier 5][360]
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Quasi-Psycommu
[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-	Limited 360 Firing Arc
Increase your Critical Range on ATK & DEF by 1 (9++). Crit range is capped at (7++).	Trait +XV	Master of Mobile Suits
This unit Hits and Defends on a 3+	Pilot Trait II	The Nightmare of Solomon



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

**Mecha & Pilot Traits**

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

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

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

**Mecha & Pilot Traits**

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

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



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

**Mecha & Pilot Traits**

Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
The White Devil MS	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X
Defiant	All weapons gain Finisher+1	Pilot Trait I

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

**Mecha & Pilot Traits**

The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	Newtype Flash II
This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X	The White Devil MS
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Prodigy





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

Mecha & Pilot Traits		
Extra Sensory Shooting	[M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.	-
Newtype 360 Firing Arc	[M-1] You may fire one weapon out of this unit's rear firing arc.	-
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Master of Mobile Suits	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
The White Devil MS	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X
Counting MS	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

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

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



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



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

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



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

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

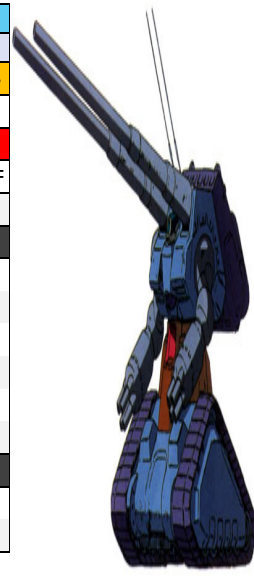


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Guncannon (MP)	Firepower	2	2	Giant	70	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	20"   8"	4"	-	4100	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Mobile Suit Defenses	8d10	+1 DEF	6d10	+2 DEF		
Shooting Weapons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

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

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

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





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

**Mecha & Pilot Traits**

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

**+50pts Upgrade Gundam Unit 4 "G04" gains +1 Boost**  
**-100pts Unstable Reactor: 50% chance to be destroyed after firing the Mega B.Launcher.**

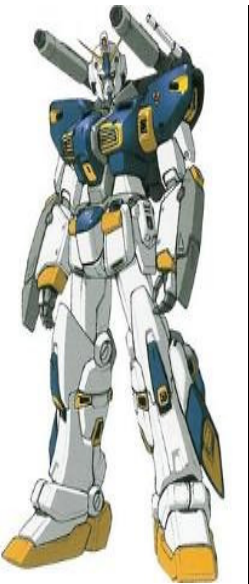


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
RX-78-5 Gundam Unit 5	Versatile	4	4	Giant	290	320
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Ford Romfellow	8"	8"	-	6200	6+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF +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

**Mecha & Pilot Traits**

Before rolling DEF make a Morale Save to Rally. Pilot Trait I Overconfident

**+50pts Upgrade Gundam Unit 5 "G05" gains +1 Boost**



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

**Mecha & Pilot Traits**

Hot Blooded All weapons gain Finisher+1 Pilot Trait I



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

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

FA-78-1  
FULL ARMOR GUN DAM



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

**Mecha & Pilot Traits**

Headhunter	This unit Hits on a 3+	Pilot Trait I
Daredevil	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

FA-78-1B  
FULL ARMOR GUN DAM (TYPE B)



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

**Mecha & Pilot Traits**

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

FA-78-2  
HEAVY GUN DAM UNIT



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

**Mecha & Pilot Traits**

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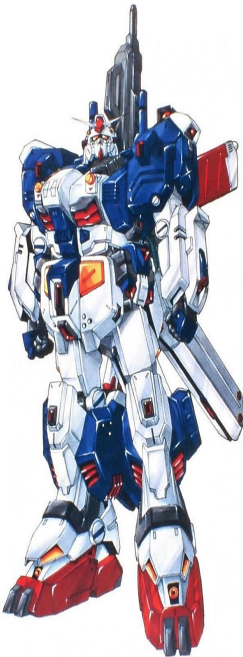
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gunner Gundam	Sniper	4	3	Giant	250	290
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	32"   16"	8"	-	6200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech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

**Mecha & Pilot Traits**

While outside enemy Sensors gain +1 DEF. This unit must be within Enemy Sensors or 24" to be targeted		Trait +V	Jamming
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RX-78SP  
GUNNER GUN DAM



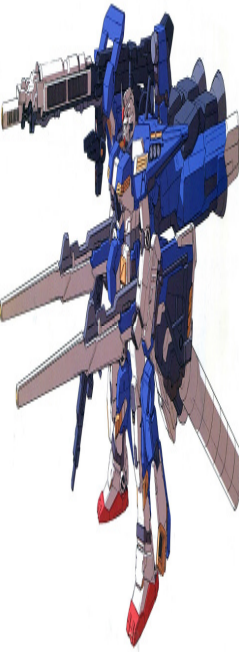
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor 7th Gundam	Firepower	4	5	Giant	300	600
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Hughes Courand	28"   16"	8"	-	8600	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee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

**Mecha & Pilot Traits**

Defiant

All weapons gain Finisher+1

Pilot Trait I



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

**Mecha & Pilot Traits**

Before rolling DEF make a Morale Save to Rally.

Pilot Trait I

Reckless



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

**Mecha & Pilot Traits**

Driven

All weapons gain Finisher+1.  
Your attacks have a Target number of 3+ for Finisher Saves

Pilot Trait II

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

**Mecha & Pilot Traits**

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

Pilot Trait I



Entwined with Tragedy



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

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



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





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

Mecha & Pilot Traits		
Spirit in the Machine	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Exam System	Activates when HP<50% or enemy has an EXAM unit. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X
Newtype Miasma	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	-
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II



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

Mecha & Pilot Traits			
	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Spirit in the Machine
	Activates when HP<50% or enemy has an EXAM unit. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X	Exam System
	While EXAM is active (Cyber)Newtypes abilities (i.e. Flash/Zeal) are no longer free and instead cost [M-1].	-	Newtype Miasma
	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II	Driven



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

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

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





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

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

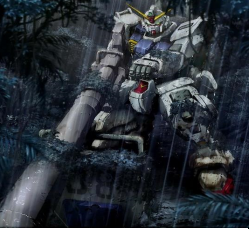


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Ground Type [G]	Versatile	3	3	Giant	195	130
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Karen Joshua	8"	4"	-	6500	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech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

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

**Gundam Ground Type Skilled Pilot Options - Terry Sanders Jr. (08th MS Team)**

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



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

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

Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V	Tactician
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Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Launcher [K]	28"   8"	5d10	+1d10	*	-	700
-						
Beam Rifle [E]	24"   16"	6d10	+1d10	*	6	200
-						



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

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





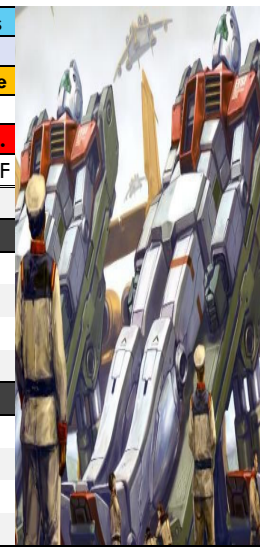
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM	Versatile	1	2	Giant	40	50
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	4"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10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

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

Fearsome

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

Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM (Odessa Rollout)	Versatile	1	1	Giant	30	35
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	4"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10		+2 DEF	4d10	+3 DEF	
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	24"   12"	11d10	+1 Hit	+4 Hits	-	200
-	-					
Vulcans [K]	20"   12"	14d10	+2 Hits	+4 Hits	-	100
<i>Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

**Mecha & Pilot Traits**

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

Support Unit

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

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

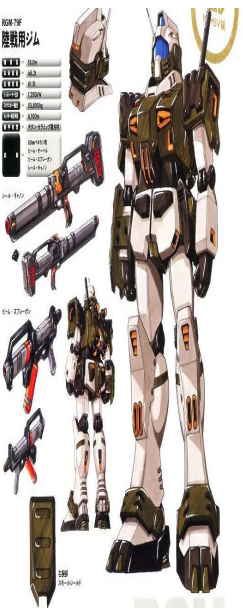


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Light Armor	Interceptor	1	2	Giant	40	50
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	8"	1	2000	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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

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



RGC-80S  
GM CANNON (SPACE ASSAULT TYPE)



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

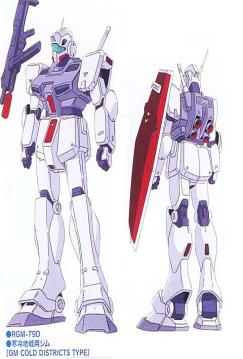
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Desert GM [G]	Sniper	1	2	Giant	40	90
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	24"   8"	4"	-	3200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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



The Armored GM may swap its Bullpup for either Beam Gun (+Opts) or Hyper Bazooka (+10pts)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28"   12"	5d10	Finisher+1	*	-	700
-						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24"   12"	7d10	+1d10	*	6	100
-						



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



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



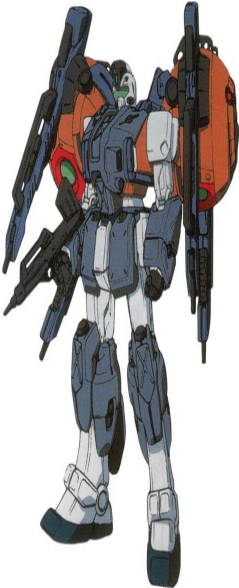


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Kai (Type-C)	Versatile	1	3	Giant	50	80
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	4"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2]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

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



The GM Kai, Powered GM & GM Command can swap their weapon for a Hyper Bazooka (+0pts). The GM Kai & Powered GM can also swap to the Beam Gun.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28"   12"	5d10	Finisher+1	*	-	700
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24"   12"	7d10	+1d10	*	6	100
-	-					



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

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



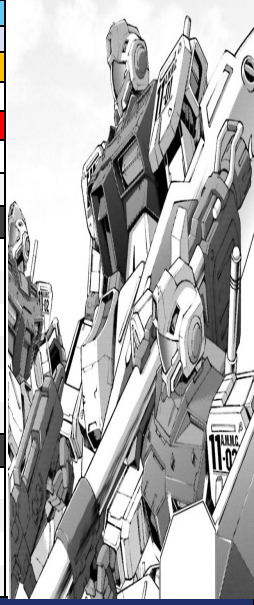
Mecha & Pilot Traits		
Remote Weapons	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V



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

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

Machine Gun / Bullpup weapon swaps for the GM Command Early & Guinea Pig Team. For the Bullpup these options are -10pts						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Launcher [K]	28"   8"	5d10	+1d10	*	-	700
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36"   20"	6d10	-1d10	*	-	500
Indirect Fire (R:20" to Max Weapon Range)						



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

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





RGM-79SC  
GM SNIPER CUSTOM (SHIMODA TEAM)

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

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

Practiced Professional

This unit Hits on a 3+

Pilot  
Trait I



RGM-79SC  
GM SNIPER CUSTOM

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

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

All weapons gain Finisher+1.

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

Pilot  
Trait II

Ruthless



RGM-79KC  
GM INTERCEPT CUSTOM



RGM-79KC  
GM INTERCEPT CUSTOM  
(SHIMODA TEAM)

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

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



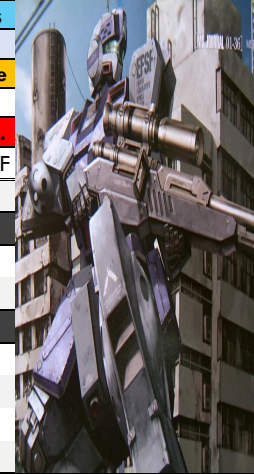
RGM-79HC  
GM GUARD CUSTOM



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

**Mecha & Pilot Traits**

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



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

**Mecha & Pilot Traits**

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

GM Sniper II: Swap a Solider Sniper Rifle for a Long Beam Sniper +Opts   Gain a Bullpup +20pts, Beam Rifle +10pts, Vulcan Pod +10pts, Rocket Launcher +10pts.						
Bullpup [K]	24"   16"	11d10	+1 Hit	+7 Hits	-	200
-						
Beam Rifle [E]	24"   16"	6d10	+1d10	+7 Hits	6	200
-						

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



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

**Mecha & Pilot Traits**

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

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

**Mecha & Pilot Traits**

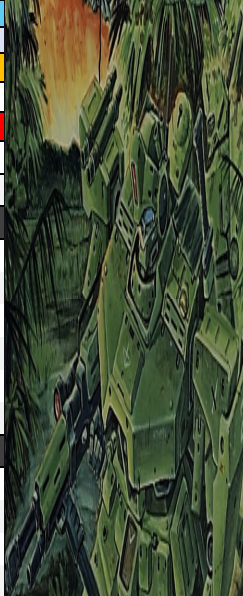
Ambush: This unit can reinforce on any Table Edge. Gain a free Accelerate action in the 1st Round it is deployed. Trait +III Dynamic Ambush





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

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



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



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

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Custom	Guardian	2	5	Giant	250	200
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
South Burning	8"	8"	1	2900	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10		+5 DEF	4d10	+6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GM Rifle [K]	28"   20"	11d10	+1 Hit	+5 Hits	-	200
-	-					
Vulcans [K]	20"   12"	14d10	+2 Hits	+5 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-	-					

**Mecha & Pilot Traits**

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

**GM Ace Pilot Option - Bernard Monsha - Replace Instructor with Volatile**

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

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

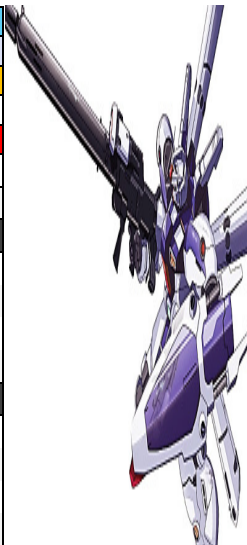
**Mecha & Pilot Traits**

Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Immortal
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**GM Cannon Skilled Pilot Option - Chuck Keith**

Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I	Unwavering Loyalty
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GPO4 Gerbera	Sniper	4	5	Giant	270	450
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AE Test Pilot	28"   12"	12"	2	6200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sniper B.Launcher [E]	40"   20"	5d10	+1d10	+8 Hits	6	300
-	-					
Vulcans [K]	20"   12"	14d10	+2 Hits	+8 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

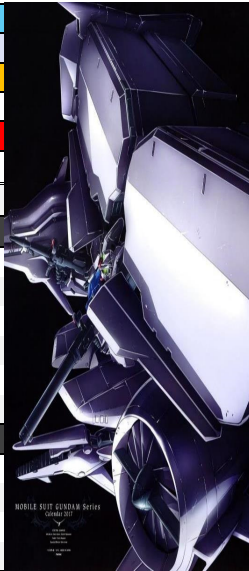




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP01-Fb Zephyranthes	Guardian	4	5	Giant	400	500
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Kou Uraki	12"	12"	2	5900	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>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

**Mecha & Pilot Traits**

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



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

**Mecha & Pilot Traits**

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



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

**Mecha & Pilot Traits**

Mechanics Expert	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP03 Dendrobium Stamen	Firepower	4	5	Giant	400	200
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Kou Uraki	20"   8"	8"	-	5000	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Folding Shield	7d10		+4 DEF	5d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Folding Bazooka [K]	28"   20"	5d10	+2d10	+7 Hits	-	700
-						
Vulcans [K]	20"   12"	14d10	+2 Hits	+7 Hits	-	100
<i>Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

**Mecha & Pilot Traits**

All weapons gain Finisher+1.	Pilot Trait II	Driven
Your attacks have a Target number of 3+ for Finisher Saves	Trait +V	Missile Massacre



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

#### Mecha & Pilot Traits

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



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



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

#### Mecha & Pilot Traits

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

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

#### Mecha & Pilot Traits

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



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

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

#### Mecha & Pilot Traits

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Zeta Gundam	Interceptor	4	7	Giant	440	850	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Kamille Bidan	20"	8"	1	5300	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10		+7 DEF	5d10		+4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zeta Beam Rifle [E]	28"   16"		7d10 Finisher+2	+7 Hits	7	200	
Grenade Launcher [X]	20"   8"		12d10 +1d10	+7 Hits	-	200	
Single Use   Support Melee DEF							
Vulgans [K]	20"   12"		14d10 +2 Hits	+7 Hits	-	100	
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee		7d10 Finisher+1	+5 Hits	7	200	
Close Combat [CC]	Melee		7d10	-	+5 Hits	6P	400
Ramming Speed [Crash]	Melee		5d10 Finisher+2	+5 Hits	7P	1000	
After attacking [HP-1500]							

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
Zeta Rifle Throw	[M-3] Zeta Gundam throws its rifle. Make a Zeta Rifle Attack in Rapid Fire range gain Blindside. The Rifle is then lost.	-
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Another Pointless Death	This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II

**-100pts Alt Skilled Pilot (Morale 6+, -110VP) - Roux Louka - Instead use Jet Transformation and these Traits**

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Zeta Gundam	Interceptor	4	7	Giant	465	1250	
Ace Pilot (Elite 3) (Elite 6)	Sensors	Move	Boost	Armor HP	Morale		
Kamille Bidan	16"	8"	1	5300	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10		+7 DEF	5d10		+4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36"   20"		6d10 +1d10	+7 Hits	7	300	
Zeta Beam Rifle [E]	28"   16"		7d10 Finisher+2	+7 Hits	7	200	
Grenade Launcher [X]	20"   8"		12d10 +1d10	+7 Hits	-	200	
Single Use   Support Melee DEF							
Vulgans [K]	20"   12"		14d10 +2 Hits	+7 Hits	-	100	
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee							
Beam Confuse [E]	24"		6d10	-	+7 Hits	5	200
Single Use   AOE: 8" Radius Circle							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee		7d10 Finisher+1	+5 Hits	7	200	
Close Combat [CC]	Melee		7d10	-	+5 Hits	6P	400
Waverider [Crash]	Melee		8d10 Finisher+4	+5 Hits	-	1000	
Req. Biosensor or Round 4+   After attacking lose [HP-1500]							

Mecha & Pilot Traits		
Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V	Biosensor - Zeta
[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation
[M-3] Zeta Gundam throws its rifle. Make a Zeta Rifle Attack in Rapid Fire range gain Blindside. The Rifle is then lost.	-	Zeta Rifle Throw
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Master of Mobile Suits
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II	Another Pointless Death



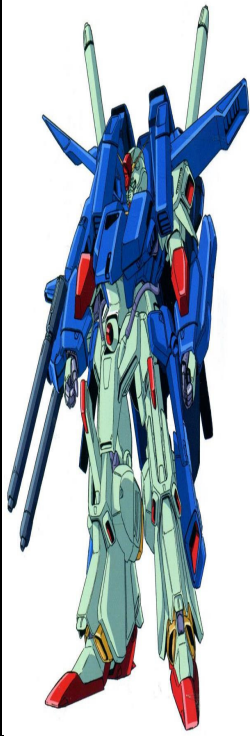


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
ZZ Gundam	Firepower	4	7	Giant	340	900	
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale		
Judau Ashta	28"   16"	8"	-	5900	6+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS		9d10		+4 DEF		6d10 +5 DEF	
+1 DEF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

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
Biosensor - Zeta	Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Fighting Spirit	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I
<b>+100pts Enhanced ZZ Gundam - Gain +1 Boost (+5VP),+1 uses of TL Missile Salvo +1 use of Vulcans</b>		

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

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





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

**Mecha & Pilot Traits**

Limited 360 Firing Arc	[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-
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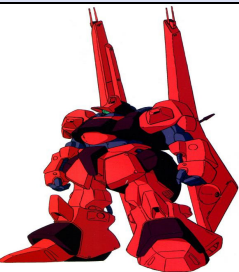
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dias II	Raid	2	7	Giant	120	420
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG Pilot	12"	12"	-	4700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Gundarium Gamma MS	9d10	+4 DEF	6d10	+3 DEF		
+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Mega B.Cannon [E]	28"   20"	6d10	+2d10	+7 Hits	7	300
Beam Phalanx [E]	24"   12"	6d10	+1d10	+7 Hits	6	100
Support DEF						
Vulcans [K]	20"   12"	14d10	+2 Hits	+7 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

**Mecha & Pilot Traits**

Limited 360 Firing Arc	[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-
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<b>Rick Dias Skilled Pilots (Elite 1   Morale 6+   +50VP) - Roberto (No Nonsense) and Apolly (Wisecracking)</b>		
No Nonsense Pilot	This unit Hits on a 3+	Pilot Trait I
Wisecracking Pilot	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Methuss	Raid	1	5	Giant	70	260
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG Pilot	12"	8"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Gundarium Gamma MS	9d10	+3 DEF	6d10	+2 DEF		
+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Beam Pistols [E]	20"   12"	7d10	+2d10	+6 Hits	6	100
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400

**Mecha & Pilot Traits**

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

**Mecha & Pilot Traits**

Jet Transformation	[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]	Trait +V
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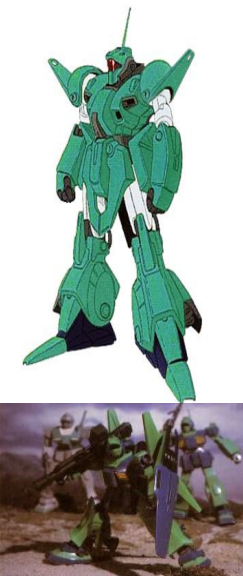
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo	Guardian	2	6	Giant	110	270
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG Pilot	12"	8"	-	3500	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10	+6 DEF	4d10	+7 DEF		
Luna Titanium	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Carbine [E]	24"   12"	7d10	+1d10	+5 Hits	6	100
Vulcans [K]	20"   12"	14d10	+2 Hits	+5 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

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



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

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



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

+50pts +5VP The Nemo High Maneuver variant gains Boost+1

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





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

-10pts The GM II swaps its carbine for a Bullpup or Hyper Bazooka (+30pts)						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28"   12"	5d10	Finisher+1	+5 Hits	-	700
-						
Bullpup [K]	24"   16"	11d10	+1 Hit	+5 Hits	-	200
-						



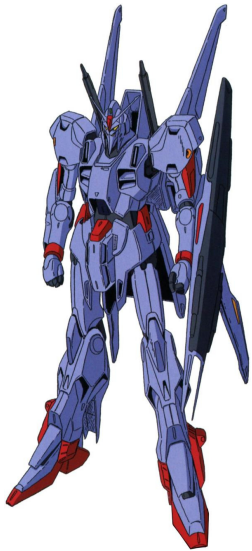
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM III	Versatile	1	6	Giant	80	260
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG / Federation Pilot	12"	8"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2]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

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

+100pts The Nouvelle GM III Variant has both Missiles options and Sensors +4"

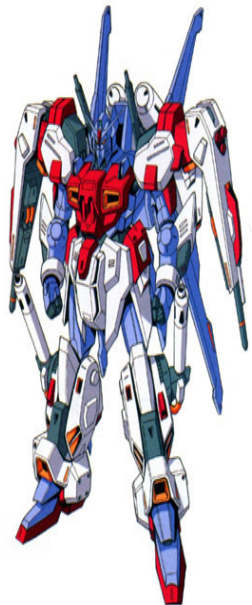
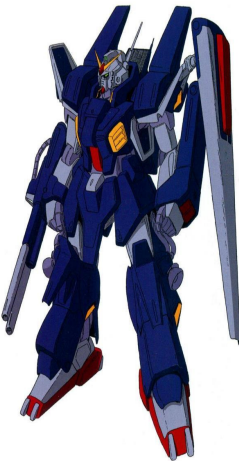


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM II Semi-Striker	Melee	1	4	Giant	60	110
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	4"	-	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile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



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

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

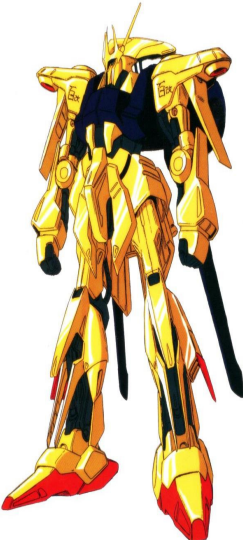


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam MK-III	Firepower	4	6	Giant	280	600
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG / Karaba Pilot	28"   16"	8"	1	8000	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>	<b>Melee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

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



Mecha & Pilot Traits						
While transformed: Gain Max Shooting Range+8"   Lose 1 Move Action						
				Melee DEF-2d10	-	Transform (Artillery)



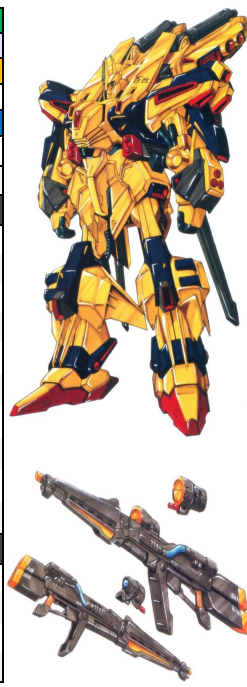
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hyaku Shiki Kai (HSK)	Raid	4	6	Giant	260	430
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
AEUG / Karaba Pilot	16"	8"	1	4700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>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

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



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

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





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

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

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

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





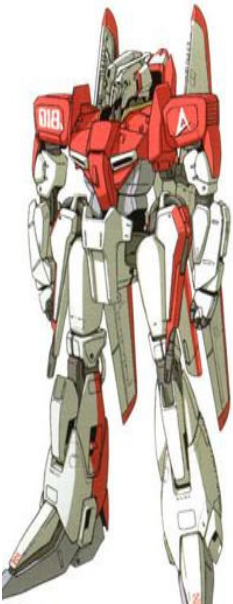
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam P2/3C	Interceptor	4	7	Giant	290	690
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Red Snake	20"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10		+7 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400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

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

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Plus A1 [G]	Raid	3	7	Giant	205	460
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Karaba Pilot	16"	8"	1	3500	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Small Shield G	8d10		+5 DEF	5d10	+3 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Zeta Beam Rifle [E]	28"   16"	7d10	Finisher+2	+8 Hits	7	200
-						
TL Thigh BeamGun [E]	28"   16"	6d10	+2d10	+8 Hits	6	100
Support DEF						
Vulcans [K]	20"   12"	14d10	+2 Hits	+8 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

**Mecha & Pilot Traits**

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Plus C1	Sniper	3	7	Giant	235	530
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Tex West	32"   16"	8"	1	3500	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses G	9d10		+3 DEF	6d10	+1 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Z Beam Smartgun [E]	40"   20"	6d10	+1d10	+9 Hits	6	200
Reroll 1s to Hit						
TL Thigh BeamGun [E]	28"   16"	6d10	+2d10	+9 Hits	6	100
Support DEF						
Vulcans [K]	20"   12"	14d10	+2 Hits	+9 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						

**Mecha & Pilot Traits**

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] Trait +V  
 Jet Transformation  
 When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Pilot Trait I  
 Challenger Cool Under Fire  
 For Sigman Shade use the Talented Pilot Trait instead.



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

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

**Mecha & Pilot Traits**

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





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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>S Gundam</i>	Firepower	5	7	Giant	390	850
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Ryou Roots	28"   16"	8"	2	6200	7+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>		
Mobile Suit Defenses G	9d10		+4 DEF	6d10	+5 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Smartgun [E]	32"   20"	7d10	+1d10	+8 Hits	8	300
<i>Reroll 1s to Hit</i>						
TL S Beam Cannons [E]	32"   20"	5d10	+2d10	+8 Hits	7	300
-						
Incoms [E]	24"   12"	6d10	+1d10	+8 Hits	6	100
<i>Uses the (Quasi-)Psycommu rules below</i>						
Vulgans [K]	20"   12"	14d10	+2 Hits	+8 Hits	-	100
<i>Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee</i>						
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

**Mecha & Pilot Traits**

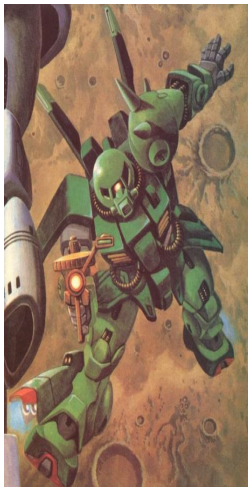
Quasi-Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Jet Transformation	[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
ALICE	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Ex-S Gundam</i>	HeavyArms	5	7	Giant	390	1150
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Ryou Roots	28"   16"	12"	3	7100	7+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>		
Mobile Suit Defenses G	9d10		+3 DEF	6d10	+5 DEF	
<i> cockpit I-Field [Barrier 5][36] Once per game gain +2 CRIT DEF vs [E]nergy</i>						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Smartgun [E]	32"   20"	7d10	+1d10	+9 Hits	8	300
<i>Reroll 1s to Hit</i>						
Quad Beam Cannon [E]	32"   20"	5d10	+4d10	+9 Hits	7	300
-						
TL Thigh Beamgun [E]	28"   16"	6d10	+2d10	+9 Hits	6	100
<i>Support DEF</i>						
Incoms [E]	24"   12"	6d10	+1d10	+9 Hits	6	100
<i>Uses the (Quasi-)Psycommu rules below</i>						
Vulgans [K]	20"   12"	14d10	+2 Hits	-	100	
<i>Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee</i>						
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+8 Hits	7P	1000
<i>After attacking [HP-1500]</i>						

**Mecha & Pilot Traits**

[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Quasi-Psycommu
[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation
With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X	ALICE
[M-1] Once per game this unit may Blindside with its Beam Smartgun by using the Incoms to reflect the shot.	Trait +V	Reflector Incoms





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

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



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

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



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

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





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

**Skilled Pilot Option (Elite 1 | Morale 6+ | +50VP) - Lila Milla Rira**

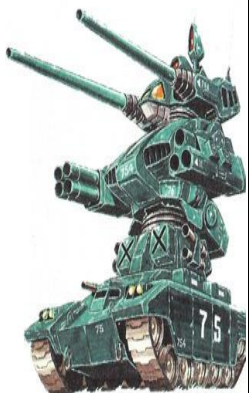
Seasoned Veteran	This unit Hits on a 3+	Pilot Trait I
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Galbady Beta Custom</i>	Battler	3	6	Giant	325	270
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	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

**Mecha & Pilot Traits**

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>GM Quel</i>	Raid	2	5	Giant	120	280
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Titans Pilot	12"	8"	1	3800	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
GM Rifle [K]	28"   20"	11d10	+1 Hit	+6 Hits	-	200
-						
Vulcans [K]	20"   12"	14d10	+2 Hits	+6 Hits	-	100
<i>Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

**Mecha & Pilot Traits**

Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Camera Gun
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK II	Versatile	4	6	Giant	310	350
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Jerid or Kacricon	12"	8"	1	6200	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10		+6 DEF	4d10		+7 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MK Beam Rifle [E]	24"   16"	6d10 Finisher+2	+7 Hits	7	200	
-						
Vulcans [K]	20"   12"	14d10	+2 Hits	+7 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10 Finisher+1	+7 Hits	7	200	
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

**Mecha & Pilot Traits**

Overconfident

Before rolling DEF make a Morale Save to Rally.

Pilot Trait I

The MK-II / Barzam Kai can swap a Rifle for a Bazooka or take both for +40pts

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28"   8"	6d10	+1d10	*	-	700
-						

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

+10pts the Barzam or Barzam Kai takes a bonus Grenade Launcher.

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Grenade Launcher [X]	20"   8"	12d10	+1d10	*	-	200
Single Use   Support Melee DEF						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Asshimar	Interceptor	2	5	Giant	100	240
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Titans Pilot	12"	8"	-	5900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses	8d10		+4 DEF	6d10		+1 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Rifle [E]	24"   16"	7d10 Finisher+1	+5 Hits	6	200	
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Fists [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

**Mecha & Pilot Traits**

Jet Transformation

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

Trait +V

Ace Pilot (Elite 3 | Morale 5+ | +150pts) Asshimar Option - Maj. Buran Blutarch

Reaper

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

Pilot Trait II

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





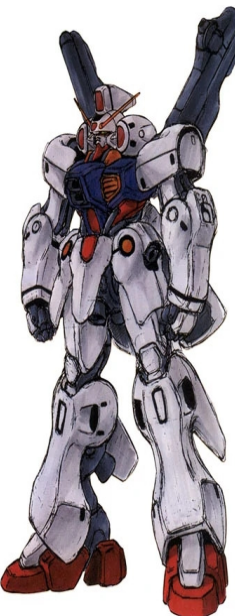
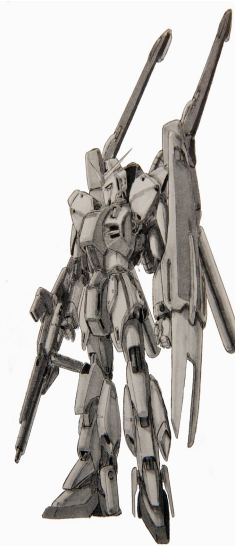
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK III Halpuley	Interceptor	4	6	Giant	280	350
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Titans Pilot	12"	8"	1	5300	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Gundarium Gamma MS	9d10	+6 DEF	6d10	+3 DEF		
+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MK Beam Rifle [E]	24"   16"	6d10 Finisher+2	+6 Hits	7	200	
TL Beam Guns [E]	24"   12"	7d10	+2d10	+6 Hits	6	100
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10 Finisher+1	+4 Hits	7	200	
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400

**Mecha & Pilot Traits**

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

Jet Transformation

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK-IV	Firepower	4	6	Giant	280	630
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Titans Pilot	24"   12"	12"	1	7400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield G	7d10	+6 DEF	4d10	+7 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MK Beam Rifle [E]	24"   16"	6d10 Finisher+2	+7 Hits	7	200	
Incoms [E]	24"   12"	6d10	+1d10	+7 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Hyper Beam Saber	Melee	7d10 Finisher+1	+5 Hits	7	300	
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

**Mecha & Pilot Traits**

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

Quasi-Psycommu

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

Stealth Ambusher

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK-V	Battler	4	7	Giant	440	950
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Brave Cod	20"	12"	3	5600	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield G	7d10	+7 DEF	4d10	+7 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MK Beam Rifle [E]	24"   16"	6d10 Finisher+2	+6 Hits	7	200	
TL Incoms [E]	24"   12"	6d10	+2d10	+6 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
TL Beam Cannons [E]	36"   20"	5d10	+2d10	+6 Hits	6	300
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Hyper Beam Saber	Melee	7d10 Finisher+1	+8 Hits	7	300	
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400

**Mecha & Pilot Traits**

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

Quasi-Psycommu

The Flash Skill [M-3] is free for this unit twice per game. Trait +XX

Superior Instincts II

This unit Hits on a 3+ | Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP). Pilot Trait II

Warrior's Spirit





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

**Mecha & Pilot Traits**

Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
Practiced Professional	This unit Hits on a 3+	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Xeku Zwei	HeavyArms	3	7	Giant	335	700
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Josh Offshore	28"   16"	12"	2	5900	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses G	9d10		+2 DEF	6d10		+4 DEF
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Xeku Machine Gun [K]	32"   20"	12d10	+1 Hit	+9 Hits	-	200
-						
Xeku Beam Smartgun [E]	36"   24"	6d10	+2d10	+9 Hits	6	200
<i>Reroll 1s to Hit</i>						
TL Missile Salvo [X](2)	36"   20"	6d10	+3d10	+9 Hits	-	400
<i>Two Uses   Support ATK</i>						
<b>+20pts the Xeku Zwei equips a Sturm Faust Salvo</b>						
Sturm Faust Salvo [X]	28"   16"	12d10 Finisher+1	+9 Hits	-	-	200
<i>Single Use</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

**Mecha & Pilot Traits**

Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V	Tactician
This unit Defends on a 3+   When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Audacious





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

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



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

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

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

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

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



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

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



Mobile Fortress (SH)	Role	Frame	Performance	Size 1	VP	Points
<i>Psycho Gundam</i>	HeavyArms	4	5	Massive	440	1150
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Four Mursame	24"   12"	4"	3	14400	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S3] Super Heavy Shield	2d10		+4 DEF	6d10	+7 DEF	
Anti-Beam Coating	+1 DEF Vs DMG<400   +1 DEF vs [E]nergy					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MA Diffuse MPC [E]	36"   28"	7d10	+3 Hits	+8 Hits	6	300
Two uses   AOE Line						
Beam Gun Hands [E]	24"   12"	8d10	+1d10	+8 Hits	6	200
-						
Beam Gun Hands [E]	24"   12"	8d10	+1d10	+8 Hits	6	200
-						
Beam Vulcans [E](2)	20"   12"	14d10	+1 Hit	+8 Hits	4	100
Two Uses   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						

**Mecha & Pilot Traits**

Transform (Fortress)	While transformed gain a free Accelerate Action   Melee DEF-2d10 [Ground Battles] Fly is required for enemy units to melee attack you	Trait +X
Cyber Newtype II	The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX
Entwined with Tragedy	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
Volatile	All weapons gain Finisher+1	Pilot Trait I



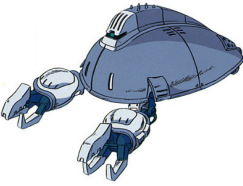
Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
<i>Psycho Gundam MK-II</i>	HeavyArms	4	6	Massive	450	1250
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Rosamia Badam	24"   12"	4"	2	12600	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Super Heavy DEF	5d10		+2 DEF	9d10	+5 DEF	
Anti-Beam Coating	+1 DEF Vs DMG<400   +1 DEF vs [E]nergy					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
MA 360 MPC [E]	Self	6d10	Finisher+2	+8 Hits	6	400
Three Uses   AOE: 8" Radius Circle						
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+8 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+8 Hits	6	100
Uses the (Quasi-)Psycommu rules below						
Beam Vulcans [E](2)	20"   12"	14d10	+1 Hit	+8 Hits	4	100
Two Uses   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Psycho BeamSword	20"	7d10	-	+7 Hits	6	500
[Free Action   Once on your Turn]						
Large Beam Sword	Melee	7d10	Finisher+2	+7 Hits	7	300
-						
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						

**Mecha & Pilot Traits**

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

**Ace Pilot (Elite 3) Variant - Psycho Gundam MK II - Ple Two - Swap Impulsive for Ruthless**

All weapons gain Finisher+1.	Pilot Trait II	Ruthless
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.		



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

#### Mecha & Pilot Traits

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

#### Alternate Baund Doc Pilot - Gates Cappa - Replace Volatile with Practiced Professional

Practiced Professional	This unit Hits on a 3+	Pilot Trait I
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Messala	Raid	5	5	Giant	420	700
<b>Skilled Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Paptimus Scirocco	12"	12"	1	6800	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses	8d10		+4 DEF	6d10	+3 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Heavy B.Cannons [E]	32"   24"	5d10	+2d10	+7 Hits	6	300
-						
TL Micromissiles [X](2)	28"   20"	16d10	+6 Hits	+7 Hits	-	100
<i>Two Uses   Reroll 1s &amp; 2s</i>						
Grenade Launcher [X]	20"   8"	12d10	+1d10	+7 Hits	-	200
<i>Single Use   Support Melee DEF</i>						
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Newtype Pressure	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Palace Athene	Firepower	5	6	Giant	410	850
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Recco Londe	24"   12"	8"	1	7700	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Small Shield G	8d10		+5 DEF	5d10	+6 DEF	
Gundarium Gamma	<i>+1 DEF Vs DMG&lt;400</i>					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Long Beam Rifle [E]	28"   16"	7d10	+2d10	+7 Hits	6	200
-						
TL Antiship Missile [X]	40"   20"	5d10	-1d10	+7 Hits	-	1000
<i>Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets</i>						
Needle Missiles [X](2)	24"   16"	16d10	+2 Hits	+7 Hits	-	100
<i>Two Uses   Support Melee DEF+2</i>						
Scattering Beams [E]	28"   16"	6d10	+2d10	+7 Hits	6	100
<i>Support DEF+2</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

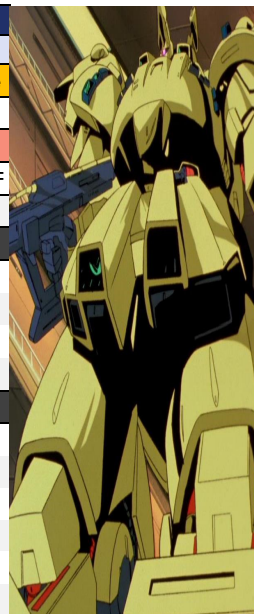
Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
All weapons gain Finisher+1	Pilot Trait I	Defiant





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

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



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

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

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Qubeley	Versatile	4	7	Giant	460	1000
<b>Ace Pilot (Elite 5)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Haman Karn	16"	8"	1	5900	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Gundarium Gamma MS	9d10		+4 DEF	6d10		+5 DEF
+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Funnels [E]	32"   24"	5d10	+2d10	+8 Hits	6	100
<i>Uses the Psycommu or Psychoframe rules below</i>						
TL MPC [E]	20"   12"	7d10	+2d10	+8 Hits	6	100
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Twin Beam Sabers	Melee	8d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

#### Mecha & Pilot Traits

Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Newtype Pressure	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Ruthless	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

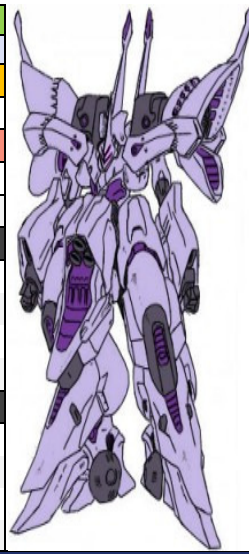
#### 50pt Skilled Pilot (Morale 6+, 109VP) - Elpeo Ple remove Newtype Pressure, Newtype Flash III & Reaper and us

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Titania	Battler	5	7	Giant	550	1100
<b>Ace Pilot (Elite 5)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Haman Karn	24"	12"	1	6800	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[MD2] Hidden B.Sabers	8d10		+5 DEF	6d10		+7 DEF
Gundarium Gamma	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Funnels [E]	32"   24"	5d10	+2d10	+6 Hits	6	100
<i>Uses the Psycommu or Psychoframe rules below</i>						
Large Beam Rifle [E]	24"   16"	7d10	Finisher+1	+6 Hits	6	200
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Quad Beam Sabers	Melee	9d10	-	+8 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

#### Mecha & Pilot Traits

[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X	Newtype Pressure
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Ruthless





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Qubeley (Mass Produced)	Firepower	3	7	Giant	215	450
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Ple Two Clones	20"   8"	8"	-	3800	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
Gundarium Gamma MS	9d10	+3 DEF	6d10	+4 DEF		
+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Funnels [E]	32"   24"	5d10	+2d10	+8 Hits	6	100
<i>Uses the Psycommu or Psychoframe rules below</i>						
TL Small Beam Cannons [E]	32"   20"	5d10	+2d10	+8 Hits	5	200
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

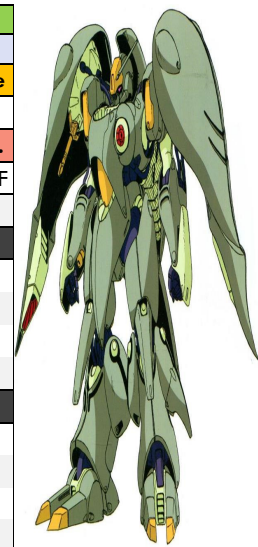
#### Mecha & Pilot Traits

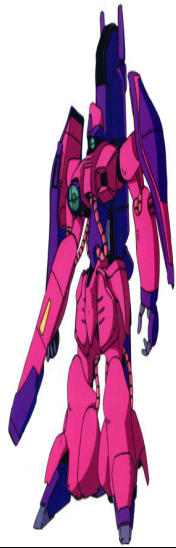
Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Limited 360 Firing Arc	[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-
Cyber Newtype	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Queen Mansa	Heavy Arms	4	7	Massive	450	900
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Ple Two	28"   16"	8"	-	12300	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
[A1] Energy Deflector	4d10	+3 DEF	6d10	+6 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Quad Beam Cannon [E]	32"   20"	5d10	+4d10	+9 Hits	7	300
-						
Neo Zeon Funnels [E]	32"   24"	6d10	+2d10	+9 Hits	6	100
<i>Uses the Psycommu or Psychoframe rules below</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Sword	Melee	7d10	Finisher+2	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

#### Mecha & Pilot Traits

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





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

#### Mecha & Pilot Traits

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

Jet Transformation

Trait +V

Fatal Design Flaw

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

Trait -I

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

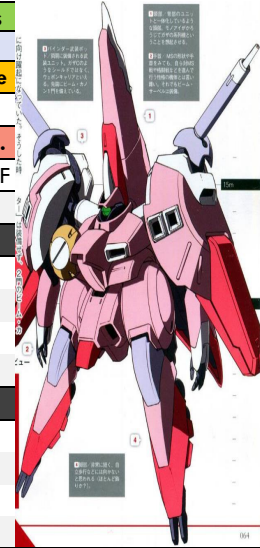
#### Mecha & Pilot Traits

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

Jet Transformation

Trait +V

Trait +V



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

#### Mecha & Pilot Traits

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

Jet Transformation

Trait +V

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

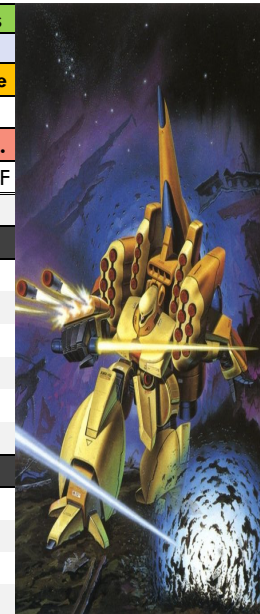
#### Mecha & Pilot Traits

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

Jet Transformation

Trait +V

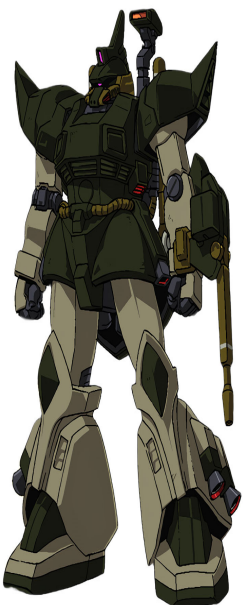
Trait +V





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

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



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

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



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

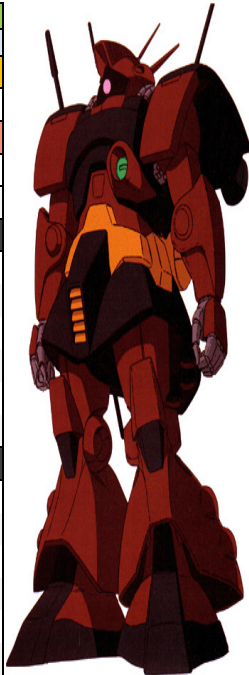
Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Elite Guard



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

**Mecha & Pilot Traits**

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dwadge Custom	Raid	2	5	Giant	250	190
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Desert Rommel	8"	12"	-	4700	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+2 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+6 Hits	6	400
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Blinding Flash	8"	9d10	-	+6 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Heat Saber	Melee	7d10	Finisher+1	+4 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

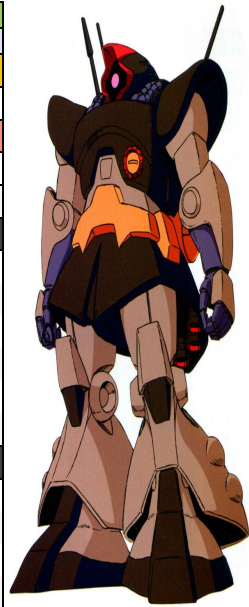
**Mecha & Pilot Traits**

Twice per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +X	Grand Strategist
This unit Hits on a 3+	Pilot Trait I	Seasoned Veteran



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

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



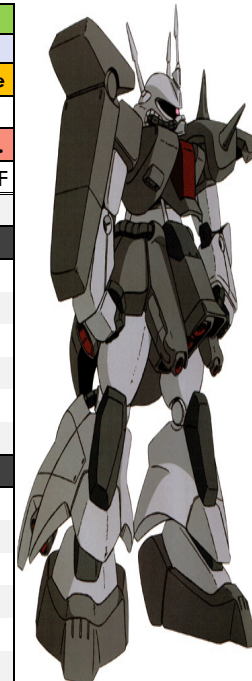


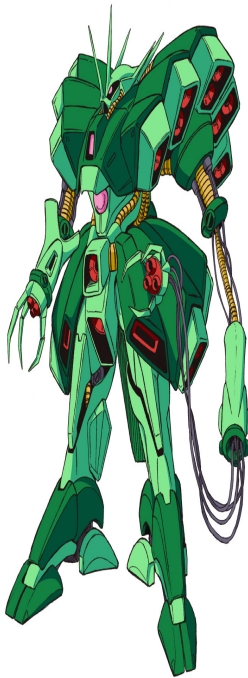
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku III Custom	Versatile	3	6	Giant	245	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mashymre Cello	12"	8"	1	4400	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
+1 DEF Vs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

#### Mecha & Pilot Traits

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Hamma-Hamma</i>	Firepower	3	5	Giant	215	650
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Mashymre Cello	24"   12"	8"	-	6500	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Small Shield G	8d10		+3 DEF	5d10	+4 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+7 Hits	6	100
<i>Uses the (Quasi-)Psycommu rules below</i>						
Wired Beam Hands [E]	24"   16"	7d10	+3d10	+7 Hits	6	100
<i>Uses the (Quasi-)Psycommu rules below</i>						
Shield Beam Spray [E]	20"   8"	6d10	+2d10	+7 Hits	6	100
<i>Support DEF+2</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

**Mecha & Pilot Traits**

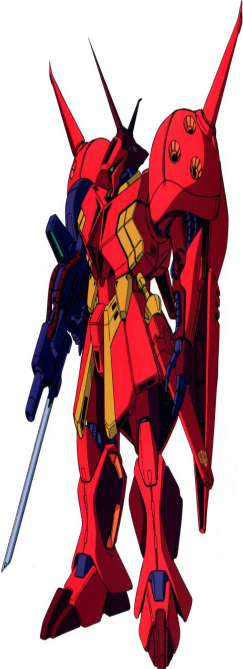
Quasi-Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Unwavering Loyalty	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Bawoo</i>	Interceptor	3	6	Giant	335	750
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Glemy Toto	16"	8"	1	4400	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Small Shield G	8d10		+6 DEF	5d10	+3 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Hi-Power Beam Rifle [E]	24"   16"	6d10	+1d10	+6 Hits	7	200
-						
TL Missile Salvo [X]	36"   20"	6d10	+3d10	+6 Hits	-	400
<i>Single Use   Support ATK</i>						
Grenade Launcher [X]	20"   8"	12d10	+1d10	+6 Hits	-	200
<i>Single Use   Support Melee DEF</i>						
Shield Beam Spray [E]	20"   8"	6d10	+2d10	+6 Hits	6	100
<i>Support DEF+2</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

**Mecha & Pilot Traits**

[Transform] Gain: +4 Accelerate Actions   Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation
[M-1] Usable once per game Your next melee attack gains Blindside.	Trait +V	Sudden Decoupling
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
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	Grand Strategist
This unit Defends on a 3+   When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Megalomaniac



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

**Mecha & Pilot Traits**

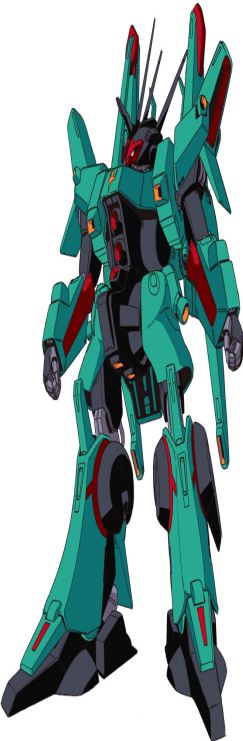
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I
Kind Hearted	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

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

**Mecha & Pilot Traits**

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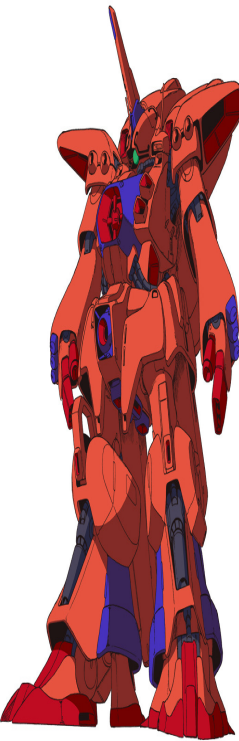




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Doven Wolf	Firepower	3	7	Giant	335	650
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Rakan Dahkaran	24"   12"	8"	-	6200	5+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>		
Gundarium Gamma MS	9d10	+3 DEF	6d10	+4 DEF		
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Doven Wolf B. Rifle [E]	28"   20"	6d10	+1d10	+8 Hits	7	300
<i>Mega Launcher (Single use) - Gain AOE</i>						
TL Incoms [E]	24"   12"	6d10	+2d10	+8 Hits	6	100
<i>Uses the (Quasi-)Psycommu rules below</i>						
Scattering Beams [E]	28"   16"	6d10	+2d10	+8 Hits	6	100
<i>Support DEF+2</i>						
TL Beam Cannons [E]	36"   20"	5d10	+2d10	+8 Hits	6	300
-						
Arcing Electricity	20"	7d10	-	+8 Hits	6S	-
<i>[Free Action   Once on your Turn]</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

**Mecha & Pilot Traits**

Quasi-Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Seasoned Veteran	This unit Hits on a 3+	Pilot Trait I
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Geymalk	HeavyArms	4	7	Giant	430	750
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Chara Soon	28"   16"	8"	-	8000	5+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>		
Gundarium Gamma MS	9d10	+3 DEF	6d10	+5 DEF		
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36"   20"	6d10	+1d10	+9 Hits	7	300
-						
TL Hyper B.Cannons [E]	32"   20"	6d10	+2d10	+9 Hits	6	300
-						
Neo Zeon Funnels [E]	32"   24"	6d10	+2d10	+9 Hits	6	100
<i>Uses the Psycommu or Psychoframe rules below</i>						
Scattering Beams [E]	28"   16"	6d10	+2d10	+9 Hits	6	100
<i>Support DEF+2</i>						
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

**Mecha & Pilot Traits**

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



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

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



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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Sazabi	Versatile	5	8	Giant	520	1500	
<b>Ace Pilot (Elite 7)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>		
Char Aznable	20"	8"	2	7700	5+		
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield G	7d10	+7 DEF	4d10	+8 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Shot Rifle [E]	24"   16"	15d10 Finisher+2	+8 Hits	5	100		
<i>[M-0] Fire in Melee</i>							
Diffuse MPC [E]	32"   24"	7d10	+2 Hits	+8 Hits	6	200	
<i>Two Use   AOE</i>							
Funnels [E]	32"   24"	5d10	+2d10	+8 Hits	6	100	
<i>Uses the Psycommu or Psychoframe rules below</i>							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Twin Beam Sabers	Melee	8d10	Finisher+1	+8 Hits	7	200	
-							
Large Beam Tomahawk	Melee	7d10	-	+8 Hits	7	400	
-							
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400	
-							

#### Mecha & Pilot Traits

Psychoframe	This unit Hits on a 3+   [M-1] [Free Action] Funnels attack and gain Blindside but they must Indirect Fire.	Trait +X
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Souls Weighed Down by Gravity	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
Audacious	This unit Defends on a 3+   When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Nightingale	Raid	5	8	Giant	520	1650	
<b>Ace Pilot (Elite 7)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>		
Char Aznable	20"	8"	3	7700	5+		
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield G	7d10	+8 DEF	4d10	+7 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400						
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Long Mega Buster [E]	40"   20"	7d10	-2d10	+8 Hits	7	500	
-							
Diffuse MPC [E]	32"   24"	7d10	+2 Hits	+8 Hits	6	200	
<i>Two Use   AOE</i>							
Neo Zeon Funnels [E]	32"   24"	6d10	+2d10	+8 Hits	6	100	
<i>Uses the Psycommu or Psychoframe rules below</i>							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Large Beam Tomahawk	Melee	7d10	-	+6 Hits	7	400	
-							
Hidden Beam Sabers	Melee	8d10	Finisher+1	+6 Hits	7	200	
<i>[M-1] Once per game this weapon gains Blindside</i>							
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400	
-							

#### Mecha & Pilot Traits

This unit Hits on a 3+   [M-1] [Free Action] Funnels attack and gain Blindside but they must Indirect Fire.	Trait +X	Psychoframe
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Souls Weighed Down by Gravity
This unit Defends on a 3+   When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	Audacious





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nu Gundam	Versatile	5	8	Giant	520	1500
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray	20"	8"	1	7700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield G	7d10		+7 DEF		4d10 +8 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Nu Beam Rifle [E]	24"   16"	8d10	Finisher+2	+8 Hits	6	200
-						
Vulcans [K]	20"   12"	14d10	+2 Hits	+8 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
AA Missiles [X]	24"   16"	16d10	+2 Hits	+8 Hits	-	100
Single Use   Support DEF+2						
Fin Funnels [E]	32"   24"	6d10	+2d10	+8 Hits	7	100
Uses the Psychoframe rules below						
Shield Beam Cannon [E]	32"	5d10	-	+8 Hits	5	300
[Single use][Free Action once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Custom Beam Saber	Melee	8d10	Counter+1	+8 Hits	7	200
-						
Nu Gundam Fists [CC]	Melee	7d10	-	+8 Hits	6P	400
In Round 4+ gain Finisher+2						

Mecha & Pilot Traits		
Psychoframe	This unit Hits on a 3+   [M-1] [Free Action] Funnels attack and gain Blindside but they must Indirect Fire.	Trait +X
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Fin Funnel [Barrier 4][360]	[M-3] Activate the Barrier this Round   Effective only vs [Shooting]   Shooting with PEN<7 or DMG<400 do not reduce Barriers Strength	Trait +V
Don't Underestimate Nu Gundam!	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
Counting MS	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

+100pts   +10VP Nu Gundam gains Axis Shock		
Axis Shock	[Once per game][M-6] permanently disable one Trait valued up to +XXX, i.e. Moonlight Butterfly, Berserker, etc. [M-3] in Round 4+	Trait +X

+60pts Nu Gundam gains New Hyper Bazooka   +40pts AA Missiles +1 Use						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
New Hyper Bazooka [K]	28"   12"	6d10	Finisher+1	*	-	700
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hi-Nu Gundam	Guardian	5	8	Giant	520	1550
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray	20"	8"	2	7700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield G	7d10		+8 DEF		4d10 +9 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Nu Beam Rifle [E]	24"   16"	8d10	Finisher+2	+7 Hits	6	200
-						
Vulcans [K]	20"   12"	14d10	+2 Hits	+7 Hits	-	100
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Gatling Vulcans [K]	24"   8"	10d10	+1 Hit	+7 Hits	-	200
Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Fin Funnels [E]	32"   24"	6d10	+2d10	+7 Hits	7	100
Uses the Psychoframe rules below						
Shield Beam Cannon [E]	32"	5d10	-	+7 Hits	5	300
[Single use][Free Action once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Custom Beam Saber	Melee	8d10	Counter+1	+7 Hits	7	200
-						
Nu Gundam Fists [CC]	Melee	7d10	-	+7 Hits	6P	400
In Round 4+ gain Finisher+2						

Mecha & Pilot Traits		
This unit Hits on a 3+   [M-1] [Free Action] Funnels attack and gain Blindside but they must Indirect Fire.	Trait +X	Psychoframe
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Newtype Flash III
[M-3] Activate the Barrier this Round   Effective only vs [Shooting]   Shooting with PEN<7 or DMG<400 do not reduce Barriers Strength	Trait +V	Fin Funnel [Barrier 4][360]
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Don't Underestimate Nu Gundam!
This unit Defends on a 3+   This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait II	Steel Resolve

+100pts   +10VP Hi-Nu Gundam gains Beltorchika's Children		
Beltorchika's Children	[Once per game][M-6] permanently disable one Trait valued up to +XXX, i.e. Moonlight Butterfly, Berserker, etc. Round 4+ gain +5 DEF this Turn.	Trait +X

+250pts Hi-Nu Gundam gains Hyper Mega Bazooka Launcher						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi Mega Bz Launcher [E]	48"   28"	7d10	+1 Hit	*	6	700
Single Use   AOE   Must stay within 4" of Ra Cailum this Turn to use						





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

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



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

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jegan	Guardian	2	8	Giant	150	350
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Londo Bell Pilot	16"	8"	1	2600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Small Shield	7d10		+6 DEF		5d10 +7 DEF	
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Carbine [E]	24"   12"	7d10	+1d10	+6 Hits	6	100
-	-					
AA Missiles [X]	24"   16"	16d10	+2 Hits	+6 Hits	-	100
-	Single Use   Support DEF+2					
Grenades [X]	12"	10d10	-	+2 Hits	-	300
-	Single Use   Support Melee DEF					
Vulcans [K]	20"   12"	14d10	+2 Hits	+6 Hits	-	100
-	Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-	-					

+40pts another use of AA Missiles [X]						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
AA Missiles [X]	24"   16"	16d10	+2 Hits	+6 Hits	-	100
Single Use   Support DEF+2						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Stark Jegan	Raid	2	8	Giant	150	550
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Londo Bell Pilot	16"	12"	2	3200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Shield	6d10		+7 DEF		4d10 +6 DEF	
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Clay Bazooka [K]	28"   8"	6d10	+1d10	+7 Hits	-	700
-	-					
Fire SPT Missiles [X](2)	36"   20"	10d10	-4d10	+7 Hits	-	300
-	Two Uses (ATK or Support ATK)   Support ATK+2					
Grenade Launcher [X]	20"   8"	12d10	+1d10	+2 Hits	-	200
-	Single Use   Support Melee DEF					
Vulcans [K]	20"   12"	14d10	+2 Hits	+7 Hits	-	100
-	Single Use   [Free Action   Once on your Turn]   [M-0] Fire in Melee					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-	-					

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





### Build Fighters Customization: For Advanced Players Only

Keep in mind that the unit profiles for Federation and Zeon show the weapons these units historically used, a Zaku II never used a beam rifle for instance. If you are setting up a custom game, such as a Build Fighters brawl, you can look past the lore for a moment and use these weapons to match your kitbash. Each EQ Slot is worth 10pts. Adding 2 slots is +20pts, removing 2 slots is -20pts. Units cannot fall below 50pts. These weapons use the same Mech P. Hits as other Shooting or Melee weapons on that unit's profile.

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

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

**Build Fighters Customization: For Advanced Players Only**

Keep in mind that the unit profiles for Federation and Zeon show the weapons these units historically used, a Zaku II never used a beam rifle for instance. If you are setting up a custom game, such as a Build Fighters brawl, you can look past the lore for a moment and use these weapons to match your kitbash. Each EQ Slot is worth 10pts. Adding 2 slots is +20pts, removing 2 slots is -20pts. Units cannot fall below 50pts. These weapons use the same Mech P. Hits as other Shooting or Melee weapons on that unit's profile.

Weapons	Range	Attack	Rapid Fire	PEN	DMG	EQ
Gundam Hammer	8"	6d10	-	6P	600	3
Beam Javelin	12"	5d10	-	7	200	5
Tri-Beam Blades	12"	7d10	-	7	200	5
	[Free Action   Once on your Turn]   Single Use					
Wired Claws	20"   12"	6d10	Finisher+1	-	400	3
	First use - Gain Blindside on this attack					
Incoms [E]	24"   12"	6d10	+1d10	6	100	5
	Uses the (Quasi-)Psycommu rules below					
TL Incoms [E]	24"   12"	6d10	+2d10	6	100	7
	Uses the (Quasi-)Psycommu rules below					
Wired Beam Guns [E]	24"   16"	6d10	+2d10	6	100	8
	Uses the (Quasi-)Psycommu rules below					
Bits [E]	40"   24"	5d10	+1d10	6	100	10
	Uses the Psycommu rules below					
Elmeth Bits [E]	48"   20"	5d10	+1d10	6	100	9
	Uses the Psycommu rules below					
Funnels [E]	32"   24"	5d10	+2d10	6	100	11
	Uses the Psycommu or Psychoframe rules below					
Neo Zeon Funnels [E]	32"   24"	6d10	+2d10	6	100	15
	Uses the Psycommu or Psychoframe rules below					
Wired Beam Hands [E]	24"   16"	7d10	+3d10	6	100	14
	Uses the (Quasi-)Psycommu rules below					
Mega Beam Launcher [E]	36"   24"	7d10	+1 Hit	6	300	8
	Single Use   AOE   Req. 1 Combat & 1 Move action					
ZZ Mega Cannon [E]	32"   24"	7d10	+1 Hit	6	400	11
	Single Use   AOE   Req. 1 Combat & 1 Move action					
FA-ZZ Mega Cannon [E]	32"   24"	7d10	+1 Hit	6	400	13
	Two Uses   AOE   Req. 1 Combat & 1 Move action					
Mega Bazooka Launcher [E]	48"   28"	6d10	+1 Hit	6	500	25
	Single Use   AOE   Req. 1 Combat & 2 Move actions					
[MD1] Arm Shield	8d10	6d10	-	-	-	2
	Improve this unit's Melee DEF by +1					
[MD2] Melee Shield	8d10	6d10	-	-	-	5
	Improve this unit's Melee DEF by +2					
[S1] Small Shield	7d10	5d10	-	-	-	1
	Improve this unit's Evade & Melee DEF by +1					
[S2] Shield	6d10	4d10	-	-	-	5
	Improve this unit's Evade & Melee DEF by +2					
[S3] Tower Shield	5d10	3d10	-	-	-	10
	Improve this unit's Evade & Melee DEF by +3					

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