



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Arcadia (Movie)	-	5	7	Titanic	710	2000
<b>Ace Captain (Elite 6)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Captain Harlock	36"   20"	8"	3	27300	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Dark Matter Engines	6d10	+5 DEF	8d10	+7 DEF		
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
3xPulsar Cannons[E][1x360]	48"   36"	5d10	+3d10	+5 Hits	8	1000
	Rear ATK-2d10					
Gravity Missiles [X]	36"   28"	10d10	+2d10	+5 Hits	-	500
	One use per Round (Attack or Support ATK)   Support ATK					
Antiship DepthCharge [X](2)	16"	10d10	-	+5 Hits	5	100
	Rear Arc Only   Move 4"+ to use   [Two Uses   Free Action once per Turn]					
[AA] Space Buster [E]	28"	8d10	-	+5 Hits	6	300
	[Free Action   Once on your Turn]   Rear Arc Full ATK					
<b>TV Arcadia Variant - Use these Pulsar Cannons instead</b>						
2x Pulsar Cannons[E]	48"   36"	4d10	+3d10	+5 Hits	9	1000
	-					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Titanic Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2500
	After attacking [HP-6000]					
<b>+300pts The Endless Odyssey version of the Arcadia gains the Knife Ram Attack</b>						
Knife Ram	Melee	9d10	Finisher+3	+5 Hits	-	1000
	Req. Accelerate   This weapon gains Blindside the first time it is used					

**Mecha & Captain Traits**

Deflecting [Barrier 4][360]	Effective only against [Shooting Attacks]   Shooting Attacks with PEN<7 or DMG<400 do not reduce the Barriers Strength	Trait +XX
Combat Anchor Tube	[Combat Action] R:8" Each Warship Rolls a dice pool (3d10 for Battle-Tested, 5d10 for Skilled and 10d10 for Ace) then count successes (5+ = 1, 10s = 2). If Harlock wins he defeats the enemy Captain. Set that units Captain Level to 0.	-
Tochiro's Genius	[M-1] Once on your Turn Repair 1 Battle Damage on the Arcadia. You may not repair Limited use Weapons.	-

**For Captain Harlock choose TWO of the traits below before the start of battle**

Stoic Captain	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.	CAPT II
Dreaded Captain	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	CAPT II
Audacious Captain	This unit Defends on a 3+   When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	CAPT II

**Arcadia Endless Orbit SSX Finale - For +150pts & +15VP & +3 Elite the Arcadia gains the following traits**

Fire of St. Valkyrie	All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV
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Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points	
Queen Emeraldas	-	5	5	Titanic	670	2000	
<b>Ace Captain (Elite 6)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>		
Emeraldas	36"   20"	8"	3	24000	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Dark Matter Engines	6d10	+3 DEF	8d10	+5 DEF			
-	-						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Pulse Cannons [E][360]		48"   24"	6d10	+2d10	+4 Hits	6	500
<i>Rear Arc Full ATK</i>							
4x 2nd Pulse Gun [E][360]		40"   24"	6d10	+2d10	+4 Hits	5	400
<i>[Free Action once on your Turn]   Rear Arc Full ATK</i>							
4x 2nd Pulse Gun [E][360]		40"   24"	6d10	+2d10	+4 Hits	5	400
<i>[Free Action once on your Turn]   Rear Arc Full ATK</i>							
[AA] Em. Lasers [E][360]		36"	14d10	-	-	4	100
<i>Support DEF+2   Rear Arc Full ATK</i>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]		Melee	5d10	Finisher+2	+4 Hits	7P	2500
<i>After attacking [HP-6000]</i>							

**Mecha & Captain Traits**

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

**For Emeraldas chooses TWO of the Traits below before battle**

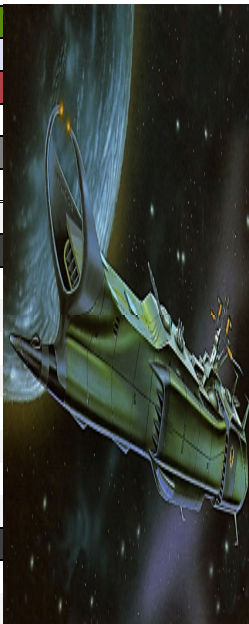
Cavalier Captain	This Warship may use the Guard when Attacked. It Defends on a 3+	CAPT II
Dreaded Captain	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	CAPT II
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points	
Death Shadow (SSX)	-	4	5	Titanic	580	1500	
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>		
Zone's AI	32"   16"	8"	2	26200	5+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
[A2] Dimensional Engines	5d10	+4 DEF	8d10	+6 DEF			
-	-						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3xTri-E. Cannon [E][1x360]		48"   28"	5d10	+3d10	+4 Hits	6	1000
<i>Rear ATK-2d10</i>							
Ship Missiles IV [X]		36"   24"	9d10	+2d10	+4 Hits	-	500
<i>One use per Round (Attack or Support ATK)   Support ATK</i>							
Ship SAM Missiles III [X]		36"   20"	12d10	-6d10	+4 Hits	-	300
<i>[First use this game is a Free Action]   Single Use</i>							
[AA] Lasers III [E][360]		36"	12d10	-	+4 Hits	4	100
<i>Support DEF   Rear Arc Full ATK</i>							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]		Melee	5d10	Finisher+2	+4 Hits	7P	2500
<i>After attacking [HP-6000]</i>							

**Mecha & Captain Traits**

This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	CAPT II	Dreaded Captain
At the start of the game choose an enemy Ace Captain, all of that Captain's order that affect their ship, will also affect this ship.	Special	Haunting Reflection

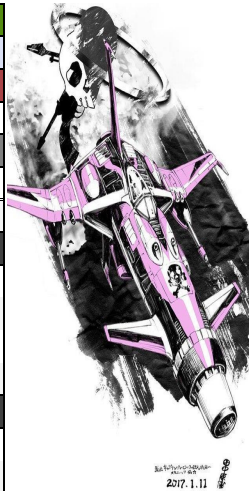
**Haunting Reflection is optional if taken Death Shadow is worth +10VP if the enemy has a Ace Captain.**





Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	5	Mighty	100	250
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Arcadia Crew	12"	12"	-	1100	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10	+5 DEF	4d10	+1 DEF		
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aircraft Pulse Cannon [E]	36"   20"	7d10	+1d10	+5 Hits	5	200
-	-					
Space Wolf Pulse Lasers [E]	24"   12"	10d10	+2 Hits	+5 Hits	4	100
	<i>[Free Action   Once on your Turn]</i>					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	5	Mighty	130	350
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Kei Yuki	12"	16"	1	1400	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10	+5 DEF	4d10	+1 DEF		
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aircraft Pulse Cannon [E]	36"   20"	7d10	+1d10	+5 Hits	5	200
-	-					
Space Wolf Pulse Lasers [E]	24"   12"	10d10	+2 Hits	+5 Hits	4	100
	<i>[Free Action   Once on your Turn]</i>					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
	<i>After attacking [HP-1500]</i>					

Mecha & Pilot Traits			
	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	Stealth Ambusher
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.		Pilot Trait I	Kind Hearted



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	630	1850
Ace Captain (Elite 7)	Sensors	Fly	Havoc	Armor HP	Morale	
Classic Yamato S1 & S2	24"   8"	4"	2	28200	5+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[A2] Wave Motion Engine	5d10		+3 DEF	8d10	+5 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xShock Cannons[E][1x360]	40"   28"	4d10	+3d10	+3 Hits	7	700
<i>Rear ATK-2d10   Gain Finisher+2 vs Size 2+ Units</i>						
S. Shock Cannons[E][360]	40"   28"	3d10	+3d10	+3 Hits	6	500
<i>[Free Action once on your Turn]   Gain Finisher+2 vs Size 2+ Units</i>						
Smokestack Missile [X]	36"   20"	11d10	-2d10	+3 Hits	-	300
<i>[First use this game is a Free Action]   Single Use</i>						
Ship Torpedos I [X]	36"   24"	6d10	+2d10	+3 Hits	-	500
<i>One use per Round (Attack or Support ATK)   Support ATK</i>						
Antiship DepthCharge [X]	16"	10d10	-	+3 Hits	5	100
<i>Rear Arc Only   Move 4"+ to use   [Single Use   Free Action once per Turn]</i>						
[AA] Missiles [X][360]	24"   16"	16d10	+2 Hits	+3 Hits	-	100
<i>Single Use   Support DEF+2   Rear Arc Full ATK</i>						
[AA]Pulse Lasers [E][360]	28"	12d10	-	+3 Hits	5	100
<i>Support DEF   Rear Arc Full ATK</i>						
Wave Motion Gun [E]	40"   32"	9d10	Finisher+5	+3 Hits	9	700
<i>Single Use   AOE   Next Turn cannot use [E] weapons except [AA]</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
<i>After attacking [HP-6000]</i>						

#### Mecha & Captain Traits

**Asteroid Halo [Barrier]** Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece. Trait +V

**Sanada's Reflecting [Barrier]** [M-3] Once per game if you have 5 DEF against an [E]nergy attack reflect 5 Hits back at the Attacker. -

**Emergency Warp** [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. -

**The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by -100pts, -10VP, -2 Elite**

**Kodai** This unit may use Barrage when it attacks. CAPT I

**Shima** This Warship may use Guard when attacked. CAPT I

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

**Yuki** This unit may issue one additional Captain's Order Trait +V

**Captain Okita** This unit Hits and Defends on a 3+ Trait +X

#### For +150pts & +15VP & +3 Elite any Yamato gains the following trait

**The Hope of Mankind** All Attack and Defense rolls gain +1 die (+1d10) Trait +XV



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	5	Titanic	670	2450
<b>Ace Captain (Elite 7)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Be Forever Yamato Crew	28"   12"	4"	2	28200	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Wave Motion Engine	5d10	+4 DEF	8d10	+6 DEF		
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2xShock Cannons[E][1x360]	40"   28"	4d10	+3d10	+4 Hits	7	700
Rear ATK-2d10   Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"   28"	3d10	+3d10	+4 Hits	6	500
[Free Action once on your Turn]   Gain Finisher+2 vs Size 2+ Units						
W.Motion Cartridges [E]	40"   28"	4d10	+3d10	+4 Hits	8	1100
Single Use   Gain Finisher+2 vs Size 2+ Units						
Ship Torpedos I [X]	36"   24"	6d10	+2d10	+4 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
Smokestack Missile [X]	36"   20"	11d10	-2d10	+4 Hits	-	300
[First use this game is a Free Action]   Single Use						
Antiship DepthCharge [X]	16"	10d10	-	+4 Hits	5	100
Rear Arc Only   Move 4"+ to use   [Single Use   Free Action once per Turn]						
[AA] Missiles [X][360]	24"   16"	16d10	+2 Hits	+4 Hits	-	100
Single Use   Support DEF+2   Rear Arc Full ATK						
[AA]Pulse Lasers [E][360]	28"	12d10	-	+4 Hits	5	100
Support DEF   Rear Arc Full ATK						
Wave Motion Gun [E]	40"   32"	9d10	Finisher+5	+4 Hits	9	700
Single Use   AOE   Next Turn cannot use [E] weapons except [AA]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2500
After attacking [HP-6000]						

### Mecha & Captain Traits

**Asteroid Halo [Barrier]** Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece. Trait +V

**Emergency Warp** [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. -

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

**Kodai** This unit may use Barrage when it attacks. CAPT I

**Shima** This Warship may use Guard when attacked. CAPT I

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

**Yuki** This unit may issue one additional Captain's Order Trait +V

**Captain Yamanami** Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP. Trait +X



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Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	630	2000
Ace Captain (Elite 7)	Sensors	Fly	Havoc	Armor HP	Morale	
Yamato 2199 Crew	24"   8"	4"	2	27300	5+	
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
[A1] Wave Motion Engine	5d10		+2 DEF	8d10	+4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Shock Cannons[E][1x360]	40"   28"	4d10	+3d10	+3 Hits	7	700
Rear ATK-2d10   Gain Finisher+2 vs Size 2+ Units						
2x Type-3 Shells [K][1x360]	36"   24"	4d10	+3d10	+3 Hits	-	1000
Rear Arc ATK-1d10   Single Use						
S. Shock Cannons[E][360]	40"   28"	3d10	+3d10	+3 Hits	6	500
[Free Action once on your Turn]   Gain Finisher+2 vs Size 2+ Units						
Smokestack Missile [X]	36"   20"	11d10	-2d10	+3 Hits	-	300
[First use this game is a Free Action]   Single Use						
Ship Torpedos I [X]	36"   24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
Antiship DepthCharge [X]	16"	10d10	-	+3 Hits	5	100
Rear Arc Only   Move 4"+ to use   [Single Use   Free Action once per Turn]						
[AA] Missiles [X][360]	24"   16"	16d10	+2 Hits	+3 Hits	-	100
Single Use   Support DEF+2   Rear Arc Full ATK						
[AA] Pulse Lasers [E][360]	28"	12d10	-	+3 Hits	5	100
Support DEF   Rear Arc Full ATK						
Wave Motion Gun [E]	40"   32"	9d10	Finisher+5	+3 Hits	9	700
Single Use   AOE   Next Turn cannot use [E] weapons except [AA]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

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

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Cosmo Falcon (Black Tiger)	Interceptor	2	3	Mighty	80	80	
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>		<b>Morale</b>	
Yamato S1 Air Wing	8"	16"	-	800		7+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF	
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Cosmo Falcon Lasers [E]	24"   12"	10d10	+1 Hit	+4 Hits	4	100	
[Free Action   Once on your Turn]							
+20pts the Cosmo Falcon or Cosmo Tiger equips Aircraft Missiles							
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+4 Hits	-	200	
Finisher+2 vs Size -1							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700	
After attacking [HP-800]							

**Mecha & Pilot Traits**

Stealth	This unit must be within Enemy Sensors or 24" to be targeted	Trait +III
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Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Cosmo Tiger II	Interceptor	2	5	Mighty	100	200	
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>		<b>Morale</b>	
Yamato S2 Air Wing	8"	16"	-	800		7+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF	
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Cosmo Tiger Lasers [E]	24"   16"	10d10	+2 Hits	+5 Hits	4	100	
[Free Action   Once on your Turn]							
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+5 Hits	-	200	
Finisher+2 vs Size -1							
+100pts the Cosmo Tiger II equips TL Antiship Warheads							
TL Antiship Warheads [X]	28"   20"	5d10	+3d10	+5 Hits	-	500	
Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700	
After attacking [HP-800]							

**Mecha & Pilot Traits**

This unit must be within Enemy Sensors or 24" to be targeted	Trait +III	Stealth
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Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Cosmo Zero	Interceptor	3	4	Mighty	185	350	
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>		<b>Morale</b>	
Susumu Kodai	20"	16"	1	900		6+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF	
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aircraft Laser Cannon [E]	36"   20"	6d10	+1d10	+5 Hits	5	200	
-							
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+5 Hits	-	200	
Finisher+2 vs Size -1							
Cosmo Zero Lasers [E]	24"   12"	10d10	+2 Hits	+5 Hits	4	100	
[Free Action   Once on your Turn]							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700	
After attacking [HP-800]							

**Mecha & Pilot Traits**

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

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Cosmo Tiger I	Interceptor	3	5	Mighty	295	350	
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>		<b>Morale</b>	
Akira Yamamoto	12"	16"	1	900		5+	
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF	
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Cosmo Tiger Cannons [E]	36"   24"	6d10	+2d10	+6 Hits	5	200	
-							
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+6 Hits	-	200	
Finisher+2 vs Size -1							
TL Micromissiles [X]	28"   20"	16d10	+6 Hits	+6 Hits	-	100	
Single Use   Reroll 1s & 2s							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+4 Hits	7P	700	
After attacking [HP-800]							

**Mecha & Pilot Traits**

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





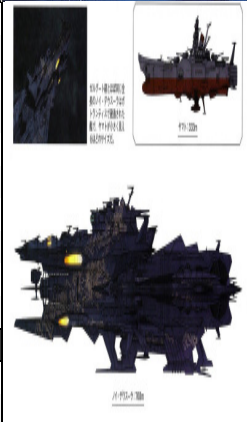
Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Deusular II Command Ship	-	4	4	Immense	600	1500
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Abelt Desler	32"   16"	4"	2	27000	4+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Migobueza Coating	5d10	+3 DEF	6d10	+6 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Dessler Cannon [E]	48"   32"	9d10 Finisher+5	+3 Hits	9	700	
Single Use   AOE   Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40"   24"	5d10 +3d10	+3 Hits	5	1000	
[Free Action once on your Turn]   Rear Arc Full ATK						
3xTriPositron 330[E][360]	40"   24"	5d10 +3d10	+3 Hits	5	700	
Rear Arc Full ATK						
Ship Torpedos I [X]	36"   24"	6d10 +2d10	+3 Hits	-	500	
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Beams [E][360]	24"	7d10	-	+3 Hits	6	100
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Immense Ram [CC]	Melee	5d10 Finisher+2	+3 Hits	7P	3000	
After attacking [HP-7500]						

Mecha & Pilot Traits		
Dreaded Captain	This unit Hits on a 3+   Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	CAPT II
Persist	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Final Fight	This units morale was improved (i.e. 5+ -> 4+)	Trait +V

特一等航空戦艦(デウスーラII世)  
 全長 : 638m  
 武装 : 波動砲 (ガンジョーター) × 1 (別名 (デウスーラ砲)) × 1  
 480ミリ三連装砲電子カノン砲 × 6 (艦橋左右および下層)  
 330ミリ三連装砲電子カノン砲 × 6 (上部左右)  
 330ミリ三連装砲電子カノン砲 × 6 (前部左右)  
 魚雷発射管 (前部) 12×2  
 魚雷発射管 (後部) 7×2  
 魚雷発射管 (艦底) ×13

Warship (WS)	Repair	Frame	Performance	Size 5	VP	Points
Neu Deusular Command Ship	-	4	5	Vast	660	2000
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Abelt Desler	32"   16"	4"	2	31700	4+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[A2] Migobueza Coating	5d10	+2 DEF	6d10	+6 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Dessler Cannon [E]	48"   32"	9d10 Finisher+5	+4 Hits	9	700	
Single Use   AOE   Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40"   24"	5d10 +3d10	+4 Hits	5	1000	
[Free Action once on your Turn]   Rear Arc Full ATK						
3xTriPositron 480[E][360]	40"   24"	5d10 +3d10	+4 Hits	5	1000	
[Free Action once on your Turn]   Rear Arc Full ATK						
3xTriPositron 330[E][360]	40"   24"	5d10 +3d10	+4 Hits	5	700	
Rear Arc Full ATK						
[AA] Beams II [E][360]	24"	8d10	-	6	100	
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Vast Ram [CC]	Melee	5d10 Finisher+2	+4 Hits	7P	3500	
After attacking [HP-9000]						

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



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



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Destria Heavy Cruiser</b>	-	1	3	Colossal	140	500
<b>Basic Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Garmillas Captain	24"   8"	4"	-	7100	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Migobueza Coating	5d10	+1 DEF	6d10	+2 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
3xTriPositron 330[E][1x360]	40"   24"	5d10	+3d10	+2 Hits	5	700
Rear Arc ATK-2d10						
2xTriPositron 280[E][360]	40"   24"	4d10	+3d10	+2 Hits	5	500
[Free Action once on your Turn]   Rear Arc Full ATK						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

全長 : 270m  
 武装 : 330ミリ三連装電子ビーム砲×4 (艦上3、艦底1)  
 280ミリ三連装電子カノン砲×4 (両舷)  
 魚雷発射管×4 (艦首下向)  
 ※砲兵隊の口数は地球側の機群による数値。  
 二等射撃甲板。地球側においては(艦橋)に分類される。  
 ビーム艦砲を主体とした打撃力を持つ。ガミラス帝国軍の主力艦艇。



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
<b>Gaidero BattleShip</b>	-	2	4	Titanic	250	500
<b>Battle-Tested Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Garmillas Captain	24"   8"	4"	-	12600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Migobueza Coating	5d10	+1 DEF	6d10	+3 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
2xTriPositron 330[E][1x360]	40"   24"	4d10	+3d10	+2 Hits	5	700
Rear Arc ATK-1d10						
4x TL Positron 280mm[E]	40"   24"	6d10	+2d10	+2 Hits	5	500
[Free Action once on your Turn]						
Ship Torpedos I [X]	36"   24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Beams II [E][360]	24"	8d10	-	+2 Hits	6	100
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Titanic Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2500
After attacking [HP-6000]						

全長 : 350m  
 武装 : 330ミリ三連装電子ビーム砲×3 (艦上2、艦底1)  
 280ミリ二連装電子ビーム砲×4 (艦橋)  
 近接防衛火器 (四連装) ×3 (艦橋前部)  
 魚雷発射管 (四連装) ×6 (艦橋前方および後方)  
 魚雷発射管×12 (両舷) 魚雷発射管×11 (艦底)  
 ※砲兵隊の口数は地球側の機群による数値。  
 二等射撃甲板。複数の魚雷発射管とビーム砲を備え、高い攻撃力を持つ。この艦種は近接防衛火器を多数配置して艦橋の防御力を高めている。

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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Kelkapia Hi-Speed Cruiser</b>	-	1	3	Colossal	140	250
<b>Basic Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Garmillas Captain	24"   8"	8"	-	7100	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Migobueza Coating	5d10	+1 DEF	6d10	+2 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
2xTriPositron 330[E][1x360]	40"   24"	4d10	+3d10	+2 Hits	5	700
Rear Arc ATK-1d10						
Ship Torpedos I [X]	36"   24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						



全長 : 240m  
 武装 : 330ミリ三連装電子ビーム砲×3 (艦上2、艦底1)  
 魚雷発射管×6 (前方両舷)  
 魚雷発射管×4 (艦首下向)  
 近接防衛火器×1 (艦橋後方)  
 ※砲兵隊の口数は地球側の機群による数値。  
 二等射撃甲板。地球側においては(巡洋艦)に分類される。  
 艦橋前方砲塔を目的に建造された、足の速い巡洋艦。

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Kripitera Astro Destroyers</b>	-	1	3	Colossal	140	150
<b>Basic Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Garmillas Captain	24"   8"	4"	-	6200	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Migobueza Coating	5d10	+1 DEF	6d10	+2 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Ship Torpedos II [X]	36"   24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
TL Positron 280mm[E]	40"   24"	3d10	+2d10	+2 Hits	5	500
[Free Action once on your Turn]						
[AA] Beams [E][360]	24"	7d10	-	+2 Hits	6	100
Support DEF   Rear Arc Full ATK						
-	-	-	-	+2 Hits	-	-
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						



全長 : 150m  
 武装 : 280ミリ二連装電子ビーム砲×1 (前部甲板)  
 133ミリ二連装電子連射砲×1 (後部甲板)  
 魚雷発射管×6 (前方両舷4、艦尾2)  
 ミサイル発射管×8 (艦橋前方)  
 四連装ミサイル発射管×2 (艦橋後方)  
 ※砲兵隊の口数は地球側の機群による数値。  
 二等射撃甲板。ガミラス艦隊でもっとも機数が多い。  
 地球側においては(駆逐艦)に分類される。艦橋を主体の艦で高い機動性を有

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
<b>Astro Fighter Debake</b>	Raid	1	2	Mighty	20	25
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garmilas Pilot	8"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10	+3 DEF	4d10	+1 DEF		
-	-		-			
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Lasers [E]	20"   12"	10d10	+1 Hit	+4 Hits	4	100
[Free Action   Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						
Mecha & Pilot Traits						
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
<b>Astro Dive Bomber Snuka</b>	Raid	1	1	Mighty	10	35
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garmilas Pilot	8"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10	+2 DEF	4d10	+0 DEF		
-	-		-			
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Bombing Run [X]	16"	11d10	-	+4 Hits	-	200
Rear Arc Only   Usable after moving 4"+   [Free Action once per Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						
Mecha & Pilot Traits						
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
<b>Astro Fighter Czvarke</b>	Interceptor	2	4	Mighty	70	200
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garmilas Pilot	16"	16"	-	1100	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10	+5 DEF	4d10	+1 DEF		
-	-		-			
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Lasers [E]	20"   12"	10d10	+2 Hits	+4 Hits	4	100
[Free Action   Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						
+50pts Melda Custom - Gain Boost+1						

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
<b>Astro Bomber Doshira</b>	Raid	1	1	Mighty	10	90
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garmilas Pilot	12"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10	+2 DEF	4d10	+0 DEF		
-	-		-			
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"   20"	4d10	-1d10	+4 Hits	-	800
Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

Aircraft (MS)		Role	Frame	Performance	Size -1	VP	Points
Astro Attacker Melanca		Raid	1	1	Mighty	10	25
Basic Pilot		Sensors	Fly	Boost	Armor HP		Morale
Garmilas Pilot		12"	12"	-	700		7+
Defenses		Evade DEF + Mech P.			Melee DEF + Mech P.		
Flying Aircraft		7d10		+2 DEF	4d10		+0 DEF
-		-					
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]		28"   12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]		Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]							
Mecha & Pilot Traits							
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.						-

Tank (SR)		Role	Frame	Performance	Size -1	VP	Points
Saruba S-VI Heavy Tank		Firepower	1	1	Mighty	10	25
Basic Pilot		Sensors	Move	Power	Armor HP		Morale
Garmilas Crew		20"   8"	4"	-	1900		7+
Defenses		Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Tank Defenses		4d10		+2 DEF	6d10		+2 DEF
-		Cannot use Accelerate.					
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tri-Pos. Cannon 99mm [E]		36"   20"	5d10	+3d10	+4 Hits	5	200
-		-					
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]		Melee	7d10	-	+2 Hits	5P	300
-		-					
Mecha & Pilot Traits							
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.						-

Aircraft (MS)		Role	Frame	Performance	Size -1	VP	Points
Space Fighter Zedora II		Raid	1	3	Mighty	30	30
Basic Pilot		Sensors	Fly	Boost	Armor HP		Morale
Garmilas Pilot		8"	12"	-	700		7+
Defenses		Evade DEF + Mech P.			Melee DEF + Mech P.		
Flying Aircraft		7d10		+3 DEF	4d10		+1 DEF
-		-					
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]		28"   12"	10d10	+1d10	+5 Hits	-	200
Finisher+2 vs Size -1							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]		Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]							
Mecha & Pilot Traits							
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.						-



Space Combat Fighter DDG110 Zedora II

全長 : 17.2m  
 全幅 : 11.8  
 全高 : 7.9m  
 武装 : 133mm機関銃×2 (機首)  
 47mm機関銃×4 (機翼)  
 対空ミサイル×6 (機尾)

高い機動性と高い攻撃力を持つガミラス空軍の主力戦闘機。ガミラス本土の防衛基地の空防として配備された。



Melbar M-III Type Armored

全長 : 3.8  
 全幅 : 8.8  
 全高 : 3.3m  
 武装 : 7.9mm機関銃×1 (機首に装備)  
 五連装マルチディスベンダー×2

サルバーと連携する事を目的に開発された歩兵戦車。車体前方に連携主要部は右にオフセットされた小口径砲に装備されたレーザー機関銃で、対空砲撃時には五連装マルチディスベンダーが装備され、対センサ、レーザー



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points	
<i>Dunbine (Upgraded)</i>	Battler	4	5	Mighty	380	550	
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>		
Marvel Frozen	8"	8"	1	2800	5+		
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10	+5 DEF	7d10	+4 DEF			
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+5 Hits	-	200	
<i>Single Use   [Free Action   Once on your Turn]</i>							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+7 Hits	-	300	
-							
TL Cable Talons	20"   12"	10d10	+1 Hit	+7 Hits	-	100	
<i>[Free Action   Once on your Turn]   [M-0] Fire in Melee</i>							
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300	
-							

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

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points	
<i>Billbine</i>	Battler	4	7	Mighty	400	950	
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>		
Show Zama	16"	8"	2	3100	5+		
<b>Defenses</b>		<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10	+6 DEF	7d10	+5 DEF			
-							
<b>Shooting Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aura Rifle [E]	24"   16"	7d10	+1d10	+6 Hits	6	100	
-							
TL Aura Shot Cannons [K]	32"   20"	5d10	+2d10	+6 Hits	5	300	
-							
<b>Melee Weapons</b>		<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+8 Hits	-	300	
-							
Aura Saber	Melee	8d10	Finisher+1	+8 Hits	6	100	
-							
TL Cable Talons	20"   12"	10d10	+1 Hit	+8 Hits	-	100	
<i>[Free Action   Once on your Turn]   [M-0] Fire in Melee</i>							
S. Close Combat [CC]	Melee	7d10	-	+8 Hits	5P	300	
-							

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





Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine	Battler	4	3	Mighty	260	350
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Show Zama	8"	8"	-	2800	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10	+4 DEF	7d10	+3 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+4 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
<b>+10pts gain another use of Small Shot Cannon</b>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						
<b>Mecha &amp; Pilot Traits</b>						
Aura Power I	The Flash Skill [M-3] is free for this unit once per game.					Trait +X
Defiant	All weapons gain Finisher+1					Pilot Trait I

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	3	Mighty	360	500
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Show Zama	8"	8"	1	2800	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10	+4 DEF	7d10	+3 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+4 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
<b>+10pts gain another use of Small Shot Cannon</b>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						
<b>Mecha &amp; Pilot Traits</b>						
	The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX
	All weapons gain Finisher+1.					Pilot Trait II
	Your attacks have a Target number of 3+ for Finisher Saves					Aura Power II
						Driven



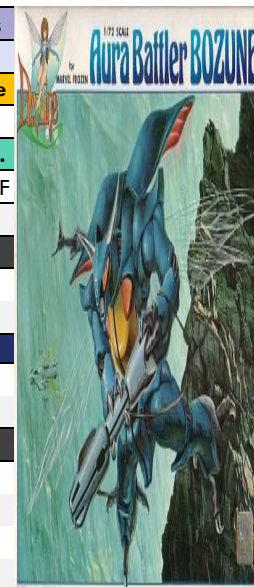
Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Wryneck	Versatile	4	5	Mighty	380	700
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Todd Guinness	12"	8"	1	2500	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10	+4 DEF	7d10	+4 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Small Shot Cannon [K]	20"   12"	11d10	+2 Hits	+7 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
TL Small Missile Salvo [X]	32"   16"	8d10	+3d10	+7 Hits	-	300
Single Use   Support ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword & Dagger	Melee	9d10	Counter+2	+7 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						
<b>Mecha &amp; Pilot Traits</b>						
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX
Driven	All weapons gain Finisher+1.					Pilot Trait II
	Your attacks have a Target number of 3+ for Finisher Saves					

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Zwarth	Battler	4	7	Mighty	400	900
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Black Knight	12"	8"	3	3700	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S2] Nimble Flyer	7d10	+8 DEF	5d10	+7 DEF		
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Small Shot Cannon [K]	20"   12"	11d10	+2 Hits	+6 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
TL Small Missile Pod [X](2)	28"   16"	16d10	+6d10	+6 Hits	-	100
Two Uses   Support ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+8 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+8 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+8 Hits	5P	300
-						
<b>Mecha &amp; Pilot Traits</b>						
	The Flash Skill [M-3] is free for this unit twice per game.					Trait +XX
	This unit Hits on a 3+					Pilot Trait II
	On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.					Aura Power II
						Reaper

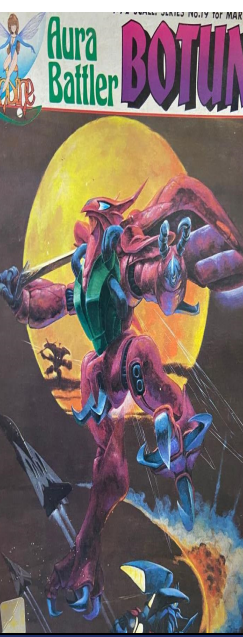




Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dana O'Shea	Battler	1	2	Mighty	40	50
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Rimul Luft	8"	4"	-	1900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Aura Battler Defenses	7d10 +3 DEF		7d10 +2 DEF			
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Missile Salvo [X]	36"   20"	6d10	+2d10	+2 Hits	-	400
Single Use   Support ATK						
<b>+10pts gain another use of Missile Salvo</b>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
-	-		-			
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300
-	-		-			



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bozone	Battler	1	3	Mighty	50	100
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Neal Given	8"	8"	-	1600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Aura Battler Defenses	7d10 +3 DEF		7d10 +2 DEF			
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Flare Bomb Launcher	16"   8"	10d10	+2 Hits	+3 Hits	-	100
[Free Action   Once on your Turn]						
<b>+30pts this unit gains a Gatling Gun</b>						
Gatling Gun [K]	28"   16"	11d10	Finisher+1	+3 Hits	-	200
-	-		-			
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-	-		-			
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-	-		-			



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Botun	Battler	2	4	Mighty	120	350
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Marvel Frozen	8"	8"	-	2300	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Nimble Flyer	9d10		+4 DEF		7d10 +3 DEF	
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Vulcans [K](2)	20"   12"	14d10	+2 Hits	+3 Hits	-	100
Two Uses   [Free Action   Once on your Turn]   [M-0] Fire in Melee						
Flare Bomb Launcher	16"   8"	10d10	+2 Hits	+3 Hits	-	100
[Free Action   Once on your Turn]						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-	-		-			
Cable Talons	20"	10d10	-	+5 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-	-		-			



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Vierres	Battler	3	5	Mighty	195	700
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Todd Guinness	8"	8"	1	2400	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[MD1] Nimble Flyer	9d10		+4 DEF		7d10 +4 DEF	
-	-		-			
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+5 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
Flare Bomb Launcher	16"   8"	10d10	+2 Hits	+5 Hits	-	100
[Free Action   Once on your Turn]						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Twin S. Tomahawk	Melee	9d10	Finisher+2	+7 Hits	-	400
-	-		-			
TL Cable Talons	20"   12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-	-		-			

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

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



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Drumlo	Battler	1	2	Mighty	20	50
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Drake Army	8"	4"	-	1900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Aura Battler Defenses	7d10 +3 DEF		7d10 +2 DEF			
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Aura Cannons [E]	24"   12"	11d10	+1 Hit	+2 Hits	4	100
-						
<b>+10pts gain a Flare Bomb Launcher</b>						
Flare Bomb Launcher	16"   8"	10d10	+2 Hits	+2 Hits	-	100
[Free Action   Once on your Turn]						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300
-						
+4 Hits						



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bastole	Battler	3	3	Mighty	145	270
<b>Battle-Tested (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Garalia Nyamhee	8"	8"	1	1500	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[MD1] Nimble Flyer	9d10		+3 DEF		7d10 +3 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+4 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
<b>+30pts this unit gains TL Aura Launcher</b>						
TL Aura Launcher [E]	24"   16"	7d10	+2d10	+4 Hits	5	100
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Virunvee	Battler	2	5	Mighty	130	400
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Allen Brady	8"	8"	1	2000	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Aura Battler Defenses	7d10 +4 DEF		7d10 +3 DEF			
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Shot Cannon [K]	20"   12"	11d10	+1 Hit	+4 Hits	-	200
Single Use   [Free Action   Once on your Turn]						
<b>+30pts this unit gains TL Aura Launcher</b>						
TL Aura Launcher [E]	24"   16"	7d10	+2d10	+4 Hits	5	100
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
Cable Talons	20"	10d10	-	+6 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						



Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Leprechaun	Battler	3	6	Mighty	205	600
<b>Skilled Pilot (Elite 2)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Jeril or Fei	8"	12"	1	1800	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
[S1] Nimble Flyer	8d10		+6 DEF		6d10 +5 DEF	
-						
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aura Grenade [X]	20"   8"	12d10	+1d10	+5 Hits	-	200
Single Use   Support Melee DEF						
<b>+20pts this unit gains another Grenade</b>						
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Sword	Melee	9d10	Finisher+1	+7 Hits	-	300
-						
TL Cable Talons	20"   12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action   Once on your Turn]   [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						

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

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

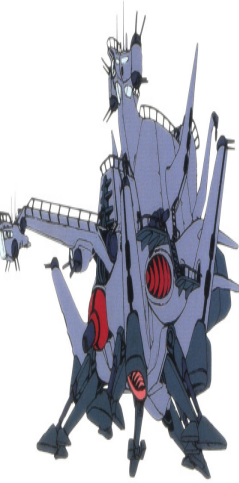
Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Zelana	500HP	2	4	Massive	170	150
<b>Battle-Tested Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Repair Bay</b>	<b>Armor HP</b>	<b>Morale</b>	
Neal Given	24"   8"	8"	2 Units	7400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>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

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



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

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



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Will Wipps	-	4	5	Colossal	540	1000
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Lord Drake Luft	24"   8"	4"	2	18500	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	Only one Move Action.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
4x TL Aura Gun [E][360]	40"   32"	6d10	+2d10	+4 Hits	6	700
-						
3x 2nd Gun [E][360]	40"   24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear Arc Full ATK						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

#### Mecha & Captain Traits

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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gea Gring	-	4	5	Colossal	540	1000
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Lord Bishott	24"   8"	4"	-	21200	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	Only one Move Action.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
4x 2nd Gun [E][2x360]	40"   24"	6d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear ATK-2d10						
4x 2nd Gun [E][2x360]	40"   24"	6d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear ATK-2d10						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

#### Mecha & Captain Traits

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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gran Galan	1000HP	4	6	Colossal	560	1000
<b>Ace Captain (Elite 4)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Repair Bay</b>	<b>Armor HP</b>	<b>Morale</b>	
Queen Ciela & CAPT Kawase	32"   16"	4"	3 Units	14900	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Warship	5d10	+4 DEF	8d10	+5 DEF		
-	Only one Move Action.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
2x TL-S Aura Gun [E][360]	40"   32"	4d10	+2d10	+4 Hits	6	600
-						
3x 2nd Gun [E][360]	40"   24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear Arc Full ATK						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

#### Mecha & Captain Traits

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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Graon	-	4	5	Colossal	410	1000
<b>Battle-Tested Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Havoc</b>	<b>Armor HP</b>	<b>Morale</b>	
Queen Elle & CAPT Abe	28"   12"	4"	3	17900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	Only one Move Action.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aura Nova Cannon [E]	40"   32"	7d10	+3 Hits	+4 Hits	6	700
Single Use   AOE   [Permanent Havoc-1]						
4x TL-S Aura Gun [E][360]	40"   32"	6d10	+2d10	+4 Hits	6	600
-						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF   Rear Arc Full ATK						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

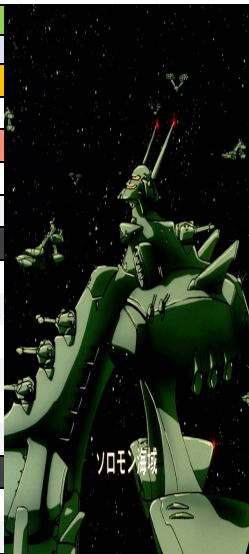
#### Mecha & Captain Traits

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



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0079) [S]	-	1	2	Colossal	120	50
Basic Captain	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Captain	28"   12"	4"	-	6200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+1 DEF	8d10 +2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship TL MPC [E]	40"   32"	5d10	+2d10	+1 Hits	6	600
[AA] Missiles III [X][360]	24"   16"	16d10	+2 Hits	+1 Hits	-	100
Three Uses   Support DEF+2   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0083) [S]	-	1	3	Colossal	140	200
Basic Captain	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Captain	28"   12"	4"	-	6200	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+1 DEF	8d10 +2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship TL MPC [E][1x360]	40"   32"	6d10	+2d10	+2 Hits	6	600
Rear Arc ATK-3d10						
[AA] Missiles II [X][360]	24"   16"	16d10	+2 Hits	+2 Hits	-	100
Two Uses   Support DEF+2   Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

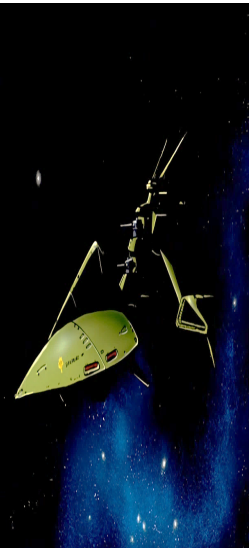


**Warship & Captain Traits**

This unit may launch four units 16" from the ship's center most turret.

Trait +IV

Quad Launch Catapult



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0080) [S]	400HP	1	4	Colossal	160	150
Basic Captain	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Captain	28"   12"	8"	-	5300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+2 DEF	8d10 +3 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E]	40"   32"	4d10	+2d10	+2 Hits	6	600
[AA] Missiles III [X][360]	24"   16"	16d10	+2 Hits	+2 Hits	-	100
Three Uses   Support DEF+2   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gaw Carrier [G]	-	1	2	Colossal	170	100
Skilled Captain	Sensors	Fly	Havoc	Armor HP	Morale	
Garma Zabi	24"   8"	4"	-	6800	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Warship	5d10		+1 DEF	8d10 +2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E]	40"   32"	4d10	+2d10	+1 Hits	6	600
-						
Bombing Run [X]	16"	10d10	-	+1 Hits	-	300
Rear Arc Only   Usable after moving 4"+   [Free Action once per Turn]						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

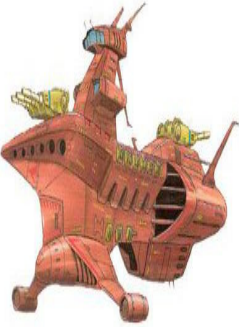


**Warship & Captain Traits**

This unit makes 2 Morale Saves to Rally when it activates.

CAPT I

Devoted Captain



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Chivvay (0079) [S]	500HP	2	2	Colossal	200	150
Skilled Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
Captain Barom	24"   8"	4"	1 Unit	9100	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Warship Defenses	4d10	+1 DEF	8d10	+2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Triple MPC [E][360]	40"   32"	3d10	+3d10	+1 Hits	6	600
Rear Arc Full ATK						
Ship Missiles II [X]	36"   24"	7d10	+2d10	+1 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Missiles II [X][360]	24"   16"	16d10	+2 Hits	+1 Hits	-	100
Two Uses   Support DEF+2   Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

#### Warship & Captain Traits

Brash Captain

This Warship may use Guard when attacked.

CAPT I

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Tivvay (0080) [S]	1200HP	2	4	Colossal	240	500
Skilled Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
Captain Killing	24"   8"	8"	1 Units	11200	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Warship Defenses	4d10	+2 DEF	8d10	+3 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
HP Triple MPC [E][360]	40"   32"	3d10	+3d10	+2 Hits	7	600
Rear Arc Full ATK						
Ship Missiles II [X]	36"   24"	7d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Missiles III [X][360]	24"   16"	16d10	+2 Hits	+2 Hits	-	100
Three Uses   Support DEF+2   Rear Arc Full ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

#### Warship & Captain Traits

Before rolling DEF make a Morale Save to Rally.

CAPT I

Maniacal Captain



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar	900HP	3	4	Colossal	320	500
Skilled Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
Char's 2nd in Command	32"   16"	8"	1 Units	11400	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Flying Warship	5d10	+2 DEF	8d10	+3 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Ship Cannons [K]	36"   20"	3d10	+2d10	+3 Hits	-	1000
-						
4x Ship MPC [E]	40"   32"	6d10	+1d10	+3 Hits	6	600
-						
Antiship Missile [X]	40"   20"	4d10	-1d10	+3 Hits	-	1000
Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

#### Warship & Captain Traits

Seasoned Captain

This unit Hits on a 3+

CAPT I

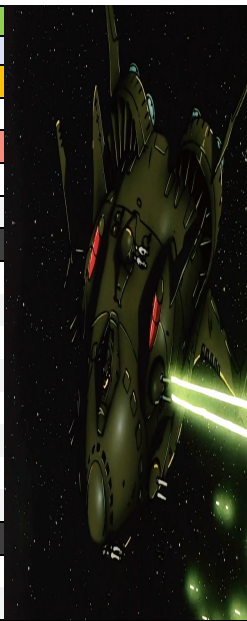
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar II	1000HP	3	5	Colossal	340	750
Skilled Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
Deatroaf Kocsel	32"   16"	8"	1 Units	11400	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
Flying Warship	5d10	+2 DEF	8d10	+3 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x 2nd Gun [E][360]	40"   24"	4d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear Arc Full ATK						
4x Ship TL MPC [E]	40"   32"	6d10	+2d10	+4 Hits	6	600
-						
Antiship Missile [X]	40"   20"	4d10	-1d10	+4 Hits	-	1000
Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets						
[AA] Guns II [K][360]	28"	12d10	-	+4 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

#### Warship & Captain Traits

This Warship may use Guard when attacked.

CAPT I

Brash Captain

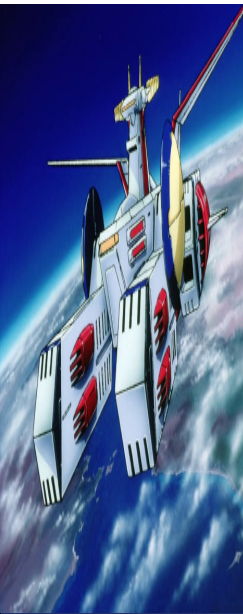


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<i>Salamis (0079) [S]</i>	-	1	2	Colossal	120	50
Basic Captain	Sensors	Move	Havoc	Armor HP	Morale	
Federation Captain	24"   8"	4"	-	7400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10	+1 DEF	8d10	+2 DEF		
-	Only one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

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

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

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



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base	900HP	3	2	Colossal	280	450
Skilled Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
LTJG Bright Noa	24"   8"	4"	2 Units	12600	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Minovsky Craft	5d10		+1 DEF	8d10 +2 DEF		
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"   32"	4d10	+2d10	+2 Hits	6	600
Ship Cannons [K]	36"   20"	3d10	+2d10	+2 Hits	-	1000
Ship Missiles II [X][360]	36"   24"	6d10	+2d10	+2 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Guns [K][360]	28"	11d10	-	+2 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10 Finisher+2	+2 Hits	7P	2000	
After attacking [HP-4500]						

**Warship & Captain Traits**

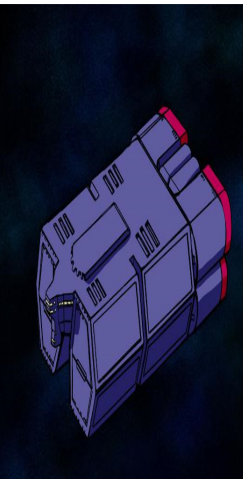
Renowned Captain	This unit Hits on a 3+	CAPT I
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II



Blanc Rival (White Base Variant - Battle Tested) +100pts & +10VP		
Move+4, HP-1200		
Instead of Renowned Captain use the Expert Engineering Division trait below.		

**Warship & Captain Traits**

Expert Engineering Division	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Columbus [S]	1000HP	1	2	Colossal	120	100
Basic Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
Federation Captain	24"   8"	4"	6 Units	6800	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+1 DEF	8d10 +2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF   Rear Arc Full ATK						
Support Carrier						
While this unit is on the battlefield you can ignore the limit on Support Units						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10 Finisher+2	+1 Hits	7P	2000	
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base (Jaburo Refit)	900HP	3	4	Colossal	420	600
Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
Bright Noa + Mirai Yashima	24"   8"	4"	2 Units	12600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Minovsky Craft	5d10		+2 DEF	8d10 +3 DEF		
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship TL MPC [E][2x360]	40"   32"	5d10	+2d10	+3 Hits	6	600
Rear Arc ATK-1d10						
Ship Missiles II [X][360]	36"   24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10 Finisher+2	+3 Hits	7P	2000	
After attacking [HP-4500]						

**Warship & Captain Traits**

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

+50pt & -25VP Variant - Thoroughbred (White Base Jaburo) - Captain Kilstein		
This unit has the Warship Jamming trait featured below.		
Battle-Hardened with the Expert Engineering Trait and without Newtype		

**Warship & Captain Traits**

Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 20"	Trait +V	Warship Jamming
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Big Tray [G]	900HP	2	2	Colossal	150	100
Basic Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
Federation Captain	28"   12"	4"	2 Units	10600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+1 DEF	8d10 +2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
3x Ship Artillery [K]	40"   24"	5d10	+3d10	+1 Hits	-	700
Indirect Fire (R:20" to Max Weapon Range)						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10 Finisher+2	+1 Hits	7P	2000	
After attacking [HP-4500]						

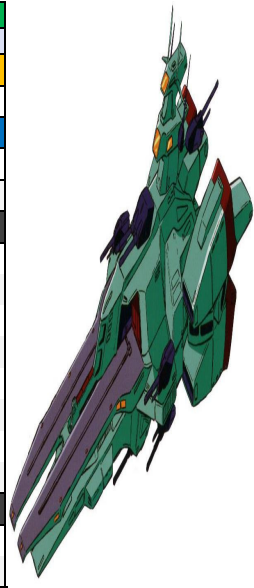




Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Argama	1500HP	3	6	Colossal	460	1000
Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
CAPT Bright Noa	28"   12"	4"	2 Units	11400	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Minovsky Craft	5d10		+3 DEF 8d10 +4 DEF			
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL HP-MPC [E][360]	40"   32"	4d10	+2d10	+4 Hits	7	600
-						
3x 2nd Gun [E][1x360]	40"   24"	5d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn]   Rear ATK-2d10						
Ship Fire SPT Missiles [X](3)	36"   20"	10d10	-4d10	+4 Hits	-	300
Three Uses (ATK or Support ATK)   Support ATK+2						
[AA] Missiles III [X][360]	24"   16"	16d10	+2 Hits	+4 Hits	-	100
Three Uses   Support DEF+2   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

**Warship & Captain Traits**

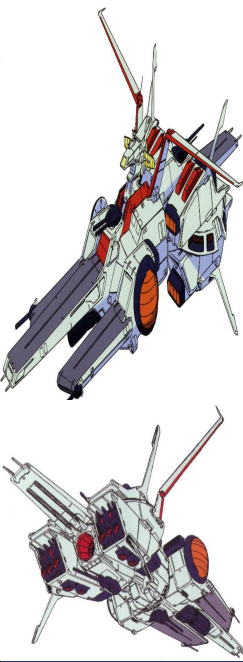
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Radish [S]	500HP	2	4	Colossal	240	500
Skilled Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
CDR Henken Bekkener	28"   12"	4"	1 Units	8800	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+2 DEF 8d10 +3 DEF			
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"   32"	4d10	+2d10	+2 Hits	6	600
-						
4x 2nd Gun [E][1x360]	40"   24"	6d10	+1d10	+2 Hits	5	400
[Free Action once on your Turn]   Rear ATK-3d10						
[AA] Beams II [E][360]	24"	8d10	-	+2 Hits	6	100
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

**Warship & Captain Traits**

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



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Nahel Argama	1000HP	3	7	Colossal	330	1250
Basic Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
Federation Captain	28"   12"	4"	2 Units	12600	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Minovsky Craft	5d10		+3 DEF 8d10 +4 DEF			
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL HP-MPC [E][360]	40"   32"	4d10	+2d10	+5 Hits	7	600
-						
4x 2nd Gun [E][2x360]	40"   24"	6d10	+1d10	+5 Hits	5	400
[Free Action once on your Turn]   Rear ATK-2d10						
Ship Fire SPT Missiles [X](2)	36"   20"	10d10	-4d10	+5 Hits	-	300
Two Uses (ATK or Support ATK)   Support ATK+2						
[AA] Guns [K][360]	28"	11d10	-	+5 Hits	-	200
Support DEF   Rear Arc Full ATK						
Ship Hyper MPC [E]	40"   32"	7d10	+2 Hits	+5 Hits	7	500
Single Use   AOE   Req. 1 Combat & 2 Move actions						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2000
After attacking [HP-4500]						

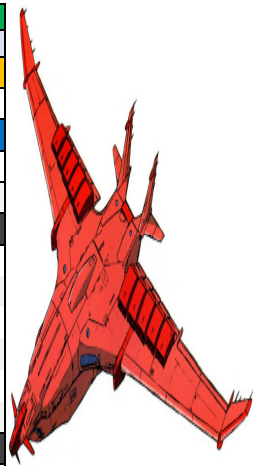
**Warship & Captain Traits**

Tri Launch Catapult	This unit may launch three units 16" from the ship's center most turret.	Trait +III
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Audhulma (Garuda) [G]	800HP	2	5	Colossal	260	420
Skilled Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
Hayato Kobayashi	24"   8"	4"	1 Units	10000	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Warship	5d10		+2 DEF 8d10 +3 DEF			
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship MPC [E]	40"   32"	6d10	+1d10	+3 Hits	6	600
-						
Ship Missiles I [X]	36"   24"	6d10	+2d10	+3 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
[AA] Lasers [E][360]	36"	10d10	-	+3 Hits	4	100
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

**Warship & Captain Traits**

This unit may launch one unit 16" from the ship's center most turret.	Trait +I	Launch Catapult
This unit Hits on a 3+	CAPT I	Renowned Captain
Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V	Discerning Captain





Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Ra Cailum	1500HP	3	8	Colossal	500	1000
Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
CAPT Bright Noa	32"   16"	4"	2 Units	12600	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Minovsky Craft	5d10		+4 DEF	8d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship TL MPC [E][1x360]	40"   32"	6d10	+2d10	+5 Hits	6	600
Rear Arc ATK-3d10						
Ship Missiles II [X][360]	36"   24"	6d10	+2d10	+5 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
Ship Fire SPT Missiles [X]	36"   20"	10d10	-4d10	+5 Hits	-	300
Single Use (ATK or Support ATK)   Support ATK+2						
[AA] Guns III [K][360]	28"	13d10	-	+5 Hits	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2000
After attacking [HP-4500]						
Warship & Captain Traits						
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.					Trait +II
Legendary Captain	This unit Hits and Defends on a 3+					CAPT II



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Rewloola	1000HP	3	8	Colossal	400	1000
Skilled Captain	Sensors	Move	Repair Bay	Armor HP	Morale	
CAPT Lyle	32"   16"	4"	4 Units	15900	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Warship Defenses	4d10		+4 DEF	8d10		+5 DEF
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
4x Ship TL MPC [E][1x360]	40"   32"	6d10	+2d10	+5 Hits	6	600
Rear Arc ATK-3d10						
Ship Missiles II [X][360]	36"   24"	6d10	+2d10	+5 Hits	-	500
One use per Round (Attack or Support ATK)   Support ATK						
Antiship Missile [X]	40"   20"	4d10	-1d10	+5 Hits	-	1000
Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets						
[AA] Guns [K][360]	28"	11d10	-	-	-	200
Support DEF   Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+5 Hits	7P	2000
After attacking [HP-4500]						
Warship & Captain Traits						
This unit may launch two units 16" from the ship's center most turret.					Trait +II	Dual Launch Catapult
Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP.					CAPT II	Stoic Captain



Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
RB-79 Ball [S]	Raid	1	1	Mighty	10	20
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	4"	-	1600	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Armor Defenses	8d10		+2 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Cannon [K]	36"   28"	5d10	+1d10	+4 Hits	-	400
-	-					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-	-					

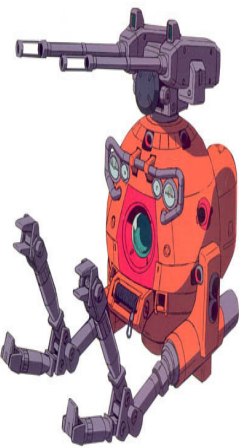
**Mecha & Pilot Traits**

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

Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
Ball Type K [S]	Raid	1	1	Mighty	60	50
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Move</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Shiro Amada	8"	4"	-	2200	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Mobile Armor Defenses	8d10		+2 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Small Cannon [K]	36"   28"	5d10	+2d10	+4 Hits	-	400
-	-					
Grappling Unit	16"	10d10	-	+4 Hits	6P	-
<i>PULL yourself   [First use this game is a Free Action]</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-	-					

**Mecha & Pilot Traits**

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	110	260
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Sayla Mass	8"	12"	-	800	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+3 DEF	4d10	+1 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Aircraft MPC [E]	20"   12"	7d10	+2d10	+5 Hits	5	200
-	-					
Small Missile Pod [X]	28"   16"	16d10	+4d10	+5 Hits	-	100
<i>Single Use   Support ATK</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
<i>After attacking [HP-800]</i>						

**Mecha & Pilot Traits**

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

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

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	210	60
<b>Ace Pilot (Elite 3)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Sleggar Law	8"	12"	-	800	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+3 DEF	4d10	+1 DEF	
Luna Titanium	+1 DEF Vs DMG<400					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Aircraft MPC [E]	20"   12"	7d10	+2d10	+5 Hits	5	200
-	-					
Small Missile Pod [X]	28"   16"	16d10	+4d10	+5 Hits	-	100
<i>Single Use   Support ATK</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
<i>After attacking [HP-800]</i>						

**Mecha & Pilot Traits**

When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger Pilot Trait I Cool Under Fire

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





FF-S3  
SABERFISH

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Saberfish	Interceptor	1	3	Mighty	30	40
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Federation Pilot	8"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10		+4 DEF	4d10	+0 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+4 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
<i>After attacking [HP-800]</i>						

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Tin Cod [G]	Interceptor	1	2	Mighty	20	20
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Federation Pilot	8"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10		+4 DEF	4d10	+0 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+3 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
<i>After attacking [HP-800]</i>						

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

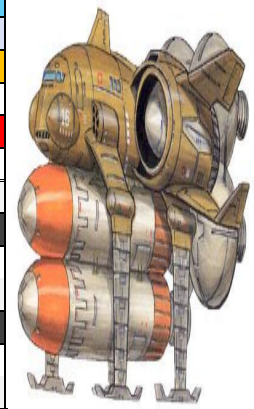


Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Fly Manta [G]	Raid	1	1	Mighty	10	35
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Federation Pilot	8"	12"	-	700	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10		+2 DEF	4d10	+0 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Bombing Run [X]	16"	11d10	-	+4 Hits	-	200
<i>Rear Arc Only   Usable after moving 4"+   [Free Action once per Turn]</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
<i>After attacking [HP-800]</i>						

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

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Public Class [S]	Firepower	1	1	Mighty	10	35
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Federation Pilot	20"   8"	8"	-	400	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Flying Aircraft	7d10		+1 DEF	4d10	+1 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
S. Antiship Missile [X]	40"   20"	4d10	-1d10	+4 Hits	-	800
<i>Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
<i>After attacking [HP-800]</i>						

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

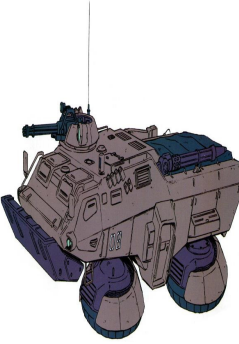




Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Type-61 Tank [G]	Firepower	2	1	Mighty	40	20
Basic Pilot	Sensors	Move	Power	Armor HP	Morale	
Federation Forces	20"   8"	4"	-	1700	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Small Cannon [K]	36"   28"	5d10	+2d10	+4 Hits	-	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

**Mecha & Pilot Traits**

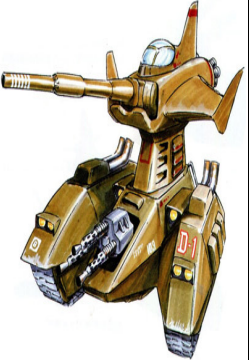
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-
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Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Bloodhound Hovertruck	Sniper	1	2	Mighty	40	30
Battle-Tested (Elite 1)	Sensors	Move	Power	Armor HP	Morale	
Eledore & Michel	24"   8"	4"	-	700	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A1] Tank Defenses	4d10	+3 DEF	6d10	+1 DEF		
-	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
-	-	-	-	-	-	-
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
-						

**Mecha & Pilot Traits**

	Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Sonar Detection
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Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
x	Firepower	2	1	Mighty	40	20
Basic Pilot	Sensors	Move	Power	Armor HP	Morale	
Zeon Pilot	20"   8"	4"	-	1700	7+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Magella Cannon [K]	40"   20"	5d10	+1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

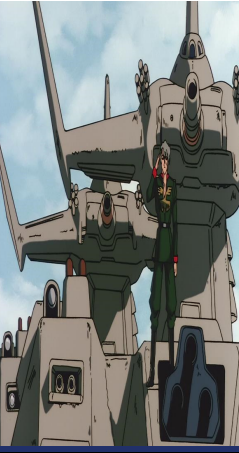
**Mecha & Pilot Traits**

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

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Magella Tank [G]	Firepower	2	1	Mighty	90	20
Skilled Pilot (Elite 1)	Sensors	Move	Power	Armor HP	Morale	
Bone Abust	20"   8"	4"	-	1700	6+	
Defenses	Evade DEF + Mech P.	Melee DEF + Mech P.				
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	Cannot use Accelerate.					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Magella Cannon [K]	40"   20"	5d10	+1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						

**Mecha & Pilot Traits**

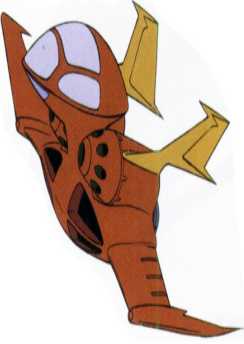
	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-	Support Unit
	Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	Trait +II	Flying Tank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





Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Dopp [G]	Interceptor	1	2	Mighty	20	25
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	12"	-	400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+4 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+3 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
<i>After attacking [HP-800]</i>						

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



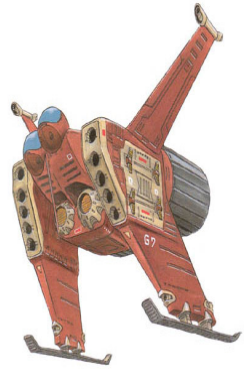
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Garma's Dopp [G]	Interceptor	1	2	Mighty	70	25
<b>Skilled Pilot (Elite 1)</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Garma Zabi	8"	12"	-	400	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Aircraft	7d10		+4 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+3 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
<i>After attacking [HP-800]</i>						

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.					-
	This unit makes 2 Morale Saves to Rally when it activates.					Pilot Trait 1
						Inspiring Pilot



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Gobble [S]	Raid	1	1	Mighty	10	45
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	12"	-	700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Bomber	6d10		+2 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Antiship Missile [X]	40"   20"	4d10	-1d10	+4 Hits	-	800
<i>Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets</i>						
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+4 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
Micromissiles [X]	28"   20"	16d10	+4 Hits	+4 Hits	-	100
<i>Single Use   Reroll 1s &amp; 2s</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
<i>After attacking [HP-800]</i>						

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Gattle [S]	Raid	1	1	Mighty	10	40
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Zeon Pilot	8"	12"	-	700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Flying Bomber	6d10		+2 DEF	4d10	+0 DEF	
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Antiship Missile [X]	40"   20"	4d10	-1d10	+4 Hits	-	800
<i>Single Use   Target any unit   Gain Finisher+4 vs Size 2+ Targets</i>						
TL Aircraft Missiles [X]	28"   12"	10d10	+2d10	+4 Hits	-	200
<i>Finisher+2 vs Size -1</i>						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
<i>After attacking [HP-800]</i>						

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.					-



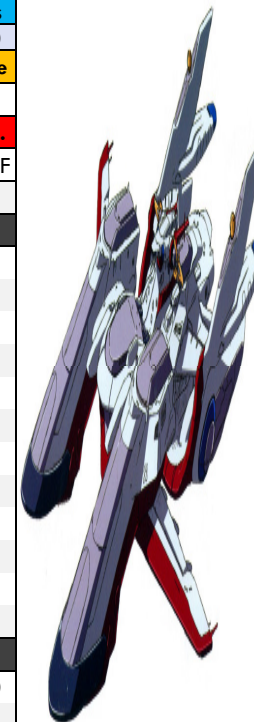
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel	300HP	4	2	Colossal	480	1000
Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
LT Murrue & ENS Natarle	24"   8"	4"	2 Units	15200	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Laminated Armor	5d10 +2 DEF		8d10 +3 DEF			
-	+1 DEF vs [E]nergy weapons					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Gottfried B.Cannon [E]	40"   32"	4d10	+2d10	+2 Hits	7	500
-						
Valiant Railcannons [K][360]	40"   24"	6d10	-2d10	+2 Hits	5S	700
<i>[Free Action   Once on your Turn]</i>						
Lohengrin Positron Gun [E]	40"   24"	6d10	+2 Hits	+2 Hits	8	600
<i>Two uses   AOE</i>						
Ship Fire SPT Missiles [X](3)	36"   20"	10d10	-4d10	+2 Hits	-	300
<i>Three Uses (ATK or Support ATK)   Support ATK+2</i>						
[AA] Guns II [K][360]	28"	12d10	-	+2 Hits	-	200
<i>Support DEF   Rear Arc Full ATK</i>						
[AA] Missiles II [X][360]	24"   16"	16d10	+2 Hits	+2 Hits	-	100
<i>Two Uses   Support DEF+2   Rear Arc Full ATK</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
<i>After attacking [HP-4500]</i>						

#### Warship & Captain Traits

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

#### +50pts the Archangel gains an Anti-Beam DepthCharge

Anti-Beam DepthCharge	One Use   R:16"   AOE 6" Terrain (use string or a 12" tape measure). For 2 Round any [E] shots passing through this area have -2 Hits and -2 PEN.	Trait +V
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel (Orb Refit)	800HP	4	4	Colossal	520	1300
Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale	
LCDR Murrue Ramius	24"   8"	4"	2 Units	15200	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Laminated Armor	5d10 +3 DEF		8d10 +4 DEF			
-	+1 DEF vs [E]nergy weapons					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Gottfried B.Cannon [E]	40"   32"	4d10	+2d10	+3 Hits	7	500
-						
Valiant Railcannons [K][360]	40"   24"	6d10	-2d10	+3 Hits	5S	700
<i>[Free Action   Once on your Turn]</i>						
Lohengrin Positron Gun [E]	40"   24"	6d10	+2 Hits	+3 Hits	8	600
<i>Two uses   AOE</i>						
Ship Fire SPT Missiles [X](3)	36"   20"	10d10	-4d10	+3 Hits	-	300
<i>Three Uses (ATK or Support ATK)   Support ATK+2</i>						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
<i>Support DEF   Rear Arc Full ATK</i>						
[AA] Missiles II [X][360]	24"   16"	16d10	+2 Hits	+3 Hits	-	100
<i>Two Uses   Support DEF+2   Rear Arc Full ATK</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
<i>After attacking [HP-4500]</i>						

#### Warship & Captain Traits

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

#### +50pts & +5VP the Archangel gains the Missile Massacre Trait

Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.	Trait +V	Missile Massacre
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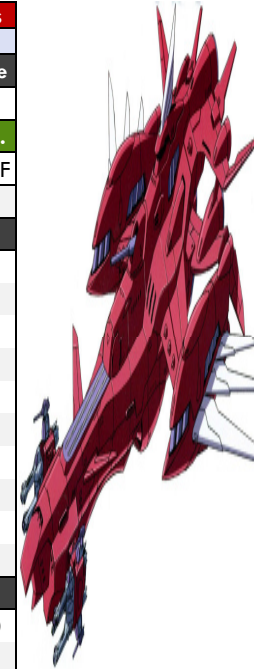
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<i>Kusanagi</i>	1300HP	4	4	Colossal	420	850
<b>Skilled Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Repair Bay</b>	<b>Armor HP</b>	<b>Morale</b>	
Kisaka	24"   8"	4"	3 Units	14600	6+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Laminated Armor	5d10	+3 DEF	8d10	+4 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
2x Gottfried B.Cannon [E]	40"   32"	4d10	+2d10	+3 Hits	7	500
	-					
Lohengrin Positron Gun [E]	40"   24"	6d10	+2 Hits	+3 Hits	8	600
	Two uses   AOE					
[AA] Missiles [X][360]	24"   16"	16d10	+2 Hits	+3 Hits	-	100
	Single Use   Support DEF+2   Rear Arc Full ATK					
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
	Support DEF   Rear Arc Full ATK					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
	After attacking [HP-4500]					

**Warship & Captain Traits**

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

**+100pts +10VP the Eternal gains SEED**

SEED	Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<i>Eternal</i>	400HP	4	4	Colossal	520	850
<b>Ace Captain</b>	<b>Sensors</b>	<b>Fly</b>	<b>Repair Bay</b>	<b>Armor HP</b>	<b>Morale</b>	
Waltfeld & Lacus Clyne	32"   16"	8"	1 Units	14600	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Laminated Armor	5d10	+3 DEF	8d10	+4 DEF		
-	+1 DEF vs [E]nergy weapons					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Ship Hi-Power MPC [E]	40"   32"	3d10	+1d10	+3 Hits	7	600
	-					
2x 2nd Gun [E]	40"   24"	4d10	+1d10	+3 Hits	5	400
	[Free Action once on your Turn]					
Ship Fire SPT Missiles [X](3)	36"   20"	10d10	-4d10	+3 Hits	-	300
	Three Uses (ATK or Support ATK)   Support ATK+2					
[AA] Missiles III [X][360]	24"   16"	16d10	+2 Hits	+3 Hits	-	100
	Three Uses   Support DEF+2   Rear Arc Full ATK					
[AA] Guns [K][360]	28"	11d10	-	+3 Hits	-	200
	Support DEF   Rear Arc Full ATK					
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
	After attacking [HP-4500]					

**Warship & Captain Traits**

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

**+50pts & +5VP the Eternal gains the Missile Massacre Trait**

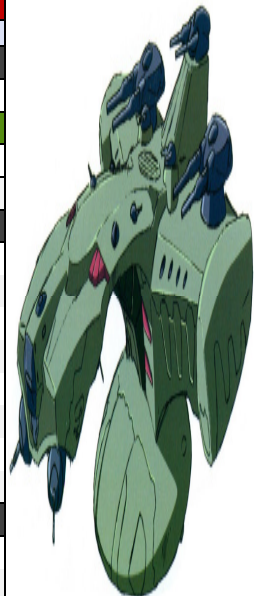
Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.	Trait +V	Missile Massacre
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Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Nazca Class</b>	800HP	3	4	Colossal	290	450
<b>Battle-Tested Captain</b>	Sensors	Fly	Repair Bay	Armor HP	Morale	
Fredrik Ades	28"   12"	8"	1 Units	12900	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Warship Defenses	4d10		+2 DEF		8d10 +3 DEF	
-	Only one Move Action.					
<b>Shooting Weapons</b>	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship Hi-Power MPC [E]	40"   32"	4d10	+1d10	+3 Hits	7	600
Ship TL Railcannons [K]	40"   24"	6d10	-2d10	+3 Hits	5S	700
<i>[Free Action   Once on your Turn]</i>						
Ship Fire SPT Missiles [X](2)	36"   20"	10d10	-4d10	+3 Hits	-	300
<i>Two Uses (ATK or Support ATK)   Support ATK+2</i>						
[AA] Guns II [K][360]	28"	12d10	-	+3 Hits	-	200
<i>Support DEF   Rear Arc Full ATK</i>						
<b>Melee Weapons</b>	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
<i>After attacking [HP-4500]</i>						

**Warship & Captain Traits**

Launch Catapult      This unit may launch one unit 16" from the ship's center most turret.      Trait +1



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Laurasia Class</b>	800HP	2	2	Colossal	170	200
<b>Battle-Tested Captain</b>	Sensors	Fly	Repair Bay	Armor HP	Morale	
Captain Zelman	24"   8"	4"	1 Units	9700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Warship Defenses	4d10		+1 DEF		8d10 +2 DEF	
-	Only one Move Action.					
<b>Shooting Weapons</b>	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship TL MPC [E][360]	40"   32"	4d10	+2d10	+1 Hits	6	600
2x Ship TL Railguns [K]	40"   24"	7d10	-2d10	+1 Hits	5S	600
<i>[Free Action   Once on your Turn]</i>						
Ship Fire SPT Missiles [X]	36"   20"	10d10	-4d10	+1 Hits	-	300
<i>Single Use (ATK or Support ATK)   Support ATK+2</i>						
[AA] Beams [E][360]	24"	7d10	-	+1 Hits	6	100
<i>Support DEF   Rear Arc Full ATK</i>						
<b>Melee Weapons</b>	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
<i>After attacking [HP-4500]</i>						

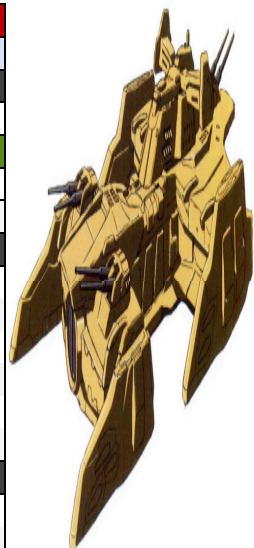
**Warship & Captain Traits**

This unit may launch one unit 16" from the ship's center most turret.      Trait +1      Launch Catapult

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
<b>Lesseps</b>	800HP	2	2	Colossal	300	250
<b>Ace Captain</b>	Sensors	Move	Repair Bay	Armor HP	Morale	
Martin Dacosta	32"   16"	4"	1 Units	10600	5+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>		<b>Melee DEF + Mech P.</b>			
Warship Defenses	4d10		+1 DEF		8d10 +2 DEF	
-	Only one Move Action.					
<b>Shooting Weapons</b>	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Ship Artillery [K][1x360]	40"   24"	4d10	+3d10	+1 Hits	-	700
<i>Indirect Fire (R:20" to Max Weapon Range)</i>						
Ship Fire SPT Missiles [X](3)	36"   20"	10d10	-4d10	+1 Hits	-	300
<i>Three Uses (ATK or Support ATK)   Support ATK+2</i>						
[AA] Guns [K][360]	28"	11d10	-	+1 Hits	-	200
<i>Support DEF   Rear Arc Full ATK</i>						
<b>Melee Weapons</b>	Range	Attack	Special	Mech P.	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
<i>After attacking [HP-4500]</i>						

**Warship & Captain Traits**

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Agile (Helicopter) [G]	Interceptor	1	3	Mighty	30	25
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
ZAFT Pilot	12"	8"	-	400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size -1						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						



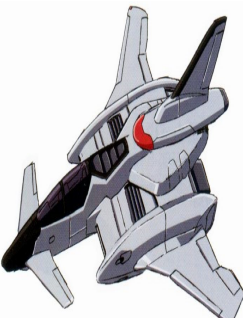
**Mecha & Pilot Traits**  
 Support Units cannot outnumber your Non-Support Units nor Contest CPs.  
 The only Upgrade/Downgrade they may use is to adjust Pilot Level.

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
ZAFT Armored Car [G]	Firepower	2	1	Mighty	40	20
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
ZAFT Pilot	24"   12"	4"	-	1400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	Cannot use Accelerate.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Small Cannon [K]	36"   28"	5d10	+1d10	+4 Hits	-	400
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						



**Mecha & Pilot Traits**  
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Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Spearhead Jet [G]	Interceptor	1	2	Mighty	20	20
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Fly</b>	<b>Boost</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Pilot	8"	12"	-	700	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Aircraft Missiles [X]	28"   12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size -1						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						



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

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Linear Gun Tank [G]	Firepower	2	1	Mighty	40	20
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Move</b>	<b>Power</b>	<b>Armor HP</b>	<b>Morale</b>	
Federation Forces	24"   12"	4"	-	1400	7+	
<b>Defenses</b>	<b>Evade DEF + Mech P.</b>			<b>Melee DEF + Mech P.</b>		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	Cannot use Accelerate.					
<b>Shooting Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Rapid Fire</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
Linear Gun [K]	40"   20"	6d10	-1d10	+4 Hits	4S	400
-						
<b>Melee Weapons</b>	<b>Range</b>	<b>Attack</b>	<b>Special</b>	<b>Mech P.</b>	<b>PEN</b>	<b>DMG</b>
S. Close Combat [CC]	Melee	7d10	-	+2 Hits	5P	300
-						



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