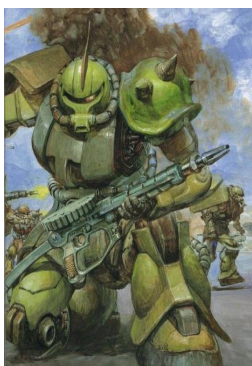
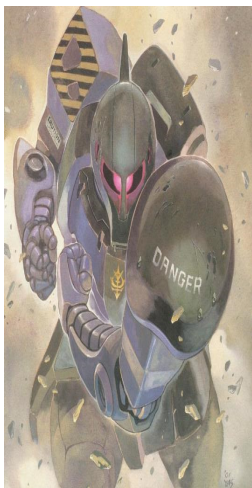




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku II	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Mobile Suit Defenses	8d10	+1 DEF	6d10	+2 DEF		
Shooting Weapons	Range	Attack	Rapid 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

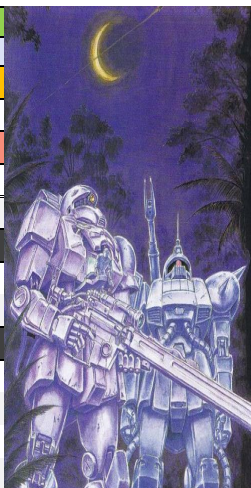
Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF

Trait +V

Tactician



MS-06K
DATA COMPANION (EQUIPMENT TYPE)





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

Mecha & Pilot Traits

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



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

Mecha & Pilot Traits

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



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

Mecha & Pilot Traits

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

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

Mecha & Pilot Traits

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





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

Mecha & Pilot Traits

Camera Gun Choose an enemy in LOS or Sensors range. 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

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

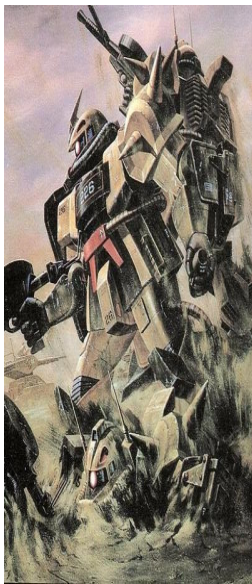
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Camouf	Versatile	1	2	Giant	40	140
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[S2] Shield	6d10	+3 DEF	4d10	+4 DEF		
-						
Shooting Weapons	Range	Attack	Rapid 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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
-	-					
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
	Single Use Support ATK					
+20pts this unit gains a 2nd Missile Pod usage						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-	-					

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



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

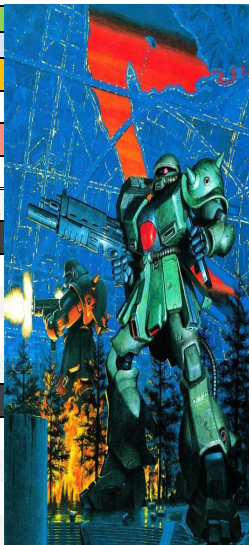
You may swap a Zaku Machine Gun for a Zaku Bazooka below						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Bazooka [K]	28" 12"	5d10	+1d10	*	-	600
-	-					

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

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



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



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

Mecha & Pilot Traits

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

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



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

Mecha & Pilot Traits

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

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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Johnny Ridden	8"	12"	2	3500	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
-	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-	-					

Mecha & Pilot Traits

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

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

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

Mecha & Pilot Traits

This unit has 0 Boost in Round 4+		Trait -II	Fuel Hungry
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 MATSUNAGA'S CUSTOM



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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Rick Dom RS	Raid	2	4	Giant	90	390
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Bazooka [E]	28" 8"	5d10	+1d10	+5 Hits	4	800
-	-					
Blinding Flash	8"	9d10	-	+5 Hits	-	-
<i>If there are any Unblocked Hits your next attack vs this Target gains Blindside</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat 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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-	-					
Blinding Flash	8"	9d10	-	+5 Hits	-	-
<i>If there are any Unblocked Hits your next attack vs this Target gains Blindside</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat 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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	16"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+5 Hits	-	800
-	-					
Blinding Flash	8"	9d10	-	+5 Hits	-	-
<i>If there are any Unblocked Hits your next attack vs this Target gains Blindside</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Bardiche	Melee	8d10	Counter+1	+3 Hits	4	500
-	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-	-					





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

-50pts Variant - Dom Cannon K1 (MSV)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Artillery Cannon [K]	36" 20"	6d10	-1d10	*	-	500
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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	-	5000	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
-	-					
TL 240mm Cannons [K]	36" 24"	5d10	+2d10	+5 Hits	-	500
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-	-					

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

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

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

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






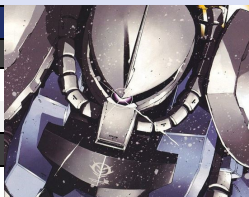
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Gouf</i>	Battler	2	3	Giant	100	220
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hand Vulcans [K](2)	20" 12"	16d10	+2 Hits	+3 Hits	-	100
<i>Two Uses [Free Action Once on your Turn]</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+5 Hits	4	500
-	-					
Heat Whip	8"	7d10	-	+5 Hits	4	200
<i>Reroll 1s & 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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF	4d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+3 Hits	-	200
<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
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+5 Hits	4	500
-	-					
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
<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
-	-					



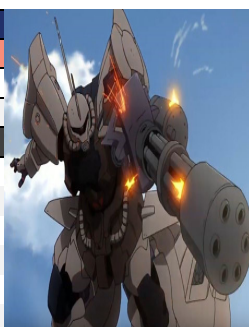
Ramba Ral - Ace Pilot (Elite 3 +130VP Morale 5+) - Gain the below traits						
Entwined with Tragedy	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger		Pilot Trait I			
Renowned pilot	This unit Hits on a 3+		Pilot Trait I			
+100pts Elite Variant - Gouf "Wild Thunder" Ace 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			
	+10pts "Wild Thunder" Drop Hand Vulcans Gain Gatling Vulcans & Bazooka					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+3 Hits	-	200
<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		Combat Instructor			
The White Rose drops the Shield & Gatlings for Twin Heat Swords.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Twin Heat Swords	Melee	8d10	Finisher+2	+5 Hits	4	500
-	-					
Defenses	Evade DEF Dice	Bonus	Melee DEF Dice	Bonus		
Mobile Suit Defenses	8d10	+3 DEF	6d10	+3 DEF		



+10pt Gouf Flight Type variant - Gain Fly and instead use the below Equipment.						
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Nimble Flyer	9d10		+2 DEF	7d10	+2 DEF	
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+3 Hits	-	800
-	-					
TL Missile Pod [X]	28" 16"	10d10	+3d10	+3 Hits	-	200
<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.						
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Nimble Flyer	7d10		+5 DEF	5d10	+5 DEF	
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shield Gatling [K]	28" 20"	11d10	Finisher+1	+3 Hits	-	200
-	-					
Heat Sword	Melee	7d10	Finisher+2	+3 Hits	4	500
-	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-	-					





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

Mecha & Pilot Traits

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

Mecha & Pilot Traits

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

Mecha & Pilot Traits

Spirit in the Machine	With glowing eyes the machine begins to move on its own. The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Exam System	Activates when HP<50% or enemy has an EXAM unit. 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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Nimbus Schterzen	12"	8"	1	5600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+3 DEF	4d10		+6 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+7 Hits	6	200
-						
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

The 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
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
M'Quve	8"	8"	-	3800	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[MD2] Melee Shield	8d10		+3 DEF	6d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Needle Missiles [X](3)	24" 16"	16d10	+2 Hits	+3 Hits	-	100
Three Uses Support Melee DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
-	-					
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-	-					

Mecha & Pilot Traits

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

Mecha & Pilot Traits

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



YMS-15E
UNITS

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

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

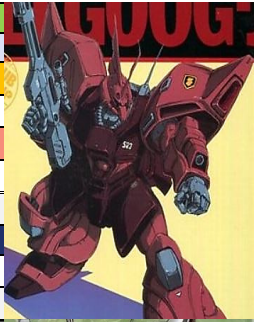




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog	Versatile	3	4	Giant	155	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10	+4 DEF	4d10	+5 DEF		
-	-					
A Gelgoog may instead equip a Backshield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



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



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

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

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Gelgoog Marine Cdr	Raid	3	4	Giant	305	280	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Cima Garahau	12"	12"	1	5000	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF		
-							
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Repeating Beam Rifle [E]	28" 16"	7d10	+1d10	+6 Hits	6	200	
-							
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+6 Hits	-	200	
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	4700	
-							
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400	
-							
Mecha & Pilot Traits							
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	
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale		
Cima Fleet	8"	12"	1	5000	7+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Knuckle Shield	7d10		+4 DEF	5d10	+4 DEF		
-							
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MMP-80 Machine Gun [K]	24" 12"	12d10	+1 Hit	+4 Hits	-	200	
-							
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+4 Hits	-	200	
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200	
-							
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400	
-							
Mecha & Pilot Traits							
Ambush: This unit can reinforce on any Table Edge					Trait +II	Ambusher	



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Gerbera Tetra	Assault	4	5	Giant	400	450	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Cima Garahau	12"	12"	2	7700	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+3 DEF		
Luna Titanium	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tetra Beam M. Gun [E]	28" 20"	11d10	+1 Hit	+7 Hits	5	100	
-							
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+7 Hits	-	200	
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200	
-							
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400	
-							
Mecha & Pilot Traits							
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	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Mikhail Kaminsky	12"	12"	2	3800	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF		
-							
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Giant Bazooka [K]	24" 8"	5d10	+2d10	+7 Hits	-	800	
-							
Kampfer Shotgun [K]	24" 16"	15d10	Finisher+2	+7 Hits	-	100	
[M-0] Fire in Melee							
Sturm Faust Salvo [X](2)	28" 16"	12d10	Finisher+1	+7 Hits	-	200	
Two Uses							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200	
-							
Chain Mine	Melee	7d10	Finisher+1	+7 Hits	-	500	
Single use This weapon gains <i>Blindside</i> the first time it is used							
Mecha & Pilot Traits							
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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Johnny Ridden	16"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S0] Backshield	8d10		+2 DEF	6d10		+3 DEF
+2 DEF vs <i>Blindside</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+7 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

Crimson Lightning

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

Pilot Trait II

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
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Uma Lightning	16"	8"	1	4700	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+7 Hits	-	800
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

All weapons gain Finisher+1

Pilot Trait I

Chimera Corps



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

Mecha & Pilot Traits

Marksmen

Bullseye has +2 Crit Range (8++)

Trait +V

Chimera Corps

All weapons gain Finisher+1

Pilot Trait I

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

Mecha & Pilot Traits

This unit has 0 Boost in Round 4+

Trait -II

Fuel Hungry

All weapons gain Finisher+1

Pilot Trait I

Chimera Corps



MS-14BR
GELGOOG 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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield	7d10		+3 DEF	5d10	+4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Sword	Melee	7d10	Finisher+2	+6 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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

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

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gelgoog Ground Type [G]	Versatile	3	4	Giant	305	210
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Ken Bederstadt	8"	8"	-	4700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Knuckle Shield	7d10		+3 DEF	5d10	+4 DEF	
-						
+40pts instead equip an [S2] Shield						
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Sniper [E]	40" 20"	6d10	-2d10	+6 Hits	6	200
<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>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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

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

Mecha & Pilot Traits		
Dodge gives +3 Crit Range (7++)		Trait +X
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
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	28" 16"	8"	1	7700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S3] Tower Shield	5d10		+5 DEF	3d10		+7 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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						
+200pts gain MLRS +50pts gain AS Rifle -100pts lose Beam Bazooka						
MLRS Rockets [X](4)	32" 20"	10d10	-4d10	+8 Hits	-	400
Four Uses Indirect Fire (R:20" to Max Weapon Range)						
GPO2 Antiship Rifle [K]	48" 20"	6d10	-2d10	+8 Hits	-	600
Target any unit Gain Finisher+2 vs Size 2+ Targets						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Beam Saber	Melee	7d10 Finisher+1	+7 Hits	7	300	
Shield Smash [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits

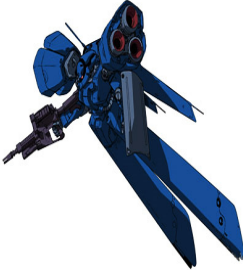
The Nightmare of Solomon	This unit Hits and Defends on a 3+	Pilot Trait II
Master of Mobile Suits	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV



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

Mecha & Pilot Traits

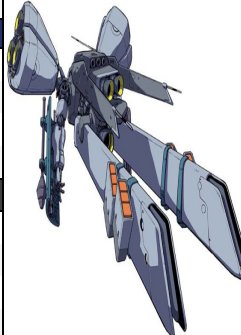
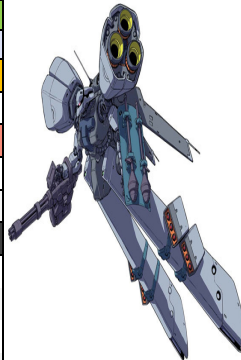
Fuel Hungry	This unit has 0 Boost in Round 4+	Trait -II
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dra-C Heavy Custom	Assault	1	3	Giant	70	90
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	12"	1	2300	7+	
Defenses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

Mecha & Pilot Traits

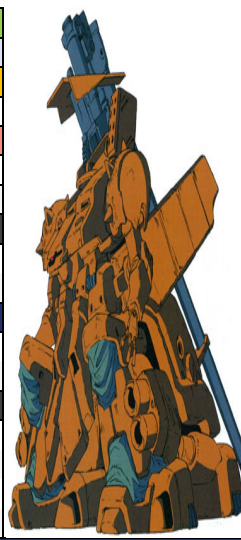
This unit has 0 Boost in Round 4+	Trait -II	Fuel Hungry
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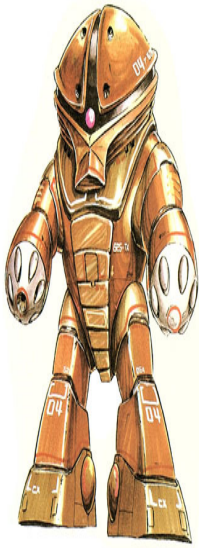


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Xamel [G]	HeavyArms	3	5	Giant	185	350
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	28" 16"	8"	-	7100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Slow & Laborious	4d10		+3 DEF	6d10		+5 DEF
You may not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

Mecha & Pilot Traits

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

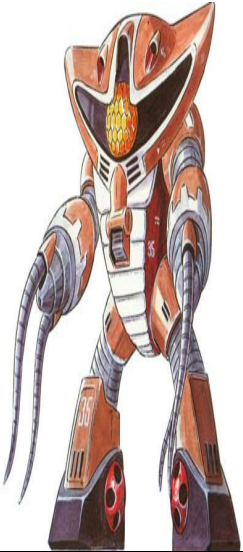
Trait +V

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 & 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 & 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

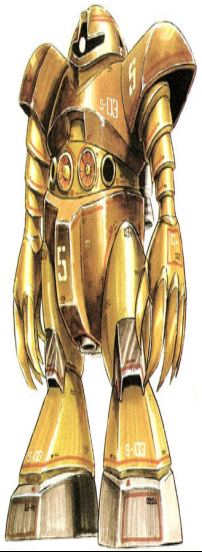
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gogg [A]	Guardian	2	2	Giant	70	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	6200	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A2] Slow & Laborious	4d10	+4 DEF	6d10	+5 DEF		
<i>You may not use the Accelerate 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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20" 12"	7d10	+2d10	+5 Hits	6	100
	-					
Missile Salvo [X](2)	36" 20"	6d10	+2d10	+5 Hits	-	400
	Two Uses Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+3 Hits	-	400
	This weapon gains <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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	8"	8"	1	4700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL MPC [E]	20" 12"	7d10	+2d10	+5 Hits	6	100
	-					
Missile Salvo [X](2)	36" 20"	6d10	+2d10	+5 Hits	-	400
	Two Uses Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+3 Hits	-	400
	This weapon gains <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



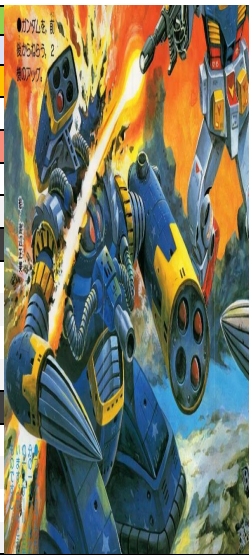
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hy-Gogg [A]	Assault	2	5	Giant	120	150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cyclops Team	8"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rapid Fire MPC [E]	24" 12"	11d10	+1 Hit	+6 Hits	4	100
	-					
Torpedo Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+6 Hits	-	200
	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+6 Hits	-	400
	This weapon gains <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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Cyclops Team	8"	8"	1	4400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rapid Fire MPC [E]	24" 12"	11d10	+1 Hit	+6 Hits	4	100
	-					
Torpedo Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+4 Hits	-	400
	This weapon gains <i>Blindsight</i> the first time it is used					
Smash [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

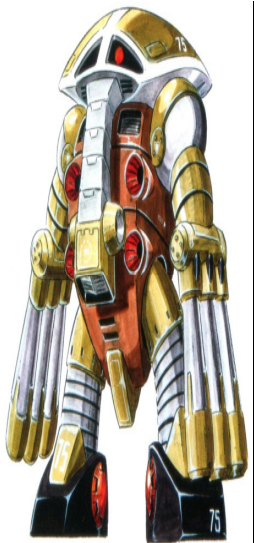




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg [A]	Melee	1	1	Giant	30	20
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Tracked Vehicle MS	4d10		+2 DEF		6d10 +3 DEF	
<i>Cannot use Accelerate.</i>				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



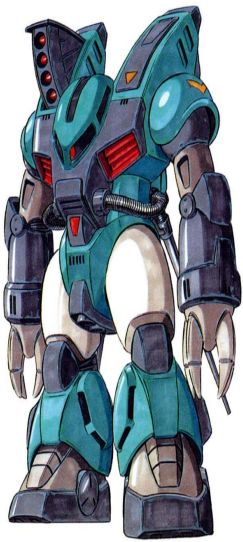
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Agg ML [A]	Melee	1	1	Giant	30	20
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Tracked Vehicle MS	4d10		+2 DEF		6d10 +3 DEF	
<i>Cannot use Accelerate.</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Drill Hand	Melee	7d10	Finisher+1	+5 Hits	5	400
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
<i>After attacking [HP-1500]</i>						
Mecha & Pilot Traits						
Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted					Trait +V
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-



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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jurick [A]	Guardian	3	4	Giant	155	420
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	7100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Slow & Laborious	4d10		+5 DEF		6d10 +6 DEF	
<i>You may not use the Accelerate action</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+5 Hits	6	100
-						
MA 360 MPC [E]	Self	6d10	Finisher+2	+5 Hits	6	400
<i>Three Uses AOE: 8" Radius Circle</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	8"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10 +2 DEF		6d10 +3 DEF			
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X](2)	28" 16"	10d10	+2d10	+4 Hits	-	200
<i>Two Uses Support ATK</i>						
Hammergun	16"	6d10	-	+4 Hits	6P	600
<i>PUSH</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
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gigan	Firepower	1	2	Giant	40	60
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	20" 8"	4"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Tracked Vehicle MS	4d10		+3 DEF		6d10 +4 DEF	
<i>Cannot use Accelerate.</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Filius Stream	8"	8"	-	4700	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield	7d10		+4 DEF		5d10 +4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+5 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

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

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





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



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

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



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
-						

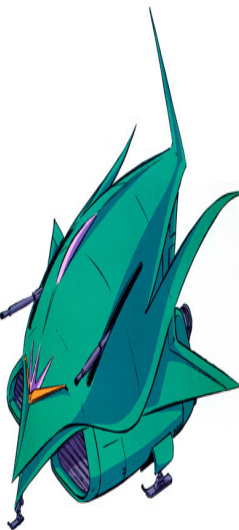
Mecha & Pilot Traits

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





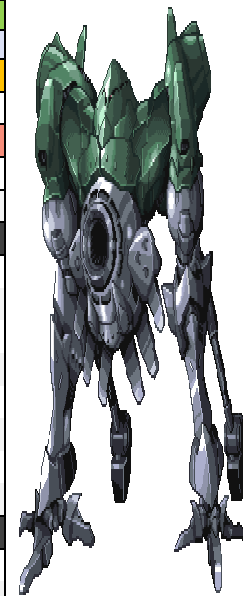
Mobile Fortress (SH)	Role	Frame	Performance	Size 1	VP	Points
<i>Big Zam</i>	Firepower	4	3	Massive	270	1000
Battle-Tested (Elite 1)	Sensors	Move	Havoc	Armor HP	Morale	
Dozle Zabi	28" 16"	4"	3	11400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Tank Defenses	4d10		+3 DEF	6d10		+5 DEF
Cannot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

Mecha & Pilot Traits

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

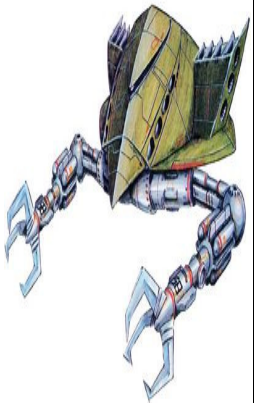


Mobile Fortress (SH)	Role	Frame	Performance	Size 0	VP	Points
<i>Big Zam (Mass Produced)</i>	Firepower	2	3	Giant	80	400
Basic Pilot	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Pilot	20" 8"	4"	2	5900	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Tank Defenses	4d10		+2 DEF	6d10		+3 DEF
Cannot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

Mecha & Pilot Traits

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

Transform (Artillery)



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

Mecha & Pilot Traits

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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16"	16"	1	4400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Armor Defenses	8d10		+3 DEF	4d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mobile Armor MPC [E]	32" 20"	5d10	+1d10	+5 Hits	6	300
-						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+5 Hits	-	100
Single Use Support DEF+2						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+5 Hits	-	400
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Bigro Claws [CC]	Melee	8d10	-	+3 Hits	6P	500

Mecha & Pilot Traits

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

Trait +V

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

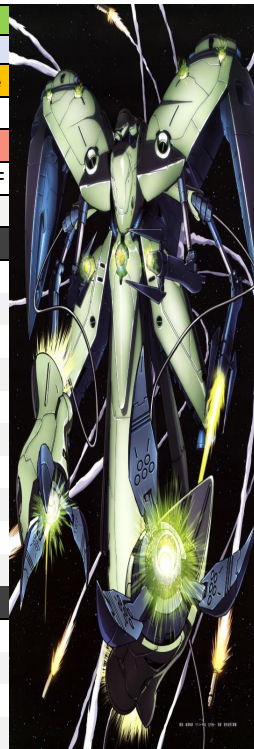
Reaper



Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Val Varo [S]	Raid	3	4	Massive	325	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kelly Layzner	16"	16"	2	7600	5+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A1] Mobile Armor DEF	8d10	+3 DEF	4d10	+3 DEF		
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Val Varo MPC [E]	36" 24"	7d10	+1 Hit	+6 Hits	6	300
<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>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Smash [CC]	Melee	6d10	-	+4 Hits	7P	500
-						

Mecha & Pilot Traits

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



Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Neue Ziel [S]	Raid	5	5	Massive	525	1150
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	20"	16"	2	11900	5+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[MD2] Hidden B.Sabers	8d10	+3 DEF	6d10	+5 DEF		
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
NZ Micromissiles [X]	36" 20"	16d10	+6 Hits	+7 Hits	-	100
<i>Three Uses Reroll 1s & 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>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Large Beam Sword	Melee	7d10	Finisher+2	+5 Hits	7	300
-						
Massive Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	1500
<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	300	400
Skilled Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (SoS)	8"	8"	-	6500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10	Finisher+2	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits

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



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

Mecha & Pilot Traits

The Flash Skill [M-3] is free for this unit once per game.	Trait +X	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	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
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (EiS)	8"	8"	-	6500	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
RX-78 Beam Rifle [E]	24" 16"	6d10 Finisher+2	+6 Hits	6	200	
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+6 Hits	7	200	
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400

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



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

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

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





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

Mecha & Pilot Traits

Times like this make me glad I'm a natural coward

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

Pilot Trait I



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

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot Trait I

No Nonsense Pilot



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

+50pts Variant Guncannon MP - Skilled Pilot (Elite 1 | Morale 6+ | +50VP) Lydo Wolf (MSV) - This variant uses a [S2] Shield

Fierce Reputation

All weapons gain Finisher+1

Pilot Trait I

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

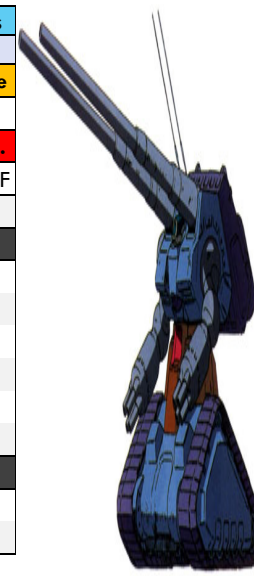
Defenses [S2] Shield

Evade DEF Dice 6d10

Bonus +3 DEF

Melee DEF Dice 4d10

Bonus +4 DEF



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

Mecha & Pilot Traits

Headhunter	This unit Hits on a 3+	Pilot Trait I
Daredevil	Before rolling DEF make a Morale Save to Rally.	Pilot Trait 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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
F.S.S. Ace	20" 8"	8"	-	8000	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Triple RX Beam Rifle [E]	24" 16"	6d10	+3d10	+7 Hits	6	200
Rocket Launcher [K]	28" 8"	5d10	+1d10	+7 Hits	-	700
Antiship Missile [X]	40" 20"	4d10	-1d10	+7 Hits	-	1000
Single Use Target any unit Gain Finisher+4 vs Size 2+ Targets						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+7 Hits	-	300
Single Use (ATK or Support ATK) Support ATK+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Claws	Melee	7d10	-	+5 Hits	7	300
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

Mecha & Pilot Traits

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

FA-78-2
HEAVY GUN DAM UNIT



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

Mecha & Pilot Traits

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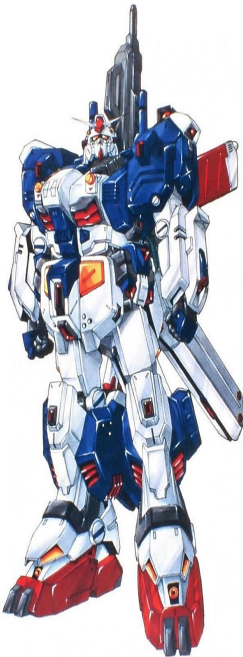
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gunner Gundam	Sniper	4	3	Giant	250	290
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	32" 16"	8"	-	6200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
Luna Titanium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

Mecha & Pilot Traits

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



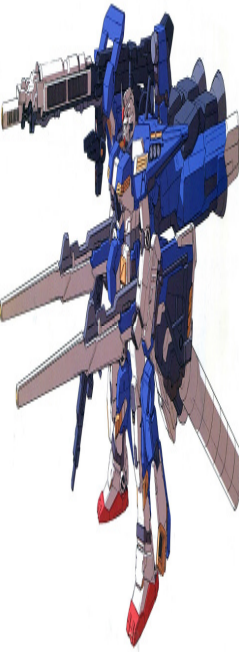
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor 7th Gundam	Firepower	4	5	Giant	300	600
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	28" 16"	8"	-	8600	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
Luna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

Mecha & Pilot Traits

Defiant

All weapons gain Finisher+1

Pilot Trait I



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

Mecha & Pilot Traits

Before rolling DEF make a Morale Save to Rally.

Pilot Trait I

Reckless



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

Mecha & Pilot Traits

Driven

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

Pilot Trait II

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

Mecha & Pilot Traits

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

Pilot Trait I

Entwined with Tragedy





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

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



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





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

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	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Yuu Kajima	12"	8"	1	5900	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+3 DEF	4d10	+6 DEF		
Luna Titanium	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+8 Hits	6	200	
-							
Wireguided Missiles [X]	28" 12"	12d10	+1d10	+8 Hits	-	200	
<i>Single Use Req. 1 Attack & 1 Move Action</i>							
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+8 Hits	-	100	
<i>Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee</i>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+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	
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale		
Волк	12"	12"	-	4400	6+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF	6d10	+3 DEF		
Luna Titanium	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL SMG [K]	20" 12"	11d10	+2 Hits	+4 Hits	-	200	
-							
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100	
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Daggers	Melee	7d10	Finisher+2	+6 Hits	8	300	
-							
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400	
-							

Mecha & Pilot Traits

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Ez-8 Gundam [G]	Versatile	3	3	Giant	195	130
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Shiro Amada	8"	4"	-	6500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Combat Shield	7d10		+2 DEF	5d10	+3 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+6 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
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		
Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I

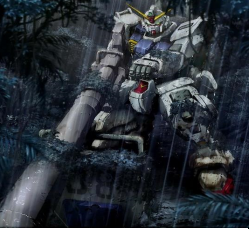


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Ground Type [G]	Versatile	3	3	Giant	195	130
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Karen Joshua	8"	4"	-	6500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Combat Shield	7d10		+2 DEF	5d10	+3 DEF	
Luna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

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

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
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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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	4100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Combat Shield	7d10		+2 DEF	5d10	+3 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+4 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

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

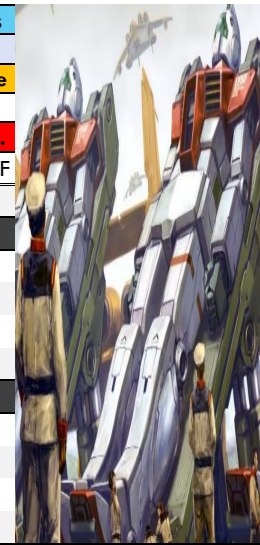




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+3 DEF	4d10	+4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid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

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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+2 DEF	4d10	+3 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Gun [K]	24" 12"	11d10	+1 Hit	+4 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

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

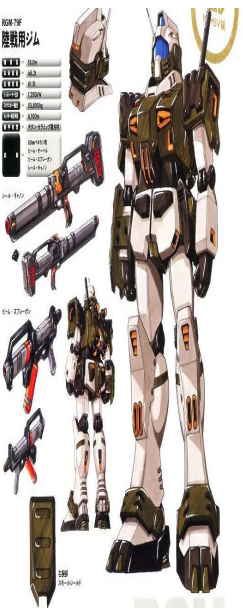
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700
-						



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

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





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

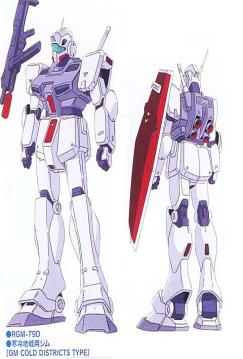
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Desert GM [G]	Sniper	1	2	Giant	40	90
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10	+0 DEF	
-	-		-			
Shooting Weapons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



The Armored GM may swap its Bullpup for either Beam Gun (+0pts) or Hyper Bazooka (+10pts)						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper Bazooka [K]	28" 12"	5d10	Finisher+1	*	-	700
-	-					
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gun [E]	24" 12"	7d10	+1d10	*	6	100
-	-					



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



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



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

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

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

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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aqua GM [G][A]	Battler	1	2	Giant	40	80
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+2 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Harpoon Gun [K]	24" 12"	7d10	+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 & 2s</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Dagger	Melee	6d10	Finisher+2	+4 Hits	8	200
-	-					
Grappling Unit	16"	10d10	-	+4 Hits	6P	-
<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 [G]	Guardian	2	3	Giant	80	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12"	4"	-	3500	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

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



Option - Skilled Pilot (Elite 1 | Morale 6+ | +50VP) - Hughes Courand (0081 MS Senki)
 Entwined with Tragedy When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger Pilot Trait I

Option Ace Pilot (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

Machine Gun / Bullpup weapon swaps for the GM Command Early & Guinea Pig Team. For the Bullpup these options are -10pts

Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Launcher [K]	28" 8"	5d10	+1d10	*	-	700
-						

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

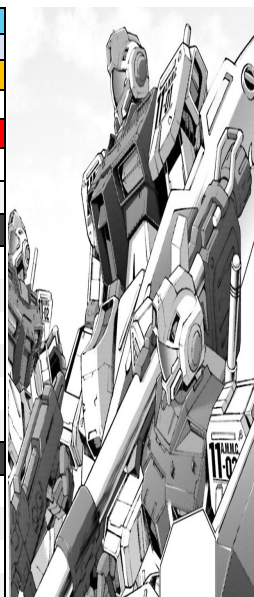
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command Early [G]	Raid	2	4	Giant	140	120
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima (OG Manga)	12"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF	
-						
Shooting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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM Command Guinea Pig	Guardian	2	3	Giant	130	160
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima (New Manga)	12"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bullpup [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Beam Gun [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						



Mecha & Pilot Traits
 Reckless Before rolling DEF make a Morale Save to Rally. Pilot Trait I
Alternate Pilot - Phillip Hughes (Rocket Launcher)
 Wisecracking Pilot When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger Pilot Trait I

Mecha & Pilot Traits
 This unit Hits on a 3+ Pilot Trait I Hunting for a Rival
Alternate Pilot - Summonna Fulis (Artillery Cannon)
 Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP. Pilot Trait I Mechanics Expert





RGM-79SC
GM SNIPER CUSTOM (SHIMODA TEAM)

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

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

Practiced Professional

This unit Hits on a 3+

Pilot
Trait I



RGM-79SC
GM SNIPER CUSTOM

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

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

All weapons gain Finisher+1.

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

Pilot
Trait II

Ruthless



RGM-79KC
GM INTERCEPT CUSTOM



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

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

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



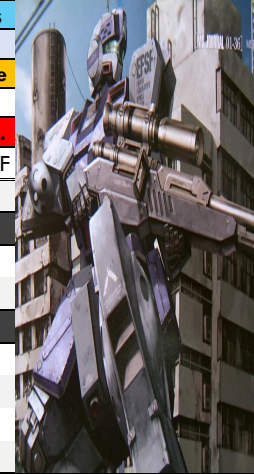
RGM-79HC
GM GUARD CUSTOM



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

Mecha & Pilot Traits

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



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

Mecha & Pilot Traits

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

GM Sniper II: Swap a Solider Sniper Rifle for a Long Beam Sniper +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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16"	4"	1	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Stripped Beam Rifle [E]	20" 12"	7d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

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

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

Mecha & Pilot Traits

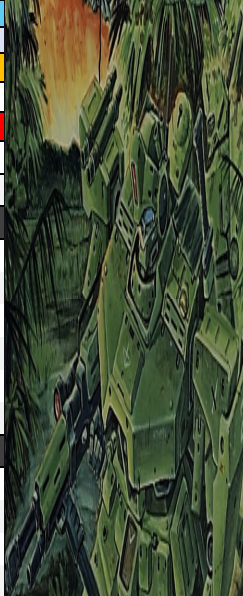
Ambush: This unit can reinforce on any Table Edge. Gain a free Accelerate action in the 1st Round it is deployed. Trait +III Dynamic Ambush





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

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



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



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

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

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





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

Mecha & Pilot Traits

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

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

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

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

Mecha & Pilot Traits

Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Immortal
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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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AE Test Pilot	28" 12"	12"	2	6200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+5 DEF	4d10	+4 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sniper B.Launcher [E]	40" 20"	5d10	+1d10	+8 Hits	6	300
-	-					
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

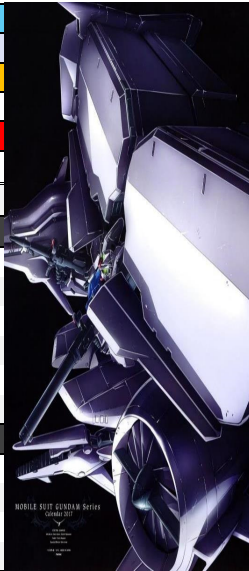




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GP01-Fb Zephyranthes	Guardian	4	5	Giant	400	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	12"	12"	2	5900	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Nimble Flyer	7d10		+6 DEF	5d10	+7 DEF	
Luna Titanium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

Mecha & Pilot Traits

Fuel Hungry	This unit has 0 Boost in Round 4+	Trait -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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kou Uraki	20" 8"	16"	2	9600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Beam Cannon [E]	40" 20"	7d10	-2d10	+7 Hits	7	300
-						
GP03 Micromissiles [X]	32" 24"	16d10	+6 Hits	+7 Hits	-	100
Three Uses Reroll 1s & 2s Support ATK 12"						
TL Folding Bazooka [K]	28" 20"	5d10	+2d10	+7 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
-						
Chain Mine	Melee	7d10	Finisher+1	+5 Hits	-	500
Single use This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits

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



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

Mecha & Pilot Traits

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

Mecha & Pilot Traits

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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK II	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



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hyaku Shiki	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



+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						

+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
Dijeh	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
Dijeh SE-R	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							
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100	
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200	
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400	
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000	
After attacking [HP-1500]							

Mecha & Pilot Traits		
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							
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100	
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Beam Confuse [E]	24"	6d10	-	+7 Hits	5	200	
Single Use AOE: 8" Radius Circle							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200	
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400	
Waverider [Crash]	Melee	8d10	Finisher+4	+5 Hits	-	1000	
Req. Biosensor or Round 4+ After attacking lose [HP-1500]							

Mecha & Pilot Traits		
Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V	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

+100pts Enhanced ZZ Gundam - Gain +1 Boost (+5VP),+1 uses of TL Missile Salvo +1 use of Vulcans

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

Mecha & Pilot Traits

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





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

Mecha & Pilot Traits

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

Mecha & Pilot Traits

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

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



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

Mecha & Pilot Traits

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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10	+3 DEF	6d10	+2 DEF		
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Mega Cannon [E]	36" 20"	6d10	+1d10	+6 Hits	6	300
TL Beam Pistols [E]	20" 12"	7d10	+2d10	+6 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400

Mecha & Pilot Traits

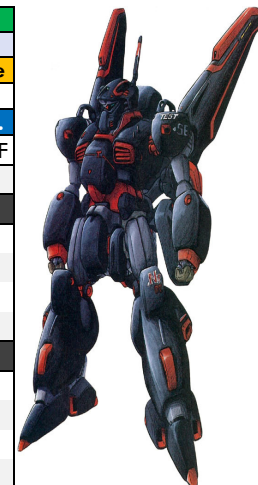
Jet Transformation	[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash]	Trait +V
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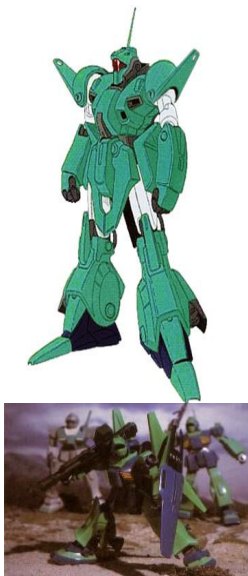
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Nemo	Guardian	2	6	Giant	110	270
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG Pilot	12"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10	+6 DEF	4d10	+7 DEF		
Luna Titanium	+1 DEF Vs DMG<400					
Shooting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

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



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

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



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

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

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





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

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

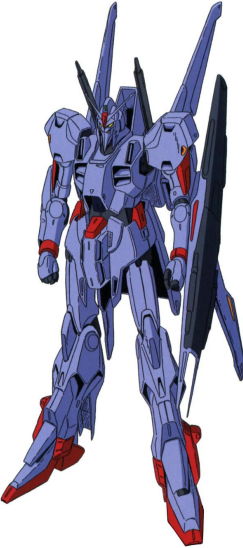
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM III	Versatile	1	6	Giant	80	260
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Federation Pilot	12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10	+5 DEF	4d10	+6 DEF		
-						
Shooting Weapons	Range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

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

+120pts The Nouvelle GM III Variant has both Missiles options and Sensors +4"

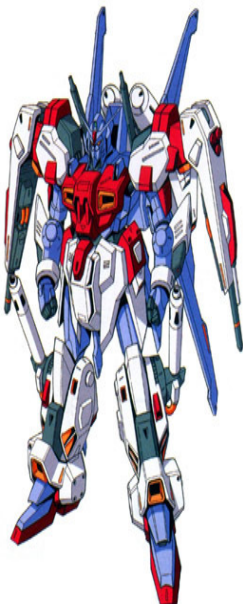
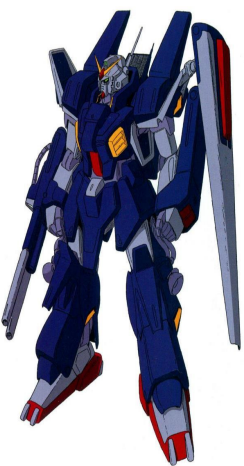


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GM II Semi-Striker	Melee	1	4	Giant	60	110
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	4"	-	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10	+3 DEF	6d10	+4 DEF		
-						
Shooting Weapons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



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

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



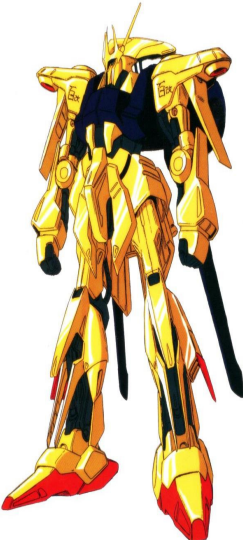
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam MK-III	Firepower	4	6	Giant	280	600
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	28" 16"	8"	1	8000	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+4 DEF		6d10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

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



Mecha & Pilot Traits

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



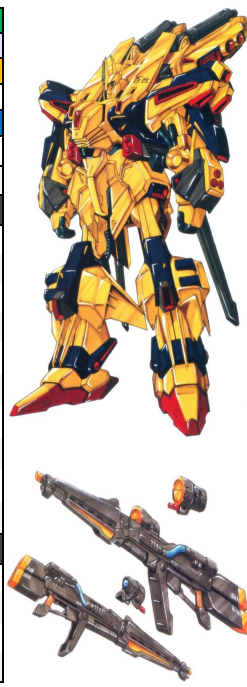
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Hyaku Shiki Kai (HSK)	Raid	4	6	Giant	260	430
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	16"	8"	1	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gold Anti-Beam Coating	9d10		+5 DEF	6d10		+4 DEF
	+1 DEF Vs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

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



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

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Full Armor HSK	Sniper	4	6	Giant	280	750
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
AEUG / Karaba Pilot	32" 16"	8"	-	7100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gold Anti-Beam Coating	9d10		+4 DEF	6d10		+3 DEF
	+1 DEF Vs DMG<400		+2 DEF vs [E]nergy			
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Mega Buster [E]	40" 20"	7d10	-2d10	+8 Hits	7	500
	-					
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+8 Hits	6	300
	-					
Chest Beam [E]	20" 12"	6d10	+1d10	+8 Hits	6	200
	Support DEF					
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+8 Hits	-	300
	Two Uses (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					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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
	-					



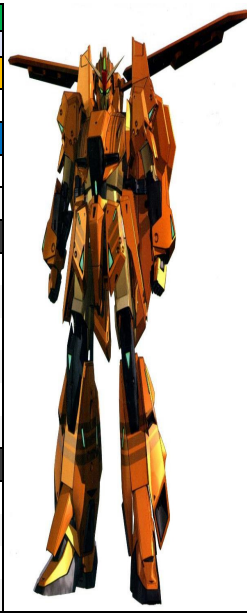


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Zeta Gundam 3A	Versatile	4	7	Giant	450	890	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
White Unicorn (Amuro)	20"	8"	1	5300	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10		+5 DEF	5d10	+6 DEF		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

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

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

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





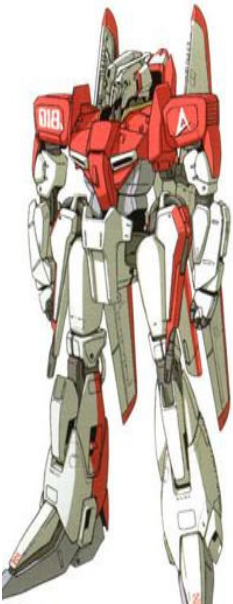
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zeta Gundam P2/3C	Interceptor	4	7	Giant	290	690
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Red Snake	20"	8"	1	5300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10		+7 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400					
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		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
Jet Transformation		Trait +V
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Psycho Neutralizer	When HP <50% or allied pilot LVL 1+ dies this unit may steal an enemy's Remote Weapon (i.e. Funnels, Wired Claws etc.) for [M-3] per Round.	-
Mobile Trace System	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor or Finisher Save.	-

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

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





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

Mecha & Pilot Traits

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

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] Trait +V
 When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger Pilot Trait I 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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Task Force Alpha	12"	8"	1	2900	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses G	9d10		+4 DEF	6d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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

Mecha & Pilot Traits

This unit Hits on a 3+ Pilot Trait I 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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Saphira Gardner	28" 12"	8"	1	5600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses G	9d10		+3 DEF	6d10	+2 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Cannon [E]	40" 20"	6d10	+1d10	+9 Hits	7	300
<i>Requires 1 Combat & 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 & 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>						
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]					Trait +V

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
S Gundam	Firepower	5	7	Giant	390	850
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ryou Roots	28" 16"	8"	2	6200	7+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+4 DEF	6d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Smartgun [E]	32" 20"	7d10	+1d10	+8 Hits	8	300
<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>						
-						
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
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
Ex-S Gundam	HeavyArms	5	7	Giant	390	1150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ryou Roots	28" 16"	12"	3	7100	7+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+3 DEF	6d10	+5 DEF	
<i> cockpit I-Field [Barrier 5][36] Once per game gain +2 CRIT DEF vs [E]nergy</i>						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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>						
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+8 Hits	7P	1000
<i>After attacking [HP-1500]</i>						

Mecha & Pilot Traits

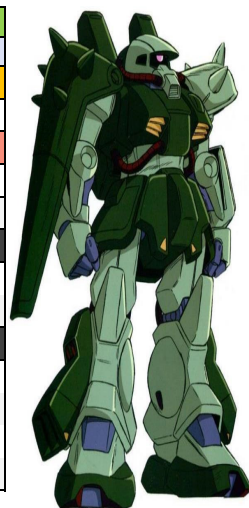
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Quasi-Psycommu
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation
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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	8"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+6 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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



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

A Hizack can swap its M.Gun & Beam Saber for a Beam Carbine & Heat Hawk

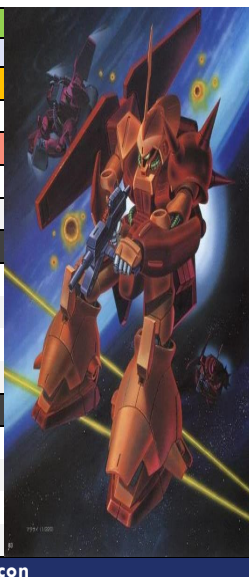
Hizacks including the Custom may equip a TL Missile Pod for +40pts						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Pod [X]	28" 16"	10d10	+3d10	*	-	200
Single Use Support ATK						
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	*	7	400
-						

The Marasai may equip a Feyadeen Rifle for +100pts



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
EWAC Zack (Eyezack)	Sniper	1	5	Giant	70	190
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	24" 8"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+7 Hits	-	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						
Mecha & Pilot Traits						
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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	12"	8"	1	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+4 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+6 Hits	7	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Skilled Pilot Option (Elite 1 Morale 6+ +50VP) - Kakricon						
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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans or Zeon Pilot	8"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+5 Hits	6	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
<i>Single Use Support ATK</i>						
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
-						

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

Seasoned Veteran

This unit Hits on a 3+

Pilot Trait I



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

Mecha & Pilot Traits

This unit Defends on a 3+
Before rolling DEF make a Morale Save to Rally

Pilot Trait II

Prodigy



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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam MK II	Versatile	4	6	Giant	310	350
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Jerid or Kacricon	12"	8"	1	6200	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+6 DEF	4d10		+7 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
MK Beam Rifle [E]	24" 16"	6d10 Finisher+2	+7 Hits	7	200	
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	
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

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



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

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



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

Mecha & Pilot Traits

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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Titans Pilot	12"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Bz Beam Carbine [E]	28" 12"	7d10	+1d10	+6 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+6 Hits	7	200	
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						





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

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions | Lose: Free Spin after

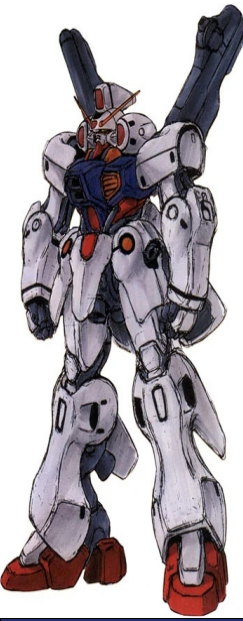
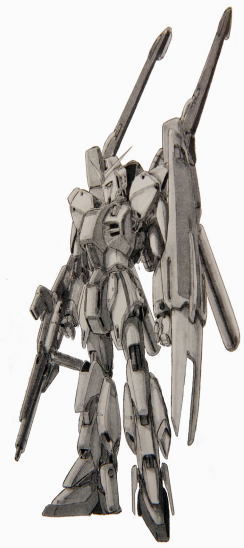
Jet Transformation

Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons

Trait +V

weapons

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



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

Mecha & Pilot Traits

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

Quasi-Psycommu

Trait +V

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

Stealth Ambusher

Trait +V

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

Mecha & Pilot Traits

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

[M-1]

Trait +V

Quasi-Psycommu

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

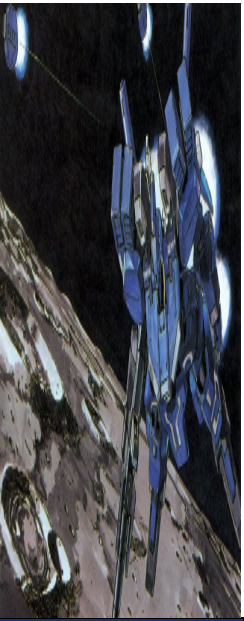
Trait +XX

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

Mecha & Pilot Traits

Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Josh Offshore	28" 16"	12"	2	5900	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses G	9d10		+2 DEF	6d10	+4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Xeku Machine Gun [K]	32" 20"	12d10	+1 Hit	+9 Hits	-	200
-						
Xeku Beam Smartgun [E]	36" 24"	6d10	+2d10	+9 Hits	6	200
<i>Reroll 1s to Hit</i>						
TL Missile Salvo [X](2)	36" 20"	6d10	+3d10	+9 Hits	-	400
<i>Two Uses Support ATK</i>						
+20pts the Xeku Zwei equips a Sturm Faust Salvo						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1	+9 Hits	-	-	200
<i>Single Use</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

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

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



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

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit once per game.		
		Trait +X
		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
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ramsus / Dunkel	20"	8"	1	4100	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+5 DEF	6d10		+2 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Hi-Power Beam Guns [E]	24" 16"	7d10	+2d10	+7 Hits	7	100
Feyadeen Rifle [E]	48" 20"	6d10	-2d10	+7 Hits	7	400
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Arc Whip	8"	7d10	-	+5 Hits	6S	-
	[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
-100pts Remove the Feyadeen Rifle		



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

Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons		
		Trait +V
		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
Ace Pilot (Elite 3)	Sensors	Move	Havoc	Armor HP	Morale	
Four Mursame	24" 12"	4"	3	14400	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S3] Super Heavy Shield	2d10		+4 DEF		6d10	+7 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400 +1 DEF vs [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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



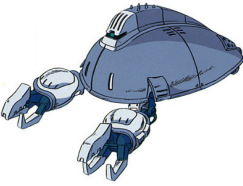
Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
<i>Psycho Gundam MK-II</i>	HeavyArms	4	6	Massive	450	1250
Ace Pilot (Elite 3)	Sensors	Move	Havoc	Armor HP	Morale	
Rosamia Badam	24" 12"	4"	2	12600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Super Heavy DEF	5d10		+2 DEF		9d10	+5 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400 +1 DEF vs [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Rosamia Badam	12"	8"	1	7700	6+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[MD1] Arm Shield G	9d10		+4 DEF	6d10	+6 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+8 Hits	7	200
-						
Scattering Beams [E]	28" 16"	6d10	+2d10	+8 Hits	6	100
Support DEF+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits

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

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

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



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

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

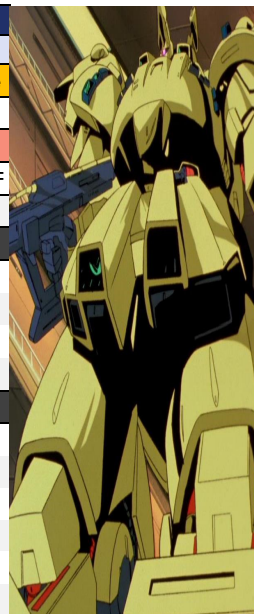
Mecha & Pilot Traits		
	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
	All weapons gain Finisher+1	Pilot Trait I
		Newtype Flash I
		Defiant





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Bolinoak Sammahn</i>	Melee	5	6	Giant	410	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Sarah Zabiarov	16"	8"	1	6500	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield G	7d10		+7 DEF	4d10	+8 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+4 Hits	-	400
<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>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
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
Ace Pilot (Elite 5)	Sensors	Move	Boost	Armor HP	Morale	
Paptimus Scirocco	16"	12"	1	8900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD2] Hidden B.Sabers	8d10		+5 DEF	6d10	+7 DEF	
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Large Beam Rifle [E]	24" 16"	7d10	Finisher+1	+6 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Quad Beam Sabers	Melee	9d10	-	+8 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

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

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



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

Mecha & Pilot Traits

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

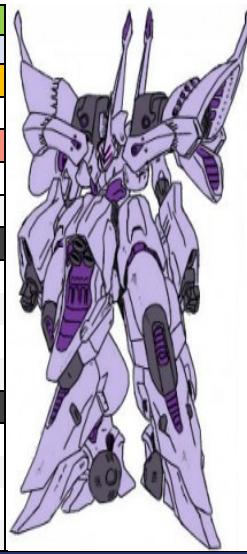
50pt Skilled Pilot (Morale 6+, 109VP) - Elpeo Ple remove Newtype Pressure, Newtype Flash III & Reaper and us

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

Mecha & Pilot Traits

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





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

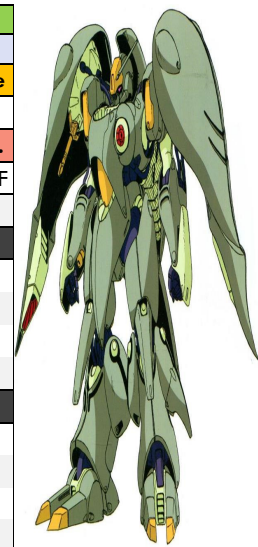
Mecha & Pilot Traits

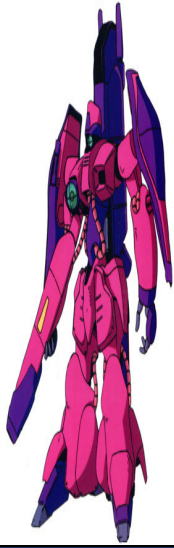
Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Limited 360 Firing Arc	[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-
Cyber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

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

Mecha & Pilot Traits

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





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

Mecha & Pilot Traits

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

Jet Transformation

Trait +V

Fatal Design Flaw

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

Trait -I

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

Mecha & Pilot Traits

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

Jet Transformation

Trait +V

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

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

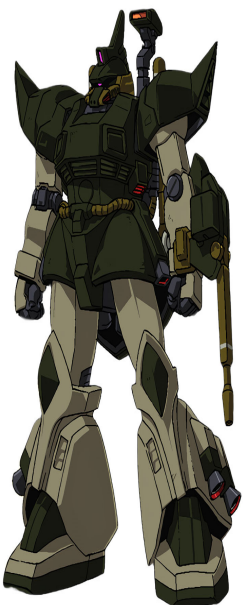
Trait +V





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gallus-J	Battler	1	5	Giant	70	330
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	12"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+3 DEF	6d10		+3 DEF
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Pistol [E]	20" 12"	7d10	+1d10	+4 Hits	7	100
-						
AA Missiles [X]	24" 16"	16d10	+2 Hits	+4 Hits	-	100
Single Use Support DEF+2						
Hand Vulcans [K](2)	20" 12"	16d10	+2 Hits	+4 Hits	-	100
Two Uses [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+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
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon Pilot	24" 12"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+2 DEF	6d10		+3 DEF
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+6 Hits	6	400
-						
Missile Salvo [X]	36" 20"	6d10	+2d10	+6 Hits	-	400
Single Use Support ATK						
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	12"	8"	-	4700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Gelgoog Beam Rifle [E]	28" 20"	6d10	+1d10	+7 Hits	6	200
-						
Arm Buster [K]	24" 8"	6d10	+1d10	+7 Hits	-	600
-						
Sturm Faust Salvo [X]	28" 16"	12d10	Finisher+1	+7 Hits	-	200
Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Naginata	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

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



Mecha & Pilot Traits

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

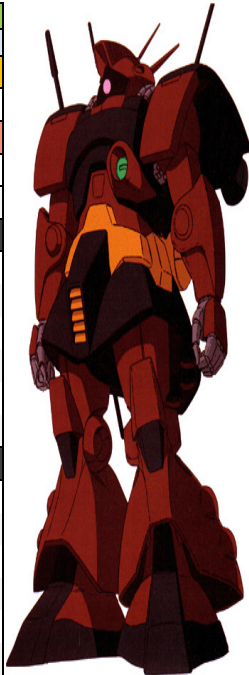
This unit Hits on a 3+ Pilot Trait I Elite Guard



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

Mecha & Pilot Traits

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

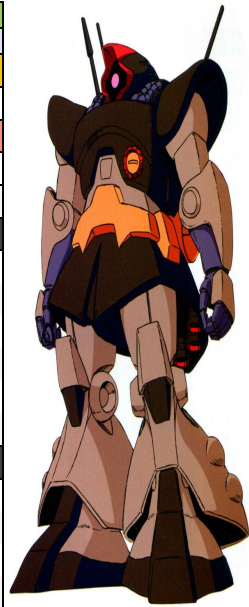
Mecha & Pilot Traits

Twice per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +X	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
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zeon Remnants	8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+6 Hits	-	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+6 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

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



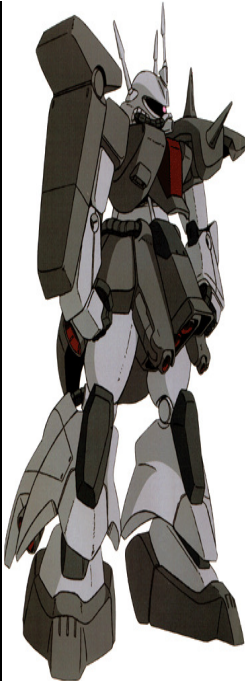


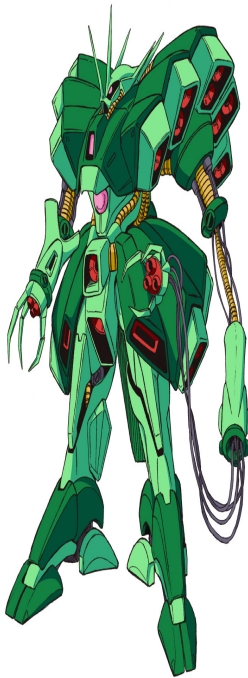
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Zaku III Custom	Versatile	3	6	Giant	245	650
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mashymre Cello	12"	8"	1	4400	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10		+3 DEF	6d10		+4 DEF
+1 DEF Vs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

Mecha & Pilot Traits

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

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





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Hamma-Hamma	Firepower	3	5	Giant	215	650	
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale		
Mashymre Cello	24" 12"	8"	-	6200	6+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10	+3 DEF	5d10	+4 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Wired Beam Hands [E]	24" 16"	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]	16" 8"	6d10	+2d10	+7 Hits	6	100	
<i>Support DEF+2</i>							
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

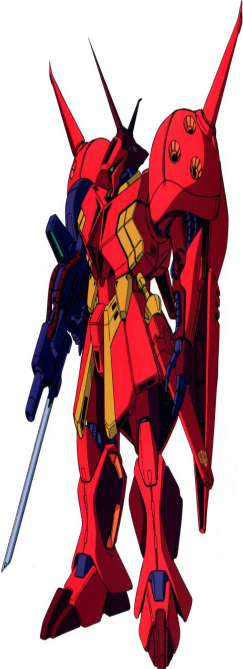
Quasi-Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Unwavering Loyalty	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Bawoo	Interceptor	3	6	Giant	335	700	
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale		
Glemy Toto	16"	8"	1	3200	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield G	8d10	+6 DEF	5d10	+3 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	7	200	
-							
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+6 Hits	-	400	
<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]	16" 8"	6d10	+2d10	+6 Hits	6	100	
<i>Support DEF+2</i>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200	
-							
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400	
-							

Mecha & Pilot Traits

[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Chara Soon	12"	12"	1	5600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[MD2] Flexible Shield	9d10		+4 DEF	6d10 +7 DEF		
Gundarium Gamma	Also blocks in the Rear Arc			+1 DEF vs DMG<400		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+4 Hits	7	100
	-					
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+4 Hits	-	300
	Single Use (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					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+8 Hits	7	300
	-					
Heat Knife	Melee	7d10	Counter+2	+8 Hits	5	400
	-					
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
	-					

Mecha & Pilot Traits

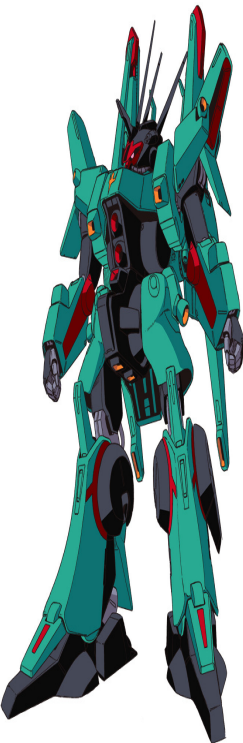
Hot Blooded	All weapons gain Finisher+1	Pilot Trait I
Kind Hearted	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I



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

Mecha & Pilot Traits

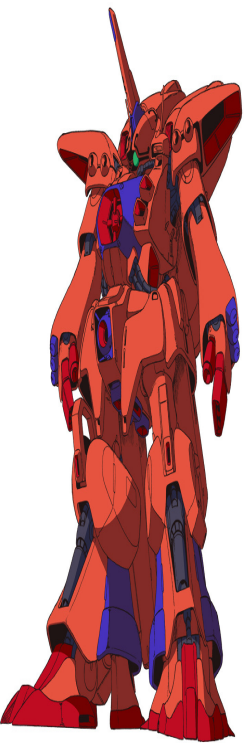
Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Camera Gun
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Doven Wolf	Firepower	3	7	Giant	335	650
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Rakan Dahkaran	24" 12"	8"	-	6200	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10 +3 DEF		6d10 +4 DEF			
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Doven Wolf B. Rifle [E]	28" 20"	6d10	+1d10	+8 Hits	7	300
<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
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Chara Soon	28" 16"	8"	-	8000	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Gundarium Gamma MS	9d10 +3 DEF		6d10 +5 DEF			
+1 DEF Vs DMG<400						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hyper M.Launcher [E]	36" 20"	6d10	+1d10	+9 Hits	7	300
-						
TL Hyper B.Cannons [E]	32" 20"	6d10	+2d10	+9 Hits	6	300
-						
Neo Zeon Funnels [E]	32" 24"	6d10	+2d10	+9 Hits	6	100
<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	
Ace Pilot (Elite 8)	Sensors	Move	Boost	Armor HP	Morale		
Char Aznable	20"	8"	2	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
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>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
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	
Ace Pilot (Elite 8)	Sensors	Move	Boost	Armor HP	Morale		
Char Aznable	20"	8"	3	7700	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield G	7d10	+8 DEF	4d10	+7 DEF			
Gundarium Gamma	+1 DEF Vs DMG<400						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
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 8)	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 8)	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			
[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	Beltorchika's Children	

+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	130	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Neo Zeon (CCA)	16"	8"	-	2300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Folding Shield	7d10		+5 DEF	5d10	+6 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Machine Gun [E]	24" 12"	11d10	+1 Hit	+7 Hits	4	100
-						
Sturm Faust Salvo [X]	28" 16"	12d10 Finisher+1		+7 Hits	-	200
	Single Use					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
+50pts - Gears Doga Commander - Gain +1 Boost						

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



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	130	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Londo Bell Pilot	16"	8"	1	2600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S1] Small Shield	7d10		+6 DEF	5d10	+7 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
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			
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+6 Hits	7	200	
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

+40pts 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 Jegon	Raid	2	8	Giant	150	550
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Londo Bell Pilot	16"	12"	2	3200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+7 DEF	4d10	+6 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Clay Bazooka [K]	28" 8"	6d10	+1d10	+7 Hits	-	700
-						
Fire SPT Missiles [X](2)	36" 20"	10d10	-4d10	+7 Hits	-	300
	Two Uses (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			
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+5 Hits	7	200	
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

+120pts Prototype Stark Jegon - 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						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jagd Doga (Blue)	Versatile	3	8	Giant	245	800
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Gyunei Guss	16"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[S2] Shield G	7d10	+6 DEF	4d10	+7 DEF		
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Assault Rifle [E]	24" 16"	7d10	+1d10	+8 Hits	6	200
Shield Beam Spray [E]	16" 8"	6d10	+2d10	+8 Hits	6	100
Support DEF+2						
Funnels [E]	32" 24"	5d10	+2d10	+8 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
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		
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
Cyber Newtype II	The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX
Overconfident	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Jagd Doga (Red)	Firepower	3	8	Giant	245	700
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Ques Paraya	28" 16"	8"	-	3500	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[S2] Shield G	7d10	+6 DEF	4d10	+6 DEF		
Gundarium Gamma	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Gatling [E]	28" 16"	11d10	Finisher+1	+8 Hits	4	100
Shield Beam Spray [E]	16" 8"	6d10	+2d10	+8 Hits	6	100
Support DEF+2						
Funnels [E]	32" 24"	5d10	+2d10	+8 Hits	6	100
Uses the Psycommu or Psychoframe rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400

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

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

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

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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]					