



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	2	1	Giant	40	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray [MSG]	8" 12"	4"	-	6000	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	4+		4d10	5+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	4+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	100	AP8+
-						
Shield Rush [CC]	Opener 8+	4"	5d10	4+	400	PP6+
-						

Mecha & Pilot Traits			
Gundam Rising	Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.		Bonus Obj.
Newtype Flash I	When you use Flash your weapons Trigger becomes [360][Counter 9+] for the rest of the Turn.		Trait +V

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	2	1	Giant	55	300
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray [SoS]	8" 12"	4"	-	6000	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	3+		4d10	3+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	4+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	100	AP8+
-						
Shield Rush [CC]	Opener 8+	4"	5d10	4+	400	PP6+
-						

Mecha & Pilot Traits			
Gain +2 VP each time you use Ambush, Flash, Alert or Iron Wall with this unit.		Bonus Obj.	The "White Devil" Mobile Suit
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.		Trait +X	Newtype Flash II



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-2 Gundam	Versatile	2	1	Giant	85	350
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray [EiS]	8" 12"	4"	-	6000	6+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	3+		4d10	3+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	3+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	3+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	3+	100	AP8+
-						
Shield Rush [CC]	Opener 8+	4"	5d10	3+	400	PP6+
-						

Mecha & Pilot Traits			
Counting Mobile Suits	Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.		Bonus Obj.
Newtype Flash III	When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.		Trait +XV

Gundam Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
RX Beam Rifle [E]	Crit 9+	24"	5d10	*	300	AP7+	+50pts
-							
Hyper Bazooka [K]	Siege 10+	24"	5d10	*	500	BR7+	+50pts
-							
TL Hyper Bazooka [K]	Siege 10+	24"	6d10	*	500	BR7+	+100pts
-							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Shoulder Magnum [K]	Counter 7+	16"	5d10	*	400	ST4+	+50pts
-							
Beam Javelin	Crit 8+	16"	5d10	*	200	AP8+	+20pts
[One Use]							
Gundam Hammer	Siege 8+	8"	4d10	*	600	PP7+	+80pts
-							
Beam Saber	Crit 9+	4"	6d10	*	100	AP8+	+10pts
-							
Twin Beam Sabers	Crit 9+	4"	7d10	*	200	AP8+	+80pts
-							
Examples of swapping pilots and weapons can be found at the end of this document							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-77-2 Guncannon	Firepower	2	1	Giant	55	100
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Kai Shiden	16" 0"	4"	-	5100	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	3+	3d10	4+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 240mm Cannons [K]	Siege 9+	32"	6d10	5+	400	BR6+
[Alt Fire - Use 1 Move Actions & Gain ATK+1d10]						
R-4 Beam Rifle [E]	Crit 9+	32"	6d10	5+	200	AP6+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	8d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Fists [CC]	Counter 8+	4"	7d10	5+	300	PP5+
-						
+0pts Heavy Custom - Use TL HC 240 Cannons						
+0pts Guncannon D - Lose Beam Rifle. Gain [S1] Shield & Rocket Launcher						
[S1] Combat Shield	Shield Bonus +1 DEF					
+0pts Guncannon II - Replace TL 240 Cannons with Heavy Beam Cannon						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-75-4 Guntank	Firepower	2	1	Giant	40	100
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Ryo & Hayato	28" 0"	4"	-	3600	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Tracked Vehicle MS	2d10		5+	2d10	5+	
-			-			
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 120mm Artillery [K]	Bullseye 8+	40"	6d10	5+	300	MB5+
	[Indirect Fire R:20" up to Max Weapon Range]					
-			-			
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Howitzer Hands [X]	CIWS 7+	16"	6d10	5+	200	MB7+
-			-			
-			-			
Mecha & Pilot Traits						
Gain +25VP for every 2 Elite Pilots surviving at the end of Round 5.						Bonus Obj. White Base Crew



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-6 Gundam Mudrock	Firepower	2	1	Giant	40	300
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Agar	16" 0"	4"	-	6900	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10		5+	3d10	5+	
[S2] Shield		Shield Bonus +2 DEF				
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	6d10	4+	300	AP7+
-			-			
TL 300mm Cannons [K]	Siege 9+	32"	6d10	4+	500	BR6+
	[Alt Fire - Use 1 Move Actions & Gain ATK+1d10]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	7d10	5+	300	ST7+
-			-			
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
-			-			
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-			-			

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Kai Shiden [BT]	-	5+	5+	7+	3+	5+	0079
Hayato Kobayashi	-	5+	5+	5+	5+	5+	0079
Job John	-	4+	5+	7+	4+	5+	0079
Thoroughbred Crew	-	5+	5+	7+	4+	4+	EiS (PS2)
Guncannon Armory - 240mm Cannons are 100pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL HC 240 Cannons [K]	Siege 9+	32"	6d10	5+	400	BR6+	+100pts
	[Alt Fire - Use 2 Move Actions & Gain ATK+2d10]						
Heavy Beam Cannon [E]	Siege 9+	32"	6d10	5+	400	AP7+	+100pts
-			-				
TL Spray Missile Gun [X]	Barrage 6+	24"	8d10	5+	100	MB8+	+100pts
	[Two Uses] [MB Saves = 200 DMG]						
Rocket Launcher [K]	Siege 10+	24"	6d10	5+	500	BR5+	+10pts
-			-				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Knife	Counter 6+	4"	5d10	5+	200	AP7+	+30pts
-			-				



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-4 Gundam Unit 4	Versatile	2	1	Giant	55	300
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Luce Cassel	12" 8"	4"	-	6000	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	5+		4d10	5+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	5+	300	AP7+
-						
Mega Beam Launcher [E]	Bullseye 8+	36"	5d10	5+	300	AP6+
[One Use] [AOE 1]						
Beam Spot Guns [E]	CIWS 7+	20"	6d10	5+	200	AP5+
[One Use] [AP Saves = 500 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
+50pts Upgrade Gundam Unit 4 "G04" gains +1 Boost						
-100pts Unstable Reactor: 50% chance to be destroyed after firing the Mega B.Launcher. Your opponent gains full VP for G04.						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78-5 Gundam Unit 5	Versatile	2	1	Giant	55	300
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Ford Romfellow	12" 8"	4"	-	6000	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	3+		4d10	4+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	4+	300	AP7+
-						
Giant Gatling [K]	Barrage 8+	32"	6d10	4+	300	MB6+
[MB Save = 200 DMG]						
Beam Spot Guns [E]	CIWS 7+	20"	6d10	4+	200	AP5+
[One Use] [AP Saves = 500 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
+50pts Upgrade Gundam Unit 5 "G05" gains +1 Boost						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78NT-1 Gundam Alex	Versatile	2	1	Giant	85	450
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Amuro Ray (What if?)	12" 12"	4"	-	5400	6+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	3+		4d10	3+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Alex Beam Rifle [E]	Counter 8+	24"	5d10	3+	300	AP6+
-						
TL Small Gatling [K]	Barrage 7+	24"	7d10	3+	100	MB8+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	3+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	3+	100	AP8+
-						
Shield Rush [CC]	Opener 8+	4"	5d10	3+	400	PP6+
-						
Unit - If the pilot is anyone besides Amuro Ray reduce them to a basic pilot.						
Mecha & Pilot Traits						
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.						Trait +XV

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
RX-78NT-1 Gundam Alex	Versatile	2	1	Giant	25	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Chris Mackenzie	12" 12"	4"	-	6900	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	5d10	5+		4d10	5+	
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Alex Beam Rifle [E]	Counter 8+	24"	5d10	5+	300	AP6+
-						
TL Small Gatling [K]	Barrage 7+	24"	7d10	5+	100	MB8+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
Custom Newtype Unit - If the pilot is anyone besides Amuro Ray reduce the						
Mecha & Pilot Traits						
If your unit survived an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall)						Bonus Obj.



FA-78-1
FULL ARMOR GUNDAM



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam	Firepower	2	1	Giant	55	300
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Lt. Heinz Baer	16" 12"	4"	-	7500	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
FA Mobile Suit DEF	3d10	3+	3d10	4+		
-						
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Rocket Launcher [K]	Siege 10+	24"	6d10	4+	500	BR5+
		-				
TL RX Beam Rifle [E]	Crit 9+	24"	7d10	4+	300	AP7+
		-				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	8d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 7+	16"	8d10	5+	200	MB8+
		[One Use]				
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
		-				

FA-78-1B
FULL ARMOR GUNDAM TYPE B



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Full Armor Gundam (B)	Firepower	2	1	Giant	55	450
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Led Wayline	16" 12"	4"	-	7500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
FA Mobile Suit DEF	3d10	3+	3d10	4+		
-						
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Antiship Missile [X]	Bullseye 8+	40"	5d10	4+	400	BR9+
	[One Use] [Min. Range 16"]					
Rocket Launcher [K]	Siege 10+	24"	6d10	4+	500	BR5+
		-				
Triple RX Beam Rifle [E]	Crit 8+	24"	7d10	4+	300	AP7+
		-				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	8d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Missile Pod [X]	Barrage 8+	16"	8d10	5+	200	MB7+
		[One Use] [MB Saves = 200 DMG]				
Beam Claws	Critical 8+	4"	6d10	5+	300	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
		-				

FA-78-2
HEAVY GUNDAM



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Heavy Gundam	Firepower	2	1	Giant	55	300
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Col. Den Beserk	16" 4"	4"	-	6900	1+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Cannon [E]	Siege 10+	32"	6d10	5+	300	AP6+
		-				
Heavy Gatling [K]	Barrage 7+	32"	7d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Pod [X](3)	Barrage 8+	16"	8d10	5+	200	MB7+
	[Three Uses] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
		-				

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gunner Gundam	Sniper	2	1	Giant	40	200
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Jabberwock Team	32" 4"	4"	-	5400	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-						
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Sniper [E]	Bullseye 9+	36"	6d10	3+	300	AP7+
	[Min. Range 16"]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
		-				



RX-78SP
GUNNER GUNDAM



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Full Armor 7th Gundam	Firepower	2	1	Giant	55	400
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	16" 8"	4"	-	6900	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
FA Mobile Suit DEF	3d10	4+	3d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Large Beam Cannon [E]	Siege 9+	36"	6d10	5+	300	AP6+
		-				
7th Beam Rifle [E]	Duelist 8+	20"	5d10	5+	300	AP7+
		-				
Beam Spot Guns [E]	CIWS 7+	20"	7d10	5+	200	AP5+
	[One Use] [AP Saves = 500 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Missile Pod [X]	Barrage 7+	16"	8d10	5+	200	MB8+
	[One Use]					
Beam Saber	Crit 9+	4"	7d10	4+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	7d10	4+	300	PP6+
		-				



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
HFA 7th Gundam [S]	Firepower	2	1	Giant	55	450
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	16" 8"	4"	2	6600	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
FA Mobile Suit DEF	3d10	4+	3d10	3+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Mega Beam Cannon [E]	Bullseye 9+	40"	6d10	5+	400	AP7+
		-				
TL Beam Cannons [E]	Siege 10+	32"	7d10	5+	300	AP6+
		-				
Fire SPT Missiles [X](2)	Siege 10+	32"	7d10	5+	300	MB7+
	[Two Uses] [IDF] [MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Micromissiles [X]	Swarm 8+	16"	8d10	5+	100	MB8+
	[One Use] [MB Saves = 200 DMG]					
Ramming Speed [Crash]	Dominate 8+	12"	5d10	4+	300	PP7+
	After attacking [HP-1000]					



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
7th Gundam	Versatile	2	1	Giant	55	250
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	12" 8"	4"	-	5700	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	4+	4d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
7th Beam Rifle [E]	Duelist 8+	20"	4d10	5+	300	AP7+
		-				
Beam Spot Guns [E]	CIWS 7+	20"	6d10	5+	200	AP5+
	[One Use] [AP Saves = 500 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	4+	300	PP6+
		-				



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
G-Line Standard Armor	Firepower	2	1	Giant	40	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Phantom Sweep	16" 4"	4"	-	4500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	4+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Gatling Gun [K]	Barrage 8+	28"	8d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shorty Beam Rifle [E]	Counter 7+	16"	6d10	5+	200	AP6+
	-					
Vulcans [K]	CIWS 7+	16"	8d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	4+	100	AP8+
	-					
Shield Smash [CC]	Counter 8+	4"	7d10	4+	300	PP6+
	-					

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
G-Line Light Armor	Battler	2	1	Giant	55	250
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Hughes Courand	0" 16"	8"	-	3600	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	4+	4d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
AA Missiles [X](2)	Counter 7+	24"	4d10	5+	200	MB8+
	[Two Uses]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Rifle [E]	Duelist 8+	16"	3d10	5+	300	AP6+
	-					
Vulcans [K]	CIWS 7+	16"	8d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	4+	100	AP8+
	-					
Shield Smash [CC]	Counter 8+	4"	7d10	4+	300	PP6+
	-					



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
G-Line Assault Armor	Battler	2	1	Giant	40	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Phantom Sweep	0" 8"	8"	-	6600	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	5+	4d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Rocket Launcher [K]	Siege 10+	24"	4d10	5+	500	BR5+
	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Swarm 9+	16"	8d10	4+	100	ST8+
	[ST Saves = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	8d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Heat Lancer	Pierce 9+	8"	7d10	4+	500	AP6+
	-					
Shield Smash [CC]	Counter 8+	4"	7d10	4+	300	PP6+
	-					

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
G-Line Full Custom	Firepower	2	2	Giant	55	350
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Federation Elite	16" 8"	4"	-	6900	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	4+	4d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	32"	8d10	5+	300	AP6+
	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Swarm 9+	16"	9d10	5+	100	ST8+
	[ST Saves = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	9d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Scythe	Crit 7+	8"	6d10	5+	200	AP8+
	-					
Grappling Unit	Counter 6+	8"	6d10	5+	0	PP7+
	[Pull Yourself]					
Close Combat [CC]	Siege 9+	4"	8d10	5+	300	PP6+
	-					

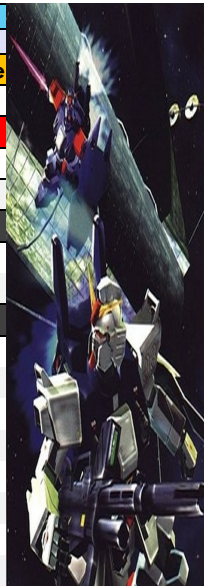




	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Blue Destiny Unit 1	Guardian	2	1	Giant	55	300
	Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
	Yuu Kajima	8" 12"	4"	-	6900	5+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Suit DEF	4d10	4+	5d10	3+		
	[S1] Combat Shield	Shield Bonus +1 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Machine Gun [K]	Barrage 8+	20"	6d10	4+	200	MB6+
	[MB Save = 200 DMG]						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Wireguided Missiles [X]	Siege 7+	16"	5d10	3+	400	BR6+
	[One Use] [Attack also requires 1 Move Action]						
	Vulcans & Cannons [K]	CIWS 8+	16"	7d10	3+	200	MB6+
	[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	3+	100	AP8+	
BD-1 Throw [CC]	Counter 7+	4"	6d10	3+	200	PP6+	
-							
Mecha & Pilot Traits							
EXAM System	Activates when HP<50% or enemy has a unit with EXAM system. All ATK & DEF rolls gain +1 die (+1d10)						Trait +XV
Newtype Miasma	While EXAM is active all units (including this one) must pay an additional [M-1] to use Flash						-

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Blue Destiny Unit 3	Guardian	2	1	Giant	55	350
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Yuu Kajima	8" 12"	4"	1	6900	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	4+	5d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 9+	24"	5d10	4+	200	AP6+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Wireguided Missiles [X]	Siege 7+	16"	5d10	3+	400	BR6+
[One Use] [Attack also requires 1 Move Action]						
Vulcans & Cannons [K]	CIWS 8+	16"	7d10	3+	200	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	3+	100	AP8+
-						
Fists [CC]	Counter 8+	4"	6d10	3+	300	PP5+
-						
Mecha & Pilot Traits						
Activates when HP<50% or enemy has a unit with EXAM system. All ATK & DEF rolls gain +1 die (+1d10)					Trait +XV	EXAM System
While EXAM is active all units (including this one) must pay an additional [M-1] to use Flash					-	Newtype Miasma

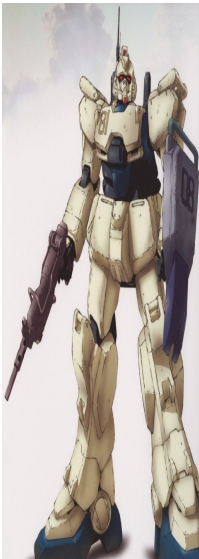


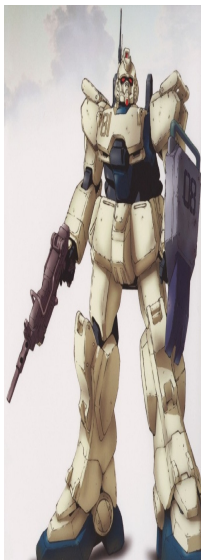


Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gundam Pixy	Battler	2	1	Giant	40	150
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Болк	0" 16"	8"	-	3900	6+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Suit DEF	5d10		4+	4d10		4+
-	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
TL SMG [K]	Barrage 8+	16"	9d10	4+	200	MB4+
	[MB Save = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	8d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Twin Beam Daggers	Critical 8+	4"	7d10	4+	200	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	7d10	4+	300	PP6+
	-					

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gundam Marine Type [A]	Battler	2	1	Giant	25	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 12"	8"	-	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	5+	4d10	5+		
-	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
UW Beam Rifle [E]	Crit 9+	16"	4d10	5+	200	AP6+
No Underwater penalties						
TL Torpedo Pod [X]	Barrage 7+	16"	6d10	5+	200	MB8+
[One Use]						
Grappling Unit	Counter 6+	8"	3d10	5+	0	PP7+
[Pull Yourself]						
Beam Dagger	Critical 8+	4"	6d10	5+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-						

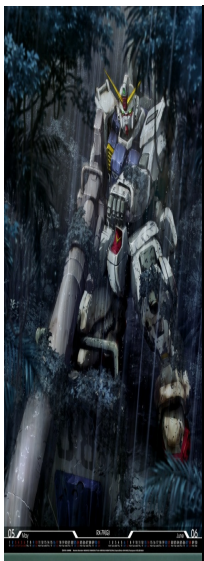




	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Ez8 Gundam [G]	Guardian	2	1	Giant	40	150
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	Shiro Amada	8" 12"	4"	-	6900	4+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Suit DEF	4d10	5+	5d10	4+		
	[S1] Combat Shield	Shield Bonus +1 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Machine Gun [K]	Barrage 8+	20"	6d10	5+	200	MB6+
	[MB Save = 200 DMG]						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans & Cannons [K]	CIWS 8+	16"	7d10	5+	200	MB6+
	[One Use] [MB Saves = 200 DMG]						
	Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
	Shield Smash [CC]	Counter 8+	4"	6d10	5+	300	PP6+
-							
Mecha & Pilot Traits							
Idealist	This unit has additional passive pilot upgrades (Already included in profile)						Trait +V

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gundam Ground Type	Guardian	2	1	Giant	40	100
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Karen Joshua	8" 12"	4"	-	6900	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	5d10	5+		
[S1] Combat Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 9+	24"	5d10	4+	200	AP6+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	100	AP8+
-						
Shield Smash [CC]	Counter 8+	4"	6d10	4+	300	PP6+
-						
Mecha & Pilot Traits						
If your unit survived an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall)					Bonus Obj.	08th MS Team



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Gundam Ground Type	Guardian	2	1	Giant	40	100
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	Terry Sanders Jr.	8" 12"	4"	-	6900	9+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Suit DEF	4d10	4+	5d10	5+		
	[S1] Combat Shield	Shield Bonus +1 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Rocket Launcher [K]	Siege 10+	24"	5d10	3+	500	BR5+
	-						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]						
	Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
	-						
Shield Smash [CC]	Counter 8+	4"	6d10	5+	300	PP6+	
-							
Mecha & Pilot Traits							
08th MS Team	If your unit survived an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall)						Bonus Obj.

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Shiro Amada	+50pts	5+	5+	4+	5+	4+	08th MS
Karen Joshua	-	4+	4+	7+	5+	5+	08th MS
Terry Sanders Jr.	-	3+	5+	9+	4+	5+	08th MS
Matt Healy	+50pts	5+	5+	5+	4+	4+	LWC (PS2)
Ez8 & Gundam Ground Type Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Rocket Launcher [K]	Siege 10+	24"	5d10	*	500	BR5+	+10pts
-							
Beam Rifle [E]	Crit 9+	24"	5d10	*	200	AP6+	+10pts
-							
Artillery Cannon [K]	Bullseye 10+	36"	5d10	*	400	BR5+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							
Missile Salvo [X]	Siege 10+	28"	6d10	*	400	BR6+	+10pts
[One Use]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Gundam Hammer	Siege 8+	8"	4d10	*	600	PP7+	+80pts
-							
Weapon's Rack - These units often carried multiple weapons							



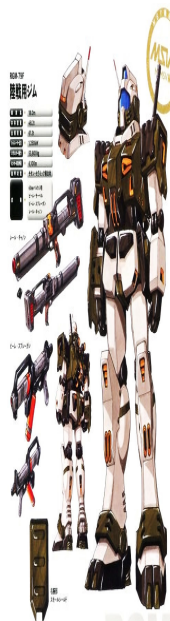
Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM	Versatile	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8" 8"	4"	-	1800	7+	
Defenses	Evade DEF	TN	Melee DEF		TN	
Mobile Suit DEF	4d10	5+		3d10	5+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 8+	20"	4d10	5+	200	AP6+
-						
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-						
+50pts GM Type C - Long Range Sensors 12"						
+100pts Powered GM - Long Range Sensors 12" & Boost+1						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Command	Versatile	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12" 8"	4"	-	1800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 8+	20"	4d10	5+	200	AP6+
	-					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-					
GM Command [G] - Swap Beam Gun for a Bullpup						
Guinea Pig Team - Equip 2 Shooting weapons each						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Cold Districts [G]	Versatile	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8" 8"	4"	-	1500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
GM Cold D. M.Gun [K]	Barrage 8+	20"	6d10	5+	200	MB5+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	5d10	5+	300	ST7+
	One Use					
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-					

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Immortal 4th Team	-	5+	5+	7+	3+	5+	0083
Guinea Pig Team	-	4+	5+	7+	5+	4+	Blue Destiny
Phantom Sweep	-	5+	4+	7+	5+	4+	0081 (PS3)
Blanc Rival Crew	-	4+	5+	7+	5+	4+	Z.Front (PS2)
GM Armory - Beam Guns are 10pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Machine Gun [K]	Barrage 8+	20"	5d10	5+	200	MB6+	+10pts
	[MB Save = 200 DMG]						
Bullpup [K]	Barrage 10+	24"	6d10	5+	200	MB5+	+10pts
	[MB Save = 200 DMG]						
GM Cold D. M.Gun [K]	Barrage 8+	20"	6d10	5+	200	MB5+	+50pts
	[MB Save = 200 DMG]						
Rocket Launcher [K]	Siege 10+	24"	4d10	5+	500	BR5+	+10pts
	-						
Artillery Cannon [K]	Bullseye 10+	36"	4d10	5+	400	BR5+	+50pts
	[Indirect Fire R:20" up to Max Weapon Range]						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Land Combat [G]	Versatile	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8" 8"	4"	-	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Railcannon [K]	Siege 10+	36"	4d10	5+	400	ST6+
-	-	-	-	-	-	-
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 8+	20"	4d10	5+	200	AP6+
-	-	-	-	-	-	-
Grenades [X]	Barrage 6+	12"	5d10	5+	200	MB8+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-	-	-	-	-	-	-

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Desert GM [G]	Versatile	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8" 8"	4"	-	2700	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Railgun Sniper [K]	Bullseye 9+	40"	4d10	5+	300	ST6+
	[Min. Range 16"]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 8+	20"	4d10	5+	200	AP6+
-	-	-	-	-	-	-
Missile Pod [X]	Barrage 8+	16"	6d10	5+	200	MB7+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-	-	-	-	-	-	-



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Ground Type [G]	Guardian	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8" 8"	4"	-	4200	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	4d10	5+		
[S1] Combat Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Gun [K]	Barrage 8+	20"	5d10	5+	200	MB6+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
-	-	-	-	-	-	-
Shield Smash [CC]	Counter 8+	4"	5d10	5+	300	PP6+
-	-	-	-	-	-	-

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Guinea Pig Team	-	4+	5+	7+	5+	4+	Blue Destiny
Delta Team	-	5+	5+	5+	5+	5+	LWC (PS2)
GM Ground Type Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Rocket Launcher [K]	Siege 10+	24"	4d10	5+	500	BR5+	+10pts
		-					
Beam Rifle [E]	Crit 9+	24"	4d10	5+	200	AP6+	+10pts
		-					
Artillery Cannon [K]	Bullseye 10+	36"	4d10	5+	400	BR5+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							
Missile Pod [X]	Barrage 8+	16"	6d10	5+	200	MB7+	+10pts
[One Use] [MB Saves = 200 DMG]							
Weapon's Rack - These units often carried multiple weapons							



RGM-79HC
GUNDAM GOUF CUSTOM

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Guard Custom	Guardian	1	1	Giant	10	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	12" 8"	4"	-	2700	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	4d10	5+		
[S3] Tower Shield	Shield Bonus +3 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Tower Vulcans [K]	CIWS 6+	20"	5d10	5+	100	MB7+
	[Two Uses] [MB Saves = 200 DMG]					
Beam Pistol [E]	Counter 8+	20"	4d10	5+	200	AP6+
	-					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Dagger	Critical 8+	4"	4d10	5+	200	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-					

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Armored GM [G]	Raid	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	8"	8"	-	3000	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	5d10		5+	1d10	5+	
[S1] Combat Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Hyper Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR7+
	-					
Bullpup [K]	Barrage 10+	24"	6d10	5+	200	MB5+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
	-					
Shield Smash [CC]	Counter 8+	4"	5d10	5+	300	PP6+
	-					



RGM-79V
GUNDAM GOUF VERSATILE

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Night Seeker	Versatile	1	1	Giant	20	150
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Federation Elite	8" 12"	4"	1	1800	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit Defenses	2d10	4+	2d10	5+		
-	-					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	4d10	5+	300	AP7+
	-					
Grenades [X]	Barrage 6+	12"	5d10	5+	200	MB8+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-					

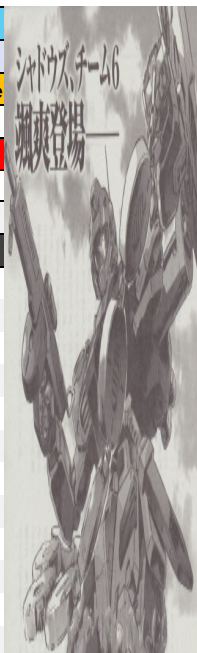
Mecha & Pilot Traits

Dynamic Ambush

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

Trait
+III

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Raid	Raid	1	1	Giant	10	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 12"	8"	-	2400	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit Defenses	3d10	5+	0d10	5+		
[S1] Combat Shield	Shield Bonus +1 DEF					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Swarm 9+	16"	6d10	5+	100	ST8+
	[ST Saves = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 7+	16"	6d10	5+	200	MB8+
	[One Use]					
Heat Knife	Counter 6+	4"	3d10	5+	200	AP7+
		-				
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	5d10	5+	300	PP6+
		-				





Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Sniper	Sniper	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 0"	4"	-	2400	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-						
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Sniper [E]	Bullseye 9+	36"	5d10	5+	300	AP7+
[Min. Range 16"]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	4d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	4d10	5+	300	PP6+
-						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Sniper Custom	Sniper	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	32" 0"	4"	-	1800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-						
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
R-4 Beam Rifle [E]	Crit 9+	32"	5d10	5+	200	AP6+
		-				
Beam Pistol [E]	Counter 8+	20"	5d10	5+	200	AP6+
		-				
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	4d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	4d10	5+	300	PP6+
		-				

+50pts Tenneth Jung Loadout
Gain: Long Beam Sniper, Hyper Bazooka. Lose R-4 Rifle & Beam Pistol



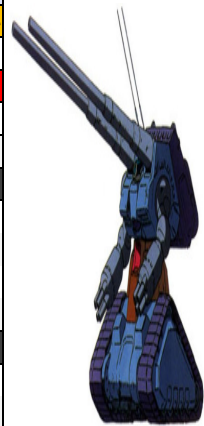
Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Cannon	Firepower	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16" 0"	4"	-	1800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	Bullseye 10+	36"	5d10	5+	400	BR5+
[Indirect Fire R:20" up to Max Weapon Range]						
Rocket Launcher [K]	Siege 10+	24"	5d10	5+	500	BR5+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						

Elite Pilot Swaps							
Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Tenneth A. Jung	S.Trigger+1	3+	5+	6+	4+	5+	MSV
Lon Kou	-	3+	4+	5+	4+	5+	MSV
Francis Backmeyer	-	3+	5+	5+	4+	4+	MSV
Lydo Wolf	-	3+	5+	7+	3+	3+	MSV
GM Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
R-4 Beam Rifle [E]	Crit 9+	32"	5d10	5+	200	AP6+	+40pts
Heavy Beam Sniper [E]	Bullseye 9+	36"	5d10	5+	300	AP7+	+70pts
[Min. Range 16"]							
Long Beam Sniper [E]	Bullseye 9+	40"	5d10	5+	200	AP7+	+70pts
[Min. Range 16"]							
Hyper Bazooka [K]	Siege 10+	24"	5d10	5+	500	BR7+	+50pts
TL Missile Salvo [X]	Siege 10+	28"	5d10	5+	400	BR6+	+60pts
[One Use]							
Shimoda Team always equipped TL Missile Salvo							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Guncannon (MP)	Firepower	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	16" 0"	4"	-	3000	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 240mm Cannons [K]	Siege 9+	32"	5d10	5+	400	BR6+
[Alt Fire - Use 1 Move Actions & Gain ATK+1d10]						
Bullpup [K]	Barrage 10+	24"	7d10	5+	200	MB5+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Fists [CC]	Counter 8+	4"	6d10	5+	300	PP5+
-						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Guntank (MP) [G]	Firepower	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	20" 0"	4"	-	2100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Tracked Vehicle MS	1d10	5+	1d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 120mm Artillery [K]	Bullseye 8+	40"	5d10	5+	300	MB5+
[Indirect Fire R:20" up to Max Weapon Range]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Howitzer Hands [X]	CIWS 7+	16"	5d10	5+	200	MB7+
-						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Juggler [S]	Firepower	1	1	Giant	10	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	24" 0"	4"	-	3600	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Bullpup [K]	Barrage 10+	24"	7d10	5+	200	MB5+
[MB Save = 200 DMG]						
Remote Gun-Balls [E]	Swarm 9+	24"	5d10	5+	300	AP6+
[AP Saves = 500 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Scarlet Team	-	4+	5+	6+	5+	5+	0080
Deep Blue Team	-	3+	5+	7+	5+	5+	0080
Blanc Rival Crew	-	4+	5+	7+	5+	4+	Z.Front (PS2)
Nemesis Corps	-	5+	4+	6+	5+	5+	Hooligans
Guncannon MP Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Bullpup [K]	Barrage 10+	24"	7d10	5+	200	MB5+	+10pts
[MB Save = 200 DMG]							
TL Machine Guns [K]	Barrage 8+	20"	7d10	5+	200	MB6+	+60pts
[MB Save = 200 DMG]							
+100pts Guncannon (MP) Lydo Wolf Custom Gain [S2] Shield & Ambush							
[S2] Shield	Shield Bonus +2 DEF						+80pts
Ambush	Gain Ambush Trait						+20pts



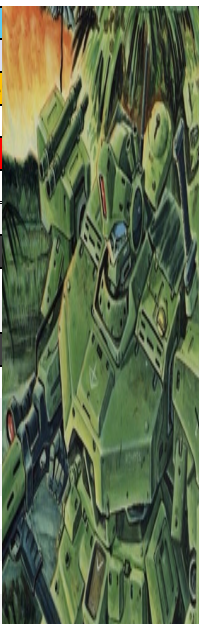
RGM-79KC
OF PROJECT GUSTO



RGM-79KC
OF PROJECT GUSTO
WITH YELLOW WEAPONS

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Intercept Custom	Battler	1	1	Giant	10	250
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Federation Pilot	0" 16"	8"	-	1800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Spray Missile Gun [X]	Barrage 6+	24"	5d10	5+	100	MB8+
	[Two Uses] [MB Saves = 200 DMG]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Custom Beam Gun [E]	Counter 7+	16"	5d10	5+	200	AP6+
		0				
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
		-				

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Spartan	Battler	1	1	Giant	10	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 16"	8"	-	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit Defenses	2d10	5+	2d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Minigun [K]	Barrage 8+	28"	4d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Wireguided Missiles [X]	Siege 7+	16"	5d10	5+	400	BR6+
	[One Use] [Attack also requires 1 Move Action]					
Handgun [K]	Counter 8+	16"	5d10	5+	300	ST7+
		-				
Heat Knife	Counter 6+	4"	4d10	5+	200	AP7+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+



RGM-79L
OF PROJECT GUSTO

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Light Armor	Battler	1	1	Giant	50	50
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Gary Rogers	0" 12"	8"	-	1500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	3+	3d10	3+		
-	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	5d10	4+	300	AP7+
		-				
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	4+	300	PP6+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Federation Elite	-	5+	5+	6+	4+	5+	0079
Karaba Elite	-	5+	5+	6+	4+	5+	Zeta
Titans Elite	-	5+	4+	6+	5+	5+	Zeta
Sleipnir Corps	-	5+	4+	7+	4+	5+	Hooligans
GM Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Hyper Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR7+	+100pts
		-					
Stripped Beam Rifle [E]	Duelist 9+	16"	3d10	5+	300	AP7+	+40pts
		-					
Beam Pistol [E]	Counter 8+	20"	3d10	5+	200	AP6+	+10pts
		-					
Beam Gun [E]	Counter 8+	20"	5d10	5+	200	AP6+	+10pts
		-					



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Aqua GM [G][A]	Battler	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 8"	8"	-	1500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Spray Missile Gun [X]	Barrage 7+	24"	5d10	5+	100	MB8+
[Three Uses] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Torpedo Pod [X]	Barrage 7+	16"	5d10	5+	200	MB8+
[One Use]						
Beam Dagger	Critical 8+	4"	5d10	5+	200	AP8+
-						
Grappling Unit	Counter 6+	8"	4d10	5+	0	PP7+
[Pull Yourself]						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Striker	Battler	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 8"	8"	-	3000	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit Defenses	2d10	5+	2d10	5+		
[S1] Combat Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Bullpup [K]	Barrage 10+	24"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
Beam Spear	Counter 9+	8"	6d10	5+	200	AP8+
Shield Smash [CC]	Counter 8+	4"	6d10	5+	300	PP6+



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Night Seeker II	Battler	1	2	Giant	35	150
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Federation Elite	0" 12"	8"	-	1800	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit Defenses	3d10	4+	3d10	5+		
-						
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	6d10	5+	300	AP7+
-						
Grenades [X]	Barrage 6+	12"	7d10	5+	200	MB8+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-						

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

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Striker Metal Spider	Battler	1	1	Giant	10	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Federation Pilot	0" 16"	8"	-	3000	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Custom Beam Gun [E]	Counter 7+	16"	5d10	5+	200	AP6+
		0				
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Rocket Anchor (Arc)	Counter 6+	8"	4d10	5+	0	PP7+
	[Pull Yourself] [Alt Mode: Arc Wire - Change to Save: ST 6+]					
Heat Knife	Counter 6+	4"	4d10	5+	200	AP7+
		-				
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	6d10	5+	300	PP6+
		-				

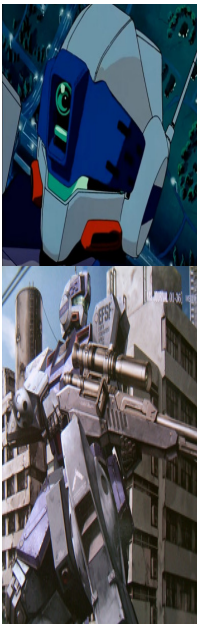






Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Custom	Versatile	1	2	Giant	35	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Immortal 4th Team	16" 8"	4"	-	2100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	3+	4d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
GM Rifle [K]	Barrage 9+	24"	7d10	5+	200	MB6+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
		-				
Mecha & Pilot Traits						
Men of Destiny	Gain +7VP when you destroy a unit					Bonus
	Bonus +3VP if they were Elite.					Obj.
+200pts - GM Custom Fb - Gain Boost+2						

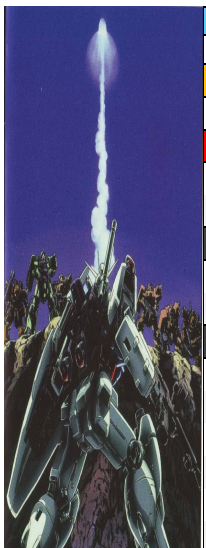
Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Cannon II	Firepower	1	2	Giant	35	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Immortal 4th Team	16" 0"	4"	-	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	3+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	32"	7d10	5+	300	AP6+
GM Rifle [K]	Barrage 9+	24"	8d10	5+	200	MB6+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	8d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
Mecha & Pilot Traits						
	Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.					Bonus Obj.
	Men of Destiny					



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GM Sniper II White Dingo	Sniper	1	2	Giant	80	350
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Lydo Wolf	40" 0"	4"	-	1500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	3+	3d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Solid Sniper Rifle [K]	Bullseye 9+	40"	6d10	3+	300	MB8+
	[Min. Range 16"]					
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-50pts - GM Sniper II instead equips an [S1] Shield						
[S1] Small Shield	Shield Bonus +1 DEF					

Elite Pilot Swaps							
Skilled Pilot [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
South Burning	+50pts	5+	5+	5+	3+	3+	0083
Bernard Monsha	-	4+	5+	5+	4+	5+	0083
M. Pierce Rayer	-	3+	5+	6+	4+	5+	R.Ashes (DC)
Lucien Bendt	-	5+	5+	5+	3+	5+	AoZ
GM Sniper II Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Solid Sniper Rifle [K]	Bullseye 9+	40"	6d10	5+	300	MB8+	+70pts
	[Min. Range 16"]						
Long Beam Sniper [E]	Bullseye 9+	40"	6d10	5+	200	AP7+	+70pts
	[Min. Range 16"]						
Heavy Beam Sniper [E]	Bullseye 9+	36"	6d10	5+	300	AP7+	+70pts
	[Min. Range 16"]						
GM Rifle [K]	Barrage 9+	24"	8d10	5+	200	MB6+	+50pts
	[MB Save = 200 DMG]						
Shiki Beam Rifle [E]	Crit 8+	28"	6d10	5+	100	AP6+	+50pts
	-						



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	GP01 Zephyranthes	Versatile	2	2	Giant	55	300
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	Kou Uraki	16" 8"	4"	-	5100	7+	
	Defenses	Evade DEF		TN	Melee DEF		TN
	Mobile Suit DEF	6d10		5+	5d10		4+
	[S2] Shield	Shield Bonus +2 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	RX Beam Rifle [E]	Crit 9+	24"	6d10	4+	300	AP7+
	-						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans [K]	CIWS 7+	16"	8d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]						
	Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
	-						
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+	
-							
Mecha & Pilot Traits							
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)						Trait +V

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GP04 Gerbera	Raid	2	2	Giant	35	400
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
AE Test Pilot	16" 0"	8"	1	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Nimble Flyer	8d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Sniper B.Launcher [E]	Bullseye 9+	36"	6d10	5+	400	AP7+
-						
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-						
Mecha & Pilot Traits						
Gain +2 VP each time you use Ambush, Flash, Alert or Iron Wall with this unit.					Bonus Obj.	Test Pilot



GP04 GERBERA
TYPE: RANGER
CLASS: RANGER
ARMED: 100%
ARMED: 100%
ARMED: 100%
ARMED: 100%
ARMED: 100%
ARMED: 100%
ARMED: 100%
ARMED: 100%



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	GP01-Fb Zephyranthes	Versatile	2	2	Giant	75	500
	Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
	Kou Uraki	16" 8"	4"	2	5100	5+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Nimble Flyer	7d10	3+	5d10	5+		
	[S2] Shield	Shield Bonus +2 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	RX Beam Rifle [E]	Crit 9+	24"	6d10	4+	300	AP7+
	-						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans [K]	CIWS 7+	16"	8d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]						
	Beam Saber	Crit 9+	4"	7d10	4+	100	AP8+
	-						
Close Combat [CC]	Siege 9+	4"	7d10	4+	300	PP6+	
-							
Mecha & Pilot Traits							
Hunting for a Rival	Gain +1VP every time your ELITE unit rolls a 10 on ATK or DEF vs an Elite, Challenge, Revenge or Size 1+ Target.						Bonus Obj.
Sudden Decoupling	[M-1] Usable once per game Your next melee attack gains Blindside.						Trait +V
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)						Trait +V

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Kou Uraki [BT]	+50pts	4+	4+	5+	5+	5+	0083
Pecche Montagne	NT Flash I	5+	5+	5+	4+	5+	Engage
GM Sniper II Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Bullpup [K]	Barrage 10+	24"	8d10	5+	200	MB5+	+10pts
[MB Save = 200 DMG]							
RX Beam Rifle [E]	Crit 9+	24"	6d10	5+	300	AP7+	+50pts
Long Beam Rifle [E]	Crit 9+	28"	6d10	5+	200	AP7+	+40pts
Sniper B.Launcher [E]	Bullseye 9+	36"	6d10	5+	400	AP7+	+110pts
TL Rocket Launcher [K]	Siege 10+	24"	7d10	5+	500	BR5+	+60pts

	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	GP03 Dendrobium Stamen	Firepower	2	2	Giant	75	250
	Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
	Kou Uraki	16" 8"	4"	-	5100	5+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Suit DEF	5d10	3+	4d10	5+		
	[S1] Small Shield	Shield Bonus +1 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	TL Rocket Launcher [K]	Siege 10+	24"	8d10	4+	500	BR5+
	-						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Beam Saber	Crit 9+	4"	8d10	4+	100	AP8+
-							
Close Combat [CC]	Siege 9+	4"	8d10	4+	300	PP6+	
-							
Mecha & Pilot Traits							
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)						Trait +V

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
GP00 Blossom	Sniper	2	2	Giant	55	400
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Jack Bayard	40" 0"	4"	-	4800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Nimble Flyer	6d10	5+	4d10	4+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Large Beam Cannon [E]	Siege 9+	36"	7d10	4+	300	AP6+
-						
Melee & Close Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
Mecha & Pilot Traits						
If your unit survived an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall)					Bonus Obj.	The Machine Survived..



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	GP03 Dendrobium Orchis	Firepower	2	2	Giant	75	1000
	Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
	Kou Uraki	20"	4"	2	4500	5+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Armor DEF	5d10	3+	3d10	5+		
	-	-					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Mega Beam Cannon [E]	Bullseye 9+	40"	7d10	4+	400	AP7+
		-					
GP03 Micromissiles [X]		Swarm 7+	28"	8d10	4+	100	MB8+
[Two Uses] [MB Saves = 200 DMG]							
TL Rocket Launcher [K]		Siege 10+	24"	8d10	4+	500	BR5+
-							
Melee & Close Weapons		Trigger	Range	Attack	TN	DMG	Save
Antiship Sword		Siege 8+	8"	7d10	4+	500	BR7+
-							
Chain Mine		Opener 7+	8"	6d10	4+	400	BR8+
[One Use]							
Mecha & Pilot Traits							
Hidden Beneath	When this unit is destroyed, replace it with GP03 Dendrobium Stamen above.						Trait +X
-Field [Barrier][360	[Barrier] HP 6500 only vs [E]nergy attacks [Barrier] loses -500 HP at the end of each Round.						Trait +XX

How to Remove an Elite Pilot from a Profile

1. Give the unit a Base Pilot [Elite Level 0]
Reset all HIT and DEF TNs to 5+ and Morale to 7+

2. Lower VP for the Unit:

Ace = $-20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $-10 [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $-5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. An Ace Pilot in a Frame 1 Performance 2 machine worth 100VP

The unit with a basic pilot is now worth 40VP ($100 - 20 \times [\text{Frame} 1 + \text{Performance} 2]$)

3. Some Elites are worth +50/+100pts for improved HIT/DEF/Morale TNs, removing the pilot lowers the unit price. Likewise remove unit traits like "Newtype" then lower the cost, Trait+V = +50pts, +X=+100pts etc.

Remove any enhanced Triggers like Shooting Trigger+1 or Melee Trigger+1, downgrade all Shooting or Melee Triggers by 1 respectively.

How to Add an Elite Pilot from a Profile

1. Remove the old pilot. Update the units Elite Level,
Update all HIT and DEF TNs to the new pilot.

2. Raise VP for the Unit:

Ace = $+20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $+10 \times [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $+5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.

They become a Skilled Pilot worth 85VP ($45 + 10 \times [\text{Frame} 2 + \text{Performance} 2]$)

3. Some Elites have a Trait for improved HIT/DEF/Morale TNs in the special column it will say +50pts or +100pts
For others look up their Trait and raise the units Points Cost

A unit with S.Trigger+1 improves all Shooting Triggers by 1 (i.e. Crit 9+ to 8+) likewise for M.Trigger+1 which improves Melee Triggers by 1.

Appearance	Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF
MSG 0079	Amuro Ray [MSG]	NT Flash I	4+	4+	7+	4+	5+
MSG 0079	Kai Shiden [BT]	-	5+	5+	7+	3+	5+
MSG 0079	Ryo & Hayato	-	5+	5+	5+	5+	5+
MSG 0079	Hayato Kobayashi	-	5+	5+	5+	5+	5+
MSG 0079	Job John	-	4+	5+	7+	4+	5+
MSG 0079	Federation Elite	-	5+	5+	6+	4+	5+
A Baoa Qu the Ride	Jack Bayard	-	4+	5+	7+	5+	4+
War in the Pocket 0080	Scarlet Team	-	4+	5+	6+	5+	5+
War in the Pocket 0080	Deep Blue Team	-	3+	5+	7+	5+	5+
Stardust Memory 0083	Kou Uraki [BT]	+50pts	4+	4+	5+	5+	5+
Stardust Memory 0083	Immortal 4th Team	-	5+	5+	7+	3+	5+
08th MS Team	Shiro Amada	+50pts	5+	5+	4+	5+	4+
08th MS Team	Karen Joshua	-	4+	4+	7+	5+	5+
08th MS Team	Terry Sanders Jr.	-	3+	5+	9+	4+	5+
Blue Destiny (S.Saturn)	Guinea Pig Team	-	4+	5+	7+	5+	4+
Encounters in Space (PS2)	Thoroughbred Crew	-	5+	5+	7+	4+	4+
Zeonic Front (PS2)	Agar	-	4+	5+	6+	5+	5+
Zeonic Front (PS2)	Blanc Rival Crew	-	4+	5+	7+	5+	4+
Lost War Chronicles (PS2)	Matt Healy	+50pts	5+	5+	5+	4+	4+
Lost War Chronicles (PS2)	Delta Team	-	5+	5+	5+	5+	5+
MS Senki 0081 (PS3)	Phantom Sweep	-	5+	4+	7+	5+	4+
Gundam Engage	Pêche Montagne	NT Flash I	5+	5+	5+	4+	5+
A Baoa Qu the Ride	Halloween Team	-	4+	5+	7+	5+	4+
Federation Hooligans	Nemesis Corps	-	5+	4+	6+	5+	5+
Federation Hooligans	Sleipnir Corps	-	5+	4+	7+	4+	5+

Skilled Pilots [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Appearance
Amuro Ray [SoS]	NT Flash II	4+	4+	7+	3+	3+	MSG 0079
Kai Shiden	-	5+	5+	6+	3+	4+	MSG 0079
Kou Uraki	+50pts	4+	4+	5+	3+	5+	Stardust Memory 0083
South Burning	+50pts	5+	5+	5+	3+	3+	Stardust Memory 0083
Bernard Monsha	-	4+	5+	5+	4+	5+	Stardust Memory 0083
Волк	-	5+	4+	6+	4+	4+	Cross Dimension 0079
Yuu Kajima	EXAM	4+	3+	5+	4+	3+	Blue Destiny (S.Saturn)
M. Pierce Rayer	-	3+	5+	6+	4+	5+	Rise from the Ashes (DC)
Luce Kassel	-	4+	5+	4+	5+	5+	Encounters in Space (PS2)
Ford Romfellow	-	4+	5+	7+	3+	4+	Encounters in Space (PS2)
Hughes Courand	-	5+	4+	7+	4+	3+	MS Senki 0081 (PS3)
Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Appearance
Amuro Ray [EiS]	NT Flash III	3+	3+	6+	3+	3+	MSG 0079
Tenneth A. Jung	S.Trigger+1	3+	5+	6+	4+	5+	Mobile Suit Variations
Lydo Wolf	-	3+	5+	7+	3+	3+	Mobile Suit Variations
Lon Kou	-	3+	4+	5+	4+	5+	Mobile Suit Variations
Francis Backmeyer	-	3+	5+	5+	4+	4+	Mobile Suit Variations
Col. Den Beserk	-	5+	5+	1+	5+	5+	Mobile Suit Variations
Lt. Heinz Baer	-	4+	5+	5+	3+	4+	Mobile Suit Variations
Gary Rogers	-	4+	4+	7+	3+	3+	Mobile Suit Variations
Lt. Heinz Baer	-	4+	5+	5+	3+	4+	Mobile Suit Variations

How to Build a Brand New Pilot

1. A basic Pilot starts with Morale 7+ and Shooting / Melee / Evade / Melee Defense at 5+

2. Each Pilot Level gives you 2pts you can use to raise your TNs to a maximum of 3+.

Battle-Tested has 2pts, Skilled has 4pts and Ace has 8pts.

E.g. a Battle-Tested Pilots puts 2pts into Morale upgrading from 7+ to 5+.

E.g. A Skilled Pilot invests 2 points into Evade and Melee Defense, making them both 3+.

SPECIAL: An Ace may spend 2pts for improved Triggers.

E.g. A unit with S.Trigger+1 improves all Shooting Triggers by 1 (i.e. Bullseye 9+ to 8+) likewise for M.Trigger+1 which improves Melee Triggers by 1 (i.e. Siege 8+ -> 7+).

WARNING: If you do so, that unit may not purchase any pilot upgrades.

3. You can purchase Pilot Upgrades from the table below which raises the unit's cost.

Note some upgrades also give bonus pilot points like Newtype or Burning Soul.

4. For starting Morale Points, Battle-Tested are [Elite 1], Skilled are [Elite 2], and Ace units are [Elite 3]. It also raises the unit's VP as shown below:

Ace = +20x[Frame+Performance]VP

Skilled = +10x[Frame+Performance]VP

Battle-Tested= +5x[Frame+Performance]VP

i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.

They become a Skilled Pilot worth 85VP (45+ 10x[Frame2+Performance 2])

NOTE: You can rename these traits to fit your pilot. "Newtype Flash" can be "Superior Instincts", "Newtype Pressure" can be "Menacing Aura" etc.

Pilot Traits		
This unit has +2 Pilot Points	Trait +V	Talented Pilot
This unit has +4 Pilot Points	Trait +X	Genius Pilot
This unit has +6 Pilot Points	Trait +XV	Mecha Master
This unit rolls +1 Rally Save when it activates	Trait +XV	Steel Resolve
The trait above also gives +4 Pilot Points		
Once per Turn when you use the Zeal Skill gain a free Accelerate action.	Trait +V	Overzealous I
Once per Turn when you use the Zeal Skill gain two free Accelerate actions.	Trait +X	Overzealous II
Once per Turn when you use the Zeal Skill gain two free Accelerate actions.	Trait +X	Overzealous III
The trait above also gives +2 Pilot Points		
When this unit activates, the nearest enemy makes 1 Rout Save	Trait +V	Newtype Pressure I
When this unit activates, the nearest enemy makes 2 Rout Saves	Trait +X	Newtype Pressure II
When this unit activates, the nearest enemy makes 2 Rout Saves	Trait +XV	Newtype Pressure III
The trait above also gives +2 Pilot Points		
When you use Flash your weapons Trigger becomes [360][Counter 9+] for the rest of the Turn.	Trait +V	Newtype Flash I
The trait above also gives +1 Pilot Point		
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +X	Newtype Flash II
The trait above also gives +2 Pilot Points		
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +XV	Newtype Flash III
The trait above also gives +4 Pilot Points		
[Finisher Phase] gain +1d10 Finisher Die	Trait +V	Burning Soul I
The trait above also gives +1 Pilot Point		
[Finisher Phase] gain +2d10 Finisher Dice	Trait +X	Burning Soul II
The trait above also gives +2 Pilot Points		
[Finisher Phase] gain +2d10 Finisher Dice	Trait +XV	Burning Soul III
The trait above also gives +4 Pilot Points		
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +V	Killer Instinct
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +XV	Berserker
The trait above also gives +4 Pilot Points		

How to Swap Weapons on a Mech

1. Add / Remove weapons & shields then raise / lower the unit's cost by that many points.

e.g. Remove a Giant Bazooka (-50pts)

e.g. Add a TL 180mm Cannon (+100pts)

WARNING: All units are at a minimum 50pts.

2. For some units they already have an armory table that shows weapons they can equip where everything is precalculated.

If instead you choose a weapon from this page then follow these rules:

a) Take the weapon's base dice from the table below

b) Now add the following bonus dice:

c) Add +1d10 per Performance level

d) Add +1d10 if you are Frame 2

e) +2d10 on Shooting weapons if you are Sniper or Firepower type

f) +2d10 on Melee weapons if you are Battler or Firepower type

g) +1d10 on all weapons if you are Versatile, Guardian, or Raid type

3. The TN for these weapons is the same as your other weapons for the Mech.

For example, if your Mech normally Hits on a 5+ for Shooting and 4+ for melee, then your new Shooting weapon Hits on a 5+ and a new melee weapon hits on a 4+

Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Saber	Crit 9+	4"	3d10	*	100	AP8+	+10pts
		-					
Twin Beam Sabers	Crit 9+	4"	4d10	*	200	AP8+	+80pts
		-					
Beam Javelin	Crit 8+	16"	2d10	*	200	AP8+	+20pts
		[One Use]					
Beam Claws	Critical 8+	4"	2d10	*	300	AP8+	+50pts
		-					
Beam Scythe	Crit 7+	8"	1d10	*	200	AP8+	+50pts
		-					
Beam Spear	Counter 9+	8"	3d10	*	200	AP8+	+20pts
		-					
Beam Dagger	Critical 8+	4"	2d10	*	200	AP8+	+30pts
		-					
Twin Beam Daggers	Critical 8+	4"	3d10	*	200	AP8+	+80pts
		-					
Heat Knife	Counter 6+	4"	1d10	*	200	AP7+	+30pts
		-					
Heat Lancer	Pierce 9+	8"	3d10	*	500	AP6+	+80pts
		-					
Rocket Anchor (Arc)	Counter 6+	8"	1d10	*	0	PP7+	+40pts
		[Pull Yourself] [Alt Mode: Arc Wire - Change to Save: ST 6+]					
Grappling Unit	Counter 6+	8"	1d10	*	0	PP7+	+20pts
		[Pull Yourself]					
Gundam Hammer	Siege 8+	8"	1d10	*	600	PP7+	+80pts
		-					
Shoulder Magnum [K]	Counter 7+	16"	2d10	*	400	ST4+	+50pts
		-					
Howitzer Hands [X]	CIWS 7+	16"	2d10	*	200	MB7+	+50pts
		-					
Missile Pod [X]	Barrage 8+	16"	4d10	*	200	MB7+	+10pts
		[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 7+	16"	4d10	*	200	MB8+	+50pts
		[One Use]					
Grenades [X]	Barrage 6+	12"	3d10	*	200	MB8+	+20pts
		[One Use] [MB Saves = 200 DMG]					
Grenade Launcher [X]	Counter 8+	16"	3d10	*	300	ST7+	+10pts
		One Use					
Vulcans [K]	CIWS 7+	16"	4d10	*	100	MB6+	+10pts
		[One Use] [MB Saves = 200 DMG]					
Vulcans & Cannons [K]	CIWS 8+	16"	4d10	*	200	MB6+	+10pts
		[One Use] [MB Saves = 200 DMG]					
Tower Vulcans [K]	CIWS 6+	20"	3d10	*	100	MB7+	+80pts
		[Two Uses] [MB Saves = 200 DMG]					

Points	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
+10pts	Machine Gun [K]	Barrage 8+	20"	3d10	*	200	MB6+
		[MB Save = 200 DMG]					
+10pts	Bullpup [K]	Barrage 10+	24"	4d10	*	200	MB5+
		[MB Save = 200 DMG]					
+50pts	GM Rifle [K]	Barrage 9+	24"	4d10	*	200	MB6+
		[MB Save = 200 DMG]					
+50pts	GM Cold D. M.Gun [K]	Barrage 8+	20"	4d10	*	200	MB5+
		[MB Save = 200 DMG]					
+80pts	TL SMG [K]	Barrage 8+	16"	5d10	*	200	MB4+
		[MB Save = 200 DMG]					
+60pts	TL Machine Guns [K]	Barrage 8+	20"	4d10	*	200	MB6+
		[MB Save = 200 DMG]					
+70pts	TL Small Gatling [K]	Barrage 7+	24"	4d10	*	100	MB8+
		[MB Save = 200 DMG]					
+100pts	TL Gatling Gun [K]	Barrage 8+	28"	4d10	*	200	MB7+
		[MB Save = 200 DMG]					
+100pts	Heavy Gatling [K]	Barrage 7+	32"	3d10	*	200	MB7+
		[MB Save = 200 DMG]					
+100pts	Giant Gatling [K]	Barrage 8+	32"	3d10	*	300	MB6+
		[MB Save = 200 DMG]					
+50pts	Artillery Cannon [K]	Bullseye 10+	36"	2d10	*	400	BR5+
		[Indirect Fire R:20" up to Max Weapon Range]					
+140pts	TL 120mm Artillery [K]	Bullseye 8+	40"	2d10	*	300	MB5+
		[Indirect Fire R:20" up to Max Weapon Range]					
+100pts	TL 240mm Cannons [K]	Siege 9+	32"	2d10	*	400	BR6+
		[Alt Fire - Use 1 Move Actions & Gain ATK+1d10]					
+130pts	TL 300mm Cannons [K]	Siege 9+	32"	2d10	*	500	BR6+
		[Alt Fire - Use 1 Move Actions & Gain ATK+1d10]					
+10pts	Rocket Launcher [K]	Siege 10+	24"	2d10	*	500	BR5+
		-					
+60pts	TL Rocket Launcher [K]	Siege 10+	24"	3d10	*	500	BR5+
		-					
+50pts	Hyper Bazooka [K]	Siege 10+	24"	2d10	*	500	BR7+
		-					
+100pts	TL Hyper Bazooka [K]	Siege 10+	24"	3d10	*	500	BR7+
		-					
+60pts	Spray Missile Gun [X]	Barrage 7+	24"	4d10	*	100	MB8+
		[Three Uses] [MB Saves = 200 DMG]					
+100pts	TL Spray Missile Gun [X]	Barrage 6+	24"	4d10	*	100	MB8+
		[Two Uses] [MB Saves = 200 DMG]					
+10pts	Missile Salvo [X]	Siege 10+	28"	3d10	*	400	BR6+
		[One Use]					
+60pts	TL Missile Salvo [X]	Siege 10+	28"	4d10	*	400	BR6+
		[One Use]					
+30pts	AA Missiles [X]	Counter 7+	24"	2d10	*	200	MB8+
		[One Use]					

Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Long Beam Sniper [E]	Bullseye 9+	40"	2d10	*	200	AP7+	+70pts
	[Min. Range 16"]						
Heavy Beam Sniper [E]	Bullseye 9+	36"	2d10	*	300	AP7+	+70pts
	[Min. Range 16"]						
Sniper B.Launcher [E]	Bullseye 9+	36"	2d10	*	400	AP7+	+110pts
	-						
Beam Rifle [E]	Crit 9+	24"	2d10	*	200	AP6+	+10pts
	-						
R-4 Beam Rifle [E]	Crit 9+	32"	2d10	*	200	AP6+	+40pts
	-						
RX Beam Rifle [E]	Crit 9+	24"	2d10	*	300	AP7+	+50pts
	-						
TL RX Beam Rifle [E]	Crit 9+	24"	3d10	*	300	AP7+	+100pts
	-						
Triple RX Beam Rifle [E]	Crit 8+	24"	3d10	*	300	AP7+	+150pts
	-						
Alex Beam Rifle [E]	Counter 8+	24"	2d10	*	300	AP6+	+50pts
	-						
7th Beam Rifle [E]	Duelist 8+	20"	1d10	*	300	AP7+	+100pts
	-						
Heavy Beam Rifle [E]	Duelist 8+	16"	1d10	*	300	AP6+	+70pts
	-						
Stripped Beam Rifle [E]	Duelist 9+	16"	2d10	*	300	AP7+	+40pts
	-						
Shorty Beam Rifle [E]	Counter 7+	16"	2d10	*	200	AP6+	+50pts
	-						
Beam Gun [E]	Counter 8+	20"	2d10	*	200	AP6+	+10pts
	-						
Custom Beam Gun [E]	Counter 7+	16"	2d10	*	200	AP6+	+50pts
	0						
TL Beam Cannons [E]	Siege 10+	32"	3d10	*	300	AP6+	+60pts
	-						
Large Beam Cannon [E]	Siege 9+	36"	2d10	*	300	AP6+	+70pts
	-						
Mega Beam Cannon [E]	Bullseye 9+	40"	2d10	*	400	AP7+	+130pts
	-						
Beam Spot Guns [E]	CIWS 7+	20"	3d10	*	200	AP5+	+30pts
	[One Use] [AP Saves = 500 DMG]						
Railcannon [K]	Siege 10+	36"	2d10	*	400	ST6+	+20pts
Railgun Sniper [K]	Bullseye 9+	40"	2d10	*	300	ST6+	+50pts
Defenses		Shield Bonus					Points
[S1] Combat Shield		Shield Bonus +1 DEF					+30pts
[S2] Shield		Shield Bonus +2 DEF					+80pts
[S3] Tower Shield		Shield Bonus +3 DEF					+150pts



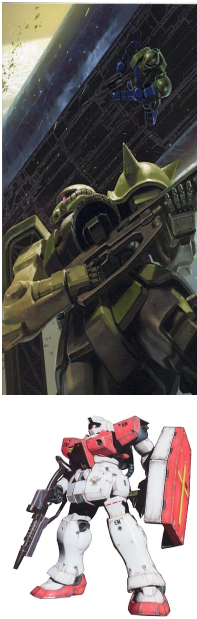
	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Char's Zaku II	Versatile	1	1	Giant	50	250
	Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
	Char Aznable	8" 12"	4"	1	2700	4+	
	Defenses	Evade DEF		TN	Melee DEF		TN
	Mobile Suit DEF	4d10		3+	3d10	5+	
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Zaku Bazooka [K]	Siege 9+	24"	4d10	3+	400	BR6+
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Heat Hawk	Crit 8+	4"	3d10	4+	500	AP6+
	Char Kick [CC]	Counter 8+	4"	5d10	4+	200	PP7+
Char's Pilot Trait (+100pts already included in Profile)							
Newtype Flash II	When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.						Trait +X

+10pts Zaku II FS Commander / Origin - Gain Vulcans
+30pts Matsunaga / Dozle Type - Gain Large Heat Hawk

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku II High Mobility	Versatile	1	1	Giant	50	150
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Black Tri-Stars	8" 12"	4"	2	2100	4+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Suit DEF	4d10		4+	3d10		5+
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	24"	4d10	4+	500	BR7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Heat Hawk	Crit 8+	4"	3d10	4+	500	AP6+
-						
Shoulder Tackle [CC]	Counter 8+	4"	5d10	4+	300	PP6+
-						
Mecha & Pilot Traits						
This unit has 0 Boost in Round 4+						Trait -III



All other Hi=Mobiity Types = Use Zaku Bazooka or Machine Gun
+30pts Matsunaga Type - Gain Large Heat Hawk



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Zaku II	Versatile	1	1	Giant	10	50
	Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
	Zeon Pilot	8" 8"	4"	-	2700	7+	
	Defenses	Evade DEF		TN	Melee DEF	TN	
	Mobile Suit DEF	4d10		5+	3d10	5+	
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Zaku Machine Gun [K]	Barrage 7+	20"	5d10	5+	200	MB7+
		[MB Save = 200 DMG]					
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Grenades [X]	Barrage 6+	12"	5d10	5+	200	MB8+
		[One Use] [MB Saves = 200 DMG]					
	Heat Hawk	Crit 8+	4"	3d10	5+	500	AP6+
			-				
	Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
			-				
	+100pts GM Camouf - Gain Antiship Rifle & [S2] Shield & Ambush Trait						
	[S2] Shield	Shield Bonus +2 DEF					
	Mecha & Pilot Traits						
Sieg Zeon!	Gain +3 VP each time you pass a Rally or Rout Save.						Bonus Obj.

Elite Pilot Swaps							
Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Black Tri-Stars	-	4+	4+	4+	4+	5+	0079
Shin Matsunaga	+50pts	4+	4+	5+	3+	3+	MSV
Johnny Ridden	+50pts	3+	4+	5+	3+	4+	MSV
Gabby Hazard	+50pts	3+	3+	6+	3+	4+	MSV
Zaku II Armory - Zaku Machine Gun & Zaku / Giant Bazooka are all worth 50pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Artillery Cannon [K]	Bullseye 10+	36"	4d10	*	400	BR5+	+50pts
	[Indirect Fire R:20" up to Max Weapon Range]						
Antiship Rifle [K]	Bullseye 9+	36"	4d10	*	300	BR6+	+50pts
	[Min. Range 16"]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Missile Pod [X]	Barrage 7+	16"	6d10	*	200	MB8+	+50pts
	[One Use]						
Vulcans [K]	CIWS 7+	16"	6d10	*	100	MB6+	+10pts
	[One Use] [MB Saves = 200 DMG]						
Heat Hawk	Crit 8+	4"	3d10	*	500	AP6+	+10pts
Large Heat Hawk	Crit 9+	4"	4d10	*	600	AP6+	+40pts

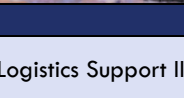
MS-06D
ZAKU DESERT TYPE (GARIBALDI TEAM)



MS-06D
ZAKU DESERT TYPE (GARIBALDI TEAM)

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku Desert Type [G]	Versatile	1	1	Giant	20	50
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Caracal / Garibaldi Team	8" 8"	4"	-	3000	6+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	4+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Zaku Machine Gun [K]	Barrage 7+	20"	5d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Pod [X]	Barrage 8+	16"	6d10	5+	200	MB7+
	[One Use] [MB Saves = 200 DMG]					
Heat Hawk	Crit 8+	4"	3d10	5+	500	AP6+
	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-	-	-	-	-	-
+0pts Garibaldi Team - Use the Long Barrel Machine Gun						
+0pts Caracal Team - Remove Shooting weapons, gain Spray Missile Gun						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku II FZ	Guardian	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12" 8"	4"	-	3900	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
MMP-80 M.Gun [K]	Barrage 8+	20"	5d10	5+	200	MB5+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	5d10	5+	300	ST7+
	One Use					
Heat Hawk	Crit 8+	4"	3d10	5+	500	AP6+
	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-	-	-	-	-	-
+0pts FZ Variant - Replace Shooting Weapons with Zaku Machine Gun & Sturm Faust Salvo						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku I	Versatile	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 8"	4"	-	2100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Zaku Machine Gun [K]	Barrage 7+	20"	5d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Heat Hawk	Crit 8+	4"	3d10	5+	500	AP6+
	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
	-	-	-	-	-	-
Mecha & Pilot Traits						
Logistics Support II Before battle choose two units in your army to gain the Ambusher trait.						Trait +IV

+100pts Zaku I Garret Schmitzer Variant	
Replace machine gun with Raketen Bazooka and Heat Hawk with Heat Sword. Gain Sturm Faust Salvo & [S2] Shield.	
[S2] Shield	Shield Bonus +2 DEF

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Bernie Wiseman	+50pts	5+	4+	5+	4+	5+	0080
Delaz Fleet	-	5+	5+	6+	4+	5+	0083
MAJ Roy Greenwood	+50pts	5+	5+	4+	4+	5+	MSV
Midnight Fenrir Corps	-	4+	4+	7+	5+	5+	Z.Front (PS2)
Zaku Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Sturm Faust Salvo [X]	Siege 9+	28"	5d10	5+	200	BR6+	+20pts
	[One Use]						
Spray Missile Gun [X]	Barrage 7+	24"	6d10	5+	100	MB8+	+60pts
	[Three Uses] [MB Saves = 200 DMG]						
MMP-80 M.Gun [K]	Barrage 8+	20"	6d10	5+	200	MB5+	+50pts
	[MB Save = 200 DMG]						
Raketen Bazooka [K]	Siege 10+	20"	4d10	5+	500	BR8+	+50pts
	-	-	-	-	-	-	-
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Missile Pod [X]	Barrage 7+	16"	6d10	5+	200	MB8+	+50pts
	[One Use]						
Grenade Launcher [X]	Counter 8+	16"	5d10	5+	300	ST7+	+10pts
	One Use						
Heat Sword	Crit 8+	4"	4d10	5+	300	AP6+	+10pts
	-	-	-	-	-	-	-



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

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku Cannon	Firepower	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16" 0"	4"	-	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	Bullseye 10+	36"	5d10	5+	400	BR5+
[Indirect Fire R:20" up to Max Weapon Range]						
TL Rocket Launcher [K]	Siege 10+	24"	6d10	5+	500	BR5+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
+0pts Zaku Half Cannon - Replace the Artillery Cannon with a Minigun +50pts gain a Zaku Machine Gun [K]						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zaku I Sniper Type	Sniper	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	24" 0"	4"	-	2100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Beam Sniper [E]	Bullseye 9+	40"	5d10	5+	200	AP7+
[Min. Range 16"]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
Mecha & Pilot Traits						
During deployment choose 3 units, each of them deploy an additional 4" from the table edge. This ability does not stack.						Trait +III



MS-06E-3
ZAKU FLIPPER

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Recon Zaku	Sniper	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	24" 0"	4"	-	2100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	2d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Barrel M.Gun [K]	Barrage 8+	32"	6d10	5+	200	MB5+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 9+	4"	4d10	5+	300	PP6+
-						
+200pts Zaku Flipper						
Sensors 24" 16". Swap Long Barrel M.Gun for Zaku Bazooka						
Mecha & Pilot Traits						
After using Lock On, all allies within you Long Range Sensors also gain Target Lock vs that Target this Round.						Trait +V

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Ian Graden	-	4+	5+	6+	5+	5+	MSV
Yonem Kirks	-	3+	5+	7+	5+	5+	Unicorn
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
Titans Elite	-	5+	4+	6+	5+	5+	Zeta
Zaku II Armory - Zaku Machine Gun & Zaku / Giant Bazooka are all worth 50pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Minigun [K]	Barrage 8+	28"	6d10	5+	200	MB7+	+50pts
[MB Save = 200 DMG]							
Sturm Faust Salvo [X]	Siege 9+	28"	6d10	5+	200	BR6+	+20pts
[One Use]							
Long Barrel M.Gun [K]	Barrage 8+	32"	6d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Zaku Bazooka [K]	Siege 9+	24"	5d10	5+	400	BR6+	+50pts
Zaku Machine Gun [K]	Barrage 7+	20"	4d10	5+	200	MB7+	+50pts
[MB Save = 200 DMG]							



Headhunter							
Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.							
Bonus Obj.							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Dom	Raid	1	1	Giant	50	100
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Black Tri-Stars	8" 0"	8"	-	4200	4+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	4+	1d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	24"	4d10	4+	500	BR7+
-	-	-	-	-	-	-
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Blinding Flash	Opener 8+	8"	5d10	4+	0	ST7+
-	-	-	-	-	-	-
Heat Saber	Crit 9+	4"	5d10	4+	300	AP6+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	4+	300	PP6+
-	-	-	-	-	-	-
+50pts Ortega or Hi-Speed Type - Replace Heat Saber with Heat Bardiche						
Mecha & Pilot Traits						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Rick Dom	Raid	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 0"	8"	-	4200	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	5+	1d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR7+
-	-	-	-	-	-	-
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Blinding Flash	Opener 8+	8"	5d10	5+	0	ST7+
-	-	-	-	-	-	-
Heat Saber	Crit 9+	4"	5d10	5+	300	AP6+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-	-	-	-	-	-	-
+100pts Rick Dom Elite Guard - Replace Giant Bazooka with MMP-80 M. Gun. Replace Heat Saber with Heat Lancer. Gain [S1] Small Shield						
[S1] Small Shield	Shield Bonus +1 DEF					



Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Delaz Fleet	-	5+	5+	6+	4+	5+	0083
Cima Fleet	-	5+	5+	7+	4+	4+	0083
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
Gaius & Vanessa	-	5+	5+	7+	4+	4+	P.t.A. Gihren
Dom Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
S Sturm Faust Salvo [X]	Siege 9+	28"	5d10	5+	200	BR6+	+20pts
[One Use]							
Beam Bazooka [E]	Siege 9+	32"	4d10	5+	400	AP7+	+100pts
-	-	-	-	-	-	-	-
MMP-80 M.Gun [K]	Barrage 8+	20"	6d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Bardiche	Counter 8+	8"	4d10	5+	400	AP6+	+20pts
-	-	-	-	-	-	-	-
Heat Lancer	Pierce 9+	8"	5d10	5+	500	AP6+	+80pts
-	-	-	-	-	-	-	-

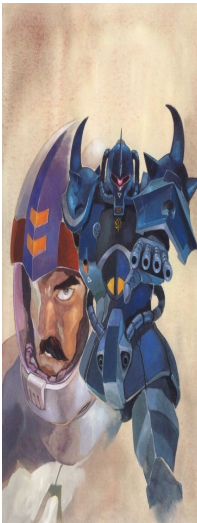
	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Dom Tropen	Raid	1	1	Giant	10	150
	Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
	Zeon Pilot	12"	8"	-	4200	7+	
	Defenses	Evade DEF		TN	Melee DEF		TN
	Mobile Suit DEF	5d10		5+	1d10		5+
	-	-					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Raketen Bazooka [K]	Siege 10+	20"	4d10	5+	500	BR8+
	S Sturm Faust Salvo [X]	Siege 9+	28"	5d10	5+	200	BR6+
[One Use]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	
Heat Saber	Crit 9+	4"	5d10	5+	300	AP6+	
-	-						
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+	
-	-						
+0pts 'Dom Cannon K1 - Replace Bazooka with Artillery Cannon							
+50pts 'Dom Cannon K2 - Replace Bazooka with TL 180mm Cannon							

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Dom Barrage	Raid	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	4200	7+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Suit DEF	5d10		5+	1d10		5+
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Gatling [K]	Barrage 8+	32"	5d10	5+	300	MB6+
[MB Save = 200 DMG]						
Fire SPT Missiles [X]	Siege 10+	32"	5d10	5+	300	MB7+
[One Use] [IDF] [MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-	-					



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Zudah	Raid	1	1	Giant	20	100
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	Jotunheim Pilot	8" 0"	8"	1	2100	7+	
	Defenses	Evade DEF		TN	Melee DEF		TN
	Mobile Suit DEF	5d10		5+	1d10		5+
	[S1] Small Shield	Shield Bonus +1 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Zaku Bazooka [K]	Siege 9+	24"	4d10	5+	400	BR6+
	S Sturm Faust Salvo [X]	Siege 9+	28"	5d10	5+	200	BR6+
[One Use]							
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Heat Hawk	Crit 8+	4"	3d10	5+	500	AP6+
	-	-	-	-	-	-	-
	Shoulder Tackle [CC]	Counter 8+	4"	5d10	5+	300	PP6+
	-	-	-	-	-	-	-
	Mecha & Pilot Traits						
	Saturn Engine	There is a 1/10 chance this unit will explode after using Flash.					Trait -III

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Delaz Fleet	-	5+	5+	6+	4+	5+	0083
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
LCDR Wolfgang	-	4+	5+	7+	4+	5+	HunterB.C.
Jotunheim Pilots	-	5+	5+	7+	3+	5+	IGLOO
Dom & Zudah Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Antiship Rifle [K]	Bullseye 9+	36"	4d10	5+	300	BR6+	+50pts
[Min. Range 16"]							
Artillery Cannon [K]	Bullseye 10+	36"	4d10	5+	400	BR5+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							
TL 180mm Artillery [K]	Siege 10+	32"	5d10	5+	400	BR6+	+100pts
[Indirect Fire R:20" up to Max Weapon Range]							
Zaku Machine Gun [K]	Barrage 7+	20"	5d10	5+	200	MB7+	+50pts
[MB Save = 200 DMG]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Missile Pod [X]	Barrage 8+	16"	6d10	5+	200	MB7+	+10pts
[One Use] [MB Saves = 200 DMG]							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gouf	Battler	1	1	Giant	10	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 12"	8"	-	3600	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Hand Vulcans [K]	Barrage 5+	16"	6d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Arc Whip	Counter 7+	8"	5d10	5+	200	ST7+
[Alt Mode: Heat Whip - Save change AP 6+]						
Heat Sword	Crit 8+	4"	5d10	5+	300	AP6+
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
+Opts - Gouf Flight Test Type - Lose [S2] Shield, Heat Sword, Arc Whip Gain Fly, Nimble Flyer, Giant Bazooka, 2nd use of Hand Vulcans						
Nimble Flyer	5d10		5+	3d10	5+	

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gouf Custom	Battler	1	1	Giant	10	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 12"	8"	-	3600	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Shield Gatling [K]	Barrage 9+	28"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Gatling Vulcan [K]	Barrage 7+	16"	7d10	5+	200	MB5+
[One Use] [MB Saves = 200 DMG]						
Rocket Anchor (Arc)	Counter 6+	8"	4d10	5+	0	PP7+
[Pull Yourself] [Alt Mode: Arc Wire - Change to Save: ST 6+]						
Heat Sword	Crit 8+	4"	5d10	5+	300	AP6+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
+Opts White Rose - Lose Shield Gatling gain Twin Heat Swords						
+100pts Gouf Flight Type - Gain Fly and Nimble Flyer						
Nimble Flyer	5d10	5+	3d10	5+		



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Efreet	Battler	1	1	Giant	30	100
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Henry Boone	0" 12"	8"	-	3300	6+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	4d10		4+	3d10	4+	
-	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Swarm 9+	16"	7d10	4+	100	ST8+
[ST Saves = 200 DMG]						
Heat Sword	Crit 8+	4"	5d10	4+	300	AP6+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	4+	300	PP6+
		-				
+50pts Efreet (DS) - Swap Heat Sword for Heat Bardiche						

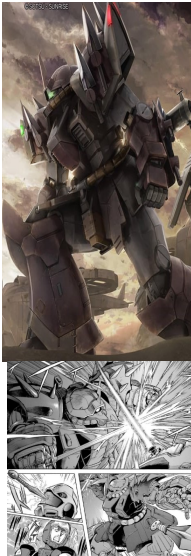
Elite Pilot Swaps							
Skilled Pilots [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Ramba Ral	Steel Resolve	5+	3+	3+	3+	3+	0079
Norris Packard	Steel Resolve	3+	3+	5+	3+	3+	08th MS
Lance Garfield	+50pts	5+	4+	3+	4+	3+	P.t.A. Gihren
Visch Donahue	-	5+	4+	4+	3+	5+	R.Ashes (DC)
Gouf & Efreit Armory							
	Trigger	Range	Attack	TN	DMG	Save	Points
Giant Bazooka [K]	Siege 10+	24"	3d10	5+	500	BR7+	+50pts
Shield Gatling [K]	Barrage 9+	28"	5d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Bardiche	Counter 8+	8"	5d10	5+	400	AP6+	+20pts
Heat Sword	Crit 8+	4"	5d10	5+	300	AP6+	+10pts
Twin Heat Swords	Crit 8+	4"	6d10	5+	300	AP6+	+60pts

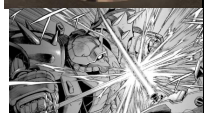




Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Efreest Custom	Battler	1	2	Giant	50	350
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Nimbus Schterzen	0" 8"	8"	-	3000	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	3+	4d10	3+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Spray Missile Gun [X]	Barrage 6+	24"	6d10	5+	100	MB8+
[Two Uses] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	5d10	5+	300	ST7+
One Use						
Twin Heat Swords	Crit 8+	4"	7d10	3+	300	AP6+
-						
Close Combat [CC]	Siege 9+	4"	7d10	3+	300	PP6+
-						
Mecha & Pilot Traits						
EXAM System	Activates when HP<50% or enemy has a unit with EXAM system. All ATK & DEF rolls gain +1 die (+1d10)					Trait +XV
Newtype Miasma	While EXAM is active all units (including this one) must pay an additional [M-1] to use Flash					-

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Blue Destiny Unit 02	Guardian	2	2	Giant	75	450
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Nimbus Schterzen	8" 12"	4"	1	6900	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	3+	6d10	3+		
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 9+	24"	6d10	5+	200	AP6+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans & Cannons [K]	CIWS 8+	16"	8d10	5+	200	MB6+
[One Use] [MB Saves = 200 DMG]						
Twin Beam Sabers	Crit 9+	4"	8d10	3+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	7d10	3+	300	PP6+
-						
Mecha & Pilot Traits						
Activates when HP<50% or enemy has a unit with EXAM system. All ATK & DEF rolls gain +1 die (+1d10)					Trait +XV	EXAM System
While EXAM is active all units (including this one) must pay an additional [M-1] to use Flash					-	Newtype Miasma




Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Efreest Schneid	Battler	1	2	Giant	80	450
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Fred Reber	0" 16"	8"	1	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	3+	4d10	3+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Stun Kunai	Crit 7+	16"	6d10	3+	100	ST6+
[Alt Mode: Heat Kunai - Sv change AP6+]						
Heat Kunai	Duelist 8+	8"	6d10	3+	200	AP7+
-						
Close Combat [CC]	Siege 9+	4"	7d10	3+	300	PP6+
-						
Mecha & Pilot Traits						
Jamming	Enemies within your Melee Sensor Range cannot gain Target Lock.					Trait +V

Elite Pilot Swaps							
Skilled Pilots [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Nimbus Schterzen	EXAM	5+	3+	5+	3+	3+	Blue Destiny
Eric Blanke	-	4+	4+	7+	4+	4+	0081 (PS3)
Efreest Nacht Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Giant Bazooka [K]	Siege 10+	24"	6d10	5+	500	BR7+	+50pts
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Shotgun [K]	Swarm 9+	16"	8d10	3+	100	ST8+	+50pts
[ST Saves = 200 DMG]							
Gatling Vulcan [K]	Barrage 7+	16"	8d10	3+	200	MB5+	+20pts
[One Use] [MB Saves = 200 DMG]							
Twin Cold Blade	Crit 7+	4"	7d10	3+	300	ST7+	+100pts
Heat Kunai	Duelist 8+	8"	6d10	3+	200	AP7+	+100pts
+Opts Efreest Nacht							
Change Heat Kunai for Twin Cold Blade Remove Giant Bazooka, Gain Gatling Vulcan							



YMS-15E
Gyan E.O.S.

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gyan EOS	Battler	2	1	Giant	25	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 12"	8"	1	3000	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	5+	4d10	5+		
[S1] Small Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR7+
	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Bayonet Beam Gun [E]	CIWS 7+	16"	7d10	5+	200	AP6+
	[One Use] [AP Saves = 500 DMG]					
Beam Glaive	Duelist 8+	8"	6d10	5+	200	AP7+
	-					
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
	-					
-50pts Gyan Krieger - Replace Beam Glaive with Beam Lance. Remove Giant Bazooka						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gyan Cannon	Firepower	2	1	Giant	25	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 12"	4"	-	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 180mm Artillery [K]	Siege 10+	32"	7d10	5+	400	BR6+
	[Indirect Fire R:20" up to Max Weapon Range]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	7d10	5+	300	ST7+
	One Use					
Chevalier Saber	Duelist 8+	4"	6d10	5+	200	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
	-					
Thomas Kurtz - This pilot improves the Melee Triggers by 1 i.e. Chevalier Saber Duelist 9+ -> 8+ & Grenades 8+ -> 7+						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gyan	Battler	2	1	Giant	55	150
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
M'Quve	0" 12"	8"	-	3000	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	5+	4d10	3+		
[S1] Small Shield	Shield Bonus +1 DEF					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Needle Missiles [X](2)	CIWS 7+	16"	8d10	3+	100	ST7+
	[Two Uses] [MB Saves = 200 DMG]					
Chevalier Saber	Duelist 8+	4"	6d10	3+	200	AP8+
	-					
Close Combat [CC]	Siege 9+	4"	7d10	3+	300	PP6+
	-					
+100pts Gyan Hi-Mobility Replace Chevalier Saber with Beam Lance. Gain Boost+1						
Mecha & Pilot Traits						
Cunning Pilot	This unit has additional passive pilot upgrades (Already included in profile)					Trait +V

Elite Pilot Swaps							
Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Thomas Kurtz	M.Trigger+1	3+	3+	7+	5+	5+	MSV
Shin Matsunaga	+50pts	4+	4+	5+	3+	3+	MSV
Johnny Ridden	+50pts	3+	4+	5+	3+	4+	MSV
Uma Lightning	Overzealous I	5+	4+	7+	4+	3+	MSV-R
Gyan Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL 180mm Artillery [K]	Siege 10+	32"	7d10	5+	400	BR6+	+100pts
	[Indirect Fire R:20" up to Max Weapon Range]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Needle Missiles [X]	CIWS 7+	16"	8d10	5+	100	ST7+	+20pts
	[One Use] [MB Saves = 200 DMG]						
Bayonet Beam Gun [E]	CIWS 7+	16"	7d10	5+	200	AP6+	+40pts
	[One Use] [AP Saves = 500 DMG]						
Beam Glaive	Duelist 8+	8"	6d10	5+	200	AP7+	+100pts
	-						
Beam Lance	Pierce 8+	8"	6d10	5+	500	AP7+	+100pts
	-						
Chevalier Saber	Duelist 8+	4"	6d10	5+	200	AP8+	+100pts
	-						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gelgoog	Versatile	2	1	Giant	25	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 8"	4"	-	4800	7+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Suit DEF	5d10		5+	4d10		5+
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog Beam Rifle [E]	Crit 9+	24"	5d10	5+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Naginata	Duelist 9+	4"	6d10	5+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						
-50pts Gelgoog Ground Type - Replace [S2] Shield with [S1] Shield						

+150pts Char's Gelgoog - Gain Boost+1 and Newtype Flash II			
Newtype Flash II	When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +X	



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gelgoog Hi-Mobility	Versatile	2	1	Giant	85	200
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Johnny Ridden	8" 8"	4"	1	4800	5+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	5d10		3+	4d10	4+	
[S2] Shield	Shield Bonus +2 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog Beam Rifle [E]	Crit 9+	24"	5d10	3+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Naginata	Duelist 9+	4"	6d10	4+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	4+	300	PP6+
-						
Uma Lightning - This pilot improves the Melee Triggers by 1 i.e. Beam Naginata Duelist 9+ -> 8+ & [CC] Siege 9+ -> 8+						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gelgoog Marine	Versatile	2	1	Giant	40	100
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Cima Fleet	8" 12"	4"	-	4800	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	5d10		4+	4d10	4+	
[S1] Knuckle Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
MMP-80 M.Gun [K]	Barrage 8+	20"	7d10	5+	200	MB5+
	[MB Save = 200 DMG]					
Machine Cannons [K]	CIWS	7	+20		3	200
	[One Use] [MB Saves = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
		-				
+100pts - Cima Garahau Gelgoog Marine Cdr - Remove [S1] Shield & MMP-80 M.Gun. Gain [S2] Shield & Repeating Beam Rifle.						

Mecha & Pilot Traits			
Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.	Bonus Obj.	Opportunist	



Elite Pilot Swaps							
Ace Pilot [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Char Aznable	NT Flash II	3+	4+	4+	3+	5+	0079
Cima Garahau	-	3+	5+	5+	3+	5+	0083
Uma Lightning	Overzealous I	5+	4+	7+	4+	3+	MSV-R
Gabby Hazard	+50pts	3+	3+	6+	3+	4+	MSV
Gelgoog Armory - Note Gelgoog Beam Rifle is worth 50pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Repeating Beam Rifle [E]	Crit 9+	28"	6d10	5+	200	AP5+	+50pts
-							
MMP-80 M.Gun [K]	Barrage 8+	20"	7d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Machine Cannons [K]	CIWS 7+	20"	6d10	5+	200	MB5+	+20pts
[One Use] [MB Saves = 200 DMG]							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Naginata	Duelist 9+	4"	6d10	5+	200	AP8+	+50pts
-							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gelgoog Jager	Sniper	2	1	Giant	40	200
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	24" 8"	4"	1	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Repeating Beam Rifle [E]	Crit 9+	28"	7d10	5+	200	AP5+
-	-	-	-	-	-	-
Beam Spot Guns [E](2)	CIWS 7+	20"	7d10	5+	200	AP5+
	[Two Uses] [AP Saves = 500 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	5d10	5+	300	PP6+
-	-	-	-	-	-	-
+50pts Shin Matsunaga Variant - Gain Twin Beam Sabers						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gerbera Tetra	Sniper	2	2	Giant	115	400
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Cima Garahau	24" 12"	4"	2	5700	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	5d10	3+	4d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Tetra Beam M.Gun [E]	Barrage 8+	24"	9d10	3+	200	AP6+
-	-	-	-	-	-	-
Machine Cannons [K]	CIWS 7+	20"	8d10	3+	200	MB5+
	[One Use] [MB Saves = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	100	AP8+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-	-	-	-	-	-	-
Mecha & Pilot Traits						
Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.					Bonus Obj.	Opportunist



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gelgoog Cannon	Firepower	2	1	Giant	85	200
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Thomas Kurtz	16" 8"	4"	-	4800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
-	-	-	-	-	-	-
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog B.Cannon [E]	Siege 9+	36"	6d10	3+	200	AP5+
-	-	-	-	-	-	-
Gelgoog Beam Rifle [E]	Crit 9+	24"	6d10	3+	300	AP7+
-	-	-	-	-	-	-
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Naginata	Duelist 8+	4"	7d10	3+	200	AP8+
-	-	-	-	-	-	-
Close Combat [CC]	Siege 8+	4"	7d10	3+	300	PP6+
-	-	-	-	-	-	-
+0pts Brennis Ox Variant - Replace Beam Rifle with Giant Bazooka						
+0pts Jacobius Variant						
Remove Beam Rifle & Beam Cannon						
Gain Missile Salvo [X](3) & Giant Bazooka						

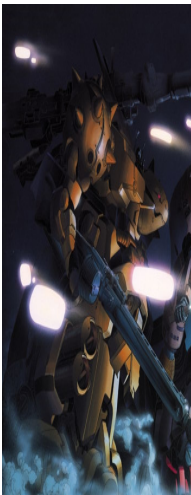
Elite Pilot Swaps							
Ace Pilot [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Shin Matsunaga	+50pts	4+	4+	5+	3+	3+	MSV
Thomas Kurtz	M.Trigger+1	3+	3+	7+	5+	5+	MSV
Brennis Ox	S.Trigger+1	3+	4+	5+	4+	5+	MSV
Jacobius Node	S.Trigger+1	3+	5+	5+	5+	5+	MSV-R
Gelgoog Armory - Note Gelgoog Beam Rifle is worth 50pts							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Gelgoog B.Cannon [E]	Siege 9+	36"	7d10	3+	200	AP5+	+30pts
-	-	-	-	-	-	-	-
Missile Salvo [X](3)	Siege 10+	28"	8d10	3+	400	BR6+	+30pts
	[Three Uses]						
Giant Bazooka [K]	Siege 10+	24"	7d10	3+	500	BR7+	+50pts
-	-	-	-	-	-	-	-
Beam Spot Guns [E]	CIWS 7+	20"	8d10	3+	200	AP5+	+30pts
	[One Use] [AP Saves = 500 DMG]						
Tetra Beam M.Gun [E]	Barrage 8+	24"	9d10	3+	200	AP6+	+100pts
	[AP Saves = 500 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Twin Beam Sabers	Crit 9+	4"	7d10	5+	200	AP8+	+80pts
-	-	-	-	-	-	-	-



	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Physalis GP02-BB	Firepower	2	2	Giant	115	650
	Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
	Anavel Gato	24" 0"	4"	1	6300	3+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	FA Mobile Suit DEF	4d10	3+	4d10	3+		
	[S3] Tower Shield	Shield Bonus +3 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	GP02 Beam Bazooka [E]	Siege 8+	32"	7d10	4+	400	AP7+
	-						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans [K]	CIWS 7+	16"	9d10	4+	100	MB6+
	[One Use] [MB Saves = 200 DMG]						
	Large Beam Saber	Crit 9+	4"	8d10	4+	200	AP8+
	-						
Shield Smash [CC]	Counter 8+	4"	8d10	4+	300	PP6+	
-							
Mecha & Pilot Traits							
The Nightmare of Solomon	Use a Combat Action to destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.						Bonus Obj.
Steel Resolve	This unit rolls +1 Rally Save when it activates						Trait +XV

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Physalis GP02-MLRS	Firepower	2	2	Giant	115	650
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	24" 0"	4"	1	6300	3+	
Defenses	Evade DEF	TN	Melee DEF	TN		
FA Mobile Suit DEF	4d10	3+	4d10	3+		
[S3] Tower Shield	Shield Bonus +3 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
MLRS Rockets [X](3)	Siege 9+	32"	7d10	4+	400	MB7+
[Three Uses] [IDF] [MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	9d10	4+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Large Beam Saber	Crit 9+	4"	8d10	4+	200	AP8+
-						
Shield Smash [CC]	Counter 8+	4"	8d10	4+	300	PP6+
-						
Mecha & Pilot Traits						
Use a Combat Action to destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.					Bonus Obj.	The Nightmare of Solomon
This unit rolls +1 Rally Save when it activates					Trait +XV	Steel Resolve





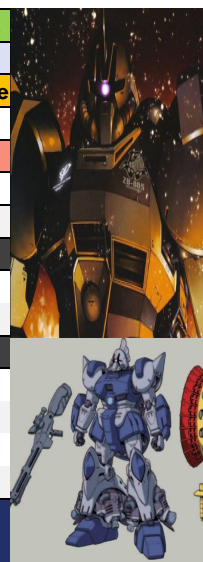
	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	Xamel [G]	Firepower	2	1	Giant	40	200
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	Delaz Fleet	24" 0"	4"	-	4500	6+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Slow & Laborious	2d10	4+	3d10	5+		
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	Xamel Cannon [K]	Bullseye 7+	40"	6d10	5+	300	MB6+
	[Indirect Fire R:20" up to Max Weapon Range]						
	Fire SPT Missiles [X](3)	Siege 10+	32"	7d10	5+	300	MB7+
	[Three Uses] [IDF] [MB Save = 200 DMG]						
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Ramming Speed [Crash]	Dominate 8+	12"	5d10	5+	300	PP7+
	After attacking [HP-1000]						
Mecha & Pilot Traits							
Transform (Artillery)	[Transform] Gain a free [Lock on] action but lose 1 Move action Lose all Melee Weapons except [X], [CC] or [Crash] weapons						-

GP02 Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Antiship Rifle [K]	Bullseye 9+	36"	7d10	4+	300	BR6+	+50pts
[Min. Range 16"]							
MLRS Rockets [X](4)			5d10	4+			#VALUE!
GP02 Beam Bazooka [E]	Siege 8+	32"	7d10	4+	400	AP7+	+150pts
-							
Sturm Faust Salvo [X]	Siege 9+	28"	8d10	4+	200	BR6+	+20pts
[One Use]							
TL Giant Bazooka [K]	Siege 10+	24"	8d10	4+	500	BR7+	+100pts
-							
Only usable if your opponent agrees to allow it.							
Atomic Bazooka	Overkill 8+	40"	8d10	4+	500	AP9+	+500pts
[One Use] AOE: 16" Radius Circle							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Missile Pod [X]	Barrage 7+	16"	9d10	4+	200	MB8+	+50pts
[One Use]							



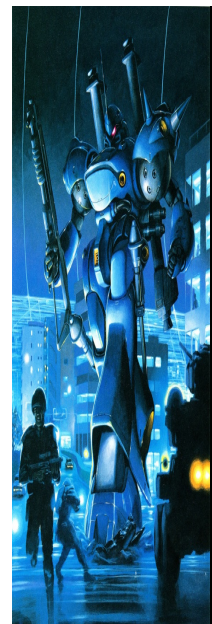
Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Dra-C [S]	Battler	1	2	Giant	35	50
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
Delaz Fleet	0" 8"	8"	-	1500	6+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Armor DEF	5d10		4+	3d10	5+	
[S1] Small Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB6+
[One Use] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
-						
Ramming Speed [Crash]	Dominate 8+	12"	5d10	5+	300	PP7+
After attacking [HP-1000]						
+0pts Dra-C Heavy						
Gain Shield Gatling, TL Missile Pod, Sturm Faust Salvo						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Galbady Alpha	Battler	2	1	Giant	25	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 8"	8"	-	3300	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	5d10		5+	4d10	5+	
[S1] Small Shield	Shield Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog Beam Rifle [E]	Crit 9+	24"	4d10	5+	300	AP7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Chevalier Saber	Duelist 8+	4"	6d10	5+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-						
'+110pts Galbady Alpha Hi-Mobility - Gain Boost+1 Replace rifle with Repeating Beam Rifle, gain Needle Missiles [X](2)						





Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
<i>Kamfer</i>	Battler	1	2	Giant	20	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 16"	8"	1	1200	7+	
Defenses	Evade DEF	TN	Melee DEF		TN	
Mobile Suit DEF	5d10	5+	4d10		5+	
-	-					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Sturm Faust Salvo [X](2)	Siege 9+	28"	5d10	5+	200	BR6+
<i>[Two Uses]</i>						
TL Giant Bazooka [K]	Siege 10+	24"	5d10	5+	500	BR7+
-						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Swarm 9+	16"	6d10	5+	100	ST8+
<i>[ST Saves = 200 DMG]</i>						
Beam Saber	Crit 9+	4"	7d10	5+	100	AP8+
-						
Chain Mine	Opener 7+	8"	5d10	5+	400	BR8+
<i>[One Use]</i>						
Mecha & Pilot Traits						
Headhunter	Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.					Bonus Obj.

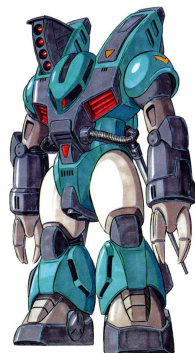


Elite Pilot Swaps							
Skilled Pilot [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Mikhail Kaminsky	Overzealous II	4+	5+	6+	3+	5+	0080
Filius Stream	+50pts	4+	3+	7+	4+	3+	P.t.A. Gihren
Visch Donahue	-	5+	4+	4+	3+	5+	R.Ashes (DC)
Lance Garfield	+50pts	5+	4+	3+	4+	3+	P.t.A. Gihren
Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Shield Gatling [K]	Barrage 9+	28"	6d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Repeating Beam Rifle [E]	Crit 9+	28"	5d10	5+	200	AP5+	+50pts
-							
TL Giant Bazooka [K]	Siege 10+	24"	5d10	5+	500	BR7+	+100pts
-							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Sturm Faust Salvo [X]	Siege 9+	28"	7d10	5+	200	BR6+	+20pts
[One Use]							
TL Missile Pod [X]	Barrage 7+	16"	8d10	5+	200	MB8+	+50pts
[One Use]							
Needle Missiles [X]	CIWS 7+	16"	8d10	5+	100	ST7+	+20pts
[One Use] [MB Saves = 200 DMG]							
Chain Mine	Opener 7+	8"	5d10	5+	400	BR8+	+40pts
[One Use]							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Act Zaku	Versatile	2	1	Giant	55	350
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Mallet Sanguine	12" 12"	4"	1	5100	5+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	5d10		3+	4d10	3+	
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 9+	24"	5d10	5+	200	AP6+
	-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Twin Heat Hawks	Crit 9+	4"	6d10	3+	500	AP6+
	-					
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
	-					
-50pts replace Twin Heat Hawks with Beam Saber +100pts Act Zaku gains [S2] Shield & Ambush Trait						
[S2] Shield	Shield Bonus +2 DEF					
Mecha & Pilot Traits						
This unit has additional passive pilot upgrades (Already included in profile)						Trait +X

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gasshia	Guardian	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	8" 8"	4"	-	4500	7+	
Defenses	Evade DEF	TN		Melee DEF	TN	
Mobile Suit DEF	3d10	5+		4d10	5+	
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Spray Missile Gun [X]	Barrage 6+	24"	6d10	5+	100	MB8+
[Two Uses] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Hammergun	Siege 8+	12"	3d10	5+	500	PP7+
-						
Iron Nail [CC]	Crit 8+	4"	4d10	5+	300	BR6+
-						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gigan	Guardian	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Pezun Pilot	16"	4"	-	3900	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Tracked Vehicle MS	1d10		5+		3d10	5+
[A1] Armor	Armor Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	Bullseye 10+	36"	4d10	5+	400	BR5+
[Indirect Fire R:20" up to Max Weapon Range]						
Minigun [K]	Barrage 8+	28"	5d10	5+	200	MB7+
[MB Save = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Ramming Speed [Crash]	Dominate 8+	12"	3d10	5+	300	PP7+
After attacking [HP-1000]						

Elite Pilot Swaps							
Battle Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
Titans Elite	-	5+	4+	6+	5+	5+	Zeta
Act Zaku Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Rifle [E]	Crit 9+	24"	4d10	5+	200	AP6+	+10pts
-							
Zaku Machine Gun [K]	Barrage 7+	20"	5d10	5+	200	MB7+	+50pts
[MB Save = 200 DMG]							
Zaku Bazooka [K]	Siege 9+	24"	4d10	5+	400	BR6+	+50pts
-							
Beam Saber	Crit 9+	4"	5d10	5+	100	AP8+	+10pts
-							
Twin Heat Hawks	Crit 9+	4"	5d10	5+	500	AP6+	+60pts



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Z'Gok [A]	Versatile	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 12"	4"	-	4200	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Salvo [X]	Siege 10+	28"	5d10	5+	400	BR6+
		[One Use]				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
TL MPC [E]	Counter 8+	16"	5d10	5+	300	AP6+
		-				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	300	BR6+
		-				
+50pts Z'Gok E - Replace TL MPC with Rapid Fire MPC						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Hy-Gogg [A]	Versatile	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 12"	4"	-	3900	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Rapid Fire MPC [E]	Barrage 8+	20"	5d10	5+	200	AP5+
		[AP Saves = 500 DMG]				
Machine Cannons [K]	CIWS 7+	20"	2d10	5+	200	MB5+
		[One Use] [MB Saves = 200 DMG]				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Torpedo Pod [X]	Barrage 8+	16"	5d10	5+	200	MB7+
		[One Use]				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	300	BR6+
		-				
+100pts gain Antiship Missile						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
AC Guy [A]	Guardian	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 16"	4"	-	3900	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	4d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Spray Missile Gun [X]	Barrage 7+	24"	6d10	5+	100	MB8+
		[Three Uses] [MB Saves = 200 DMG]				
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Mega Particle Gun [E]	Counter 8+	16"	4d10	5+	300	AP6+
		-				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	300	BR6+
		-				

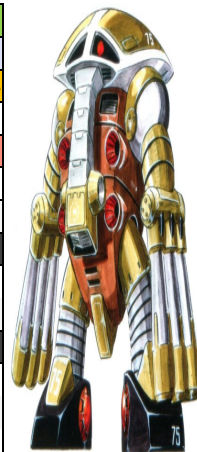
Mecha & Pilot Traits			
Infiltrator	Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.	Bonus Obj.	

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Cyclops Team	-	4+	5+	7+	4+	5+	0080
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
Z'Gok, Hy-Gogg and AC Guy Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Antiship Missile [X]	Bullseye 8+	40"	3d10	5+	400	BR9+	+100pts
		[One Use] [Min. Range 16"]					
Missile Salvo [X]	Siege 10+	28"	5d10	5+	400	BR6+	+10pts
		[One Use]					
Rapid Fire MPC [E]	Barrage 8+	20"	6d10	5+	200	AP5+	+60pts
		[AP Saves = 500 DMG]					
Mega Particle Gun [E]	Counter 8+	16"	4d10	5+	300	AP6+	+20pts
		-					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Torpedo Pod [X]	Barrage 8+	16"	6d10	5+	200	MB7+	+10pts
		[One Use]					



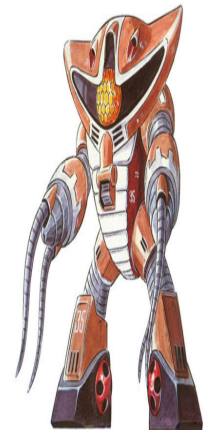
Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Gogg [A]	Firepower	1	1	Giant	10	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16" 0"	4"	-	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Slow & Laborious	1d10	5+	2d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Salvo [X]	Siege 10+	28"	6d10	5+	400	BR6+
[One Use]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
TL MPC [E]	Counter 8+	16"	6d10	5+	300	AP6+
-						
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	400	BR7+
-						

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Juaggu [A]	Firepower	1	1	Giant	10	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16" 0"	4"	-	4500	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Slow & Laborious	1d10	5+	2d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Tri-Missile Salvo [X](2)	Siege 9+	32"	7d10	5+	300	BR6+
[Two Uses]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E]	Counter 7+	16"	7d10	5+	200	AP6+
-						
Smash [CC]	Siege 9+	4"	6d10	5+	300	PP6+
-						



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zock [A]	Firepower	1	1	Giant	10	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	16" 0"	4"	-	4800	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Slow & Laborious	1d10	5+	2d10	5+		
[A1] Armor	Armor Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Phonon Maser [E]	Bullseye 8+	36"	5d10	5+	400	AP6+
[1 Combat Action + 2 Move Actions]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E][360]	Counter 7+	16"	7d10	5+	200	AP6+
-						
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	400	BR7+
-						

Elite Pilot Swaps							
Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
Zeon Remnants	-	4+	5+	6+	5+	5+	Various
Armory							
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Phonon Maser [E]	Bullseye 8+	36"	5d10	5+	400	AP6+	+60pts
[1 Combat Action + 2 Move Actions]							
TL Tri-Missile Salvo [X](2)	Siege 9+	32"	7d10	5+	300	BR6+	+220pts
[Two Uses]							
Missile Salvo [X]	Siege 10+	28"	6d10	5+	400	BR6+	+10pts
[One Use]							
Quad MPC [E]	Counter 7+	16"	7d10	5+	200	AP6+	+150pts
-							
TL MPC [E]	Counter 8+	16"	6d10	5+	300	AP6+	+70pts
-							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	400	BR7+	+50pts
-							



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Aggu Guy [A]	Battler	1	1	Giant	10	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 16"	8"	1	3300	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB6+
	[One Use] [MB Saves = 200 DMG]					
TL Long Heat Whip	Duelist 8+	16"	5d10	5+	200	AP6+
		-				
Smash [CC]	Siege 9+	4"	6d10	5+	300	PP6+
		-				

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Jurick [A]	Battler	1	1	Giant	10	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8"	8"	-	5400	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Slow & Laborious	2d10	5+	3d10	5+		
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E]	Counter 7+	16"	7d10	5+	200	AP6+
		-				
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	400	BR7+
		-				

MSM-06



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Agg [A]	Battler	1	1	Giant	10	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	0" 8"	8"	-	2400	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Tracked Vehicle	2d10	5+	2d10	5+		
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Laser Torch [E]	Counter 8+	12"	4d10	5+	100	AP5+
	No Underwater penalties					
Twin Drill Hands	Pierce 8+	4"	7d10	5+	200	AP5+
		-				
Close Combat [CC]	Siege 9+	4"	6d10	5+	300	PP6+
		-				
Mecha & Pilot Traits						
Logistics Support	Before battle choose a unit in your army to gain the Ambusher trait.					Trait +II

Armory							
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Laser Torch [E]	Counter 8+	12"	4d10	5+	100	AP5+	+30pts
	No Underwater penalties						
Missile Pod [X](5)	Barrage 8+	16"	5d10	5+	200	MB7+	+50pts
	[Five Uses] [MB Saves = 200 DMG]						
Drill Hand	Pierce 8+	4"	4d10	5+	200	AP5+	+20pts
		-					
Twin Drill Hands	Pierce 8+	4"	5d10	5+	200	AP5+	+70pts
		-					
+0pts Agg (ML)							
Replace Twin Drill Hands with Drill Hands.							
Gain Missile Pod [X](5)							



MSN-01
PSYCHO SYSTEM ZAKU

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Psycommu Zaku [S]	Raid	2	1	Giant	25	300
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon NT Pilot	16"	8"	-	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	6d10	5+	2d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Wired Beam Hands [E]	Swarm 9+	28"	6d10	5+	300	AP6+
[AP Saves = 500 DMG] [Uses the Psycommu rules below]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Ramming Speed [Crash]	Dominate 8+	12"	4d10	5+	300	PP7+
After attacking [HP-1000]						

Mecha & Pilot Traits

Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Newtype Flash I	When you use Flash your weapons Trigger becomes [360][Counter 9+] for the rest of the Turn.	Trait +V

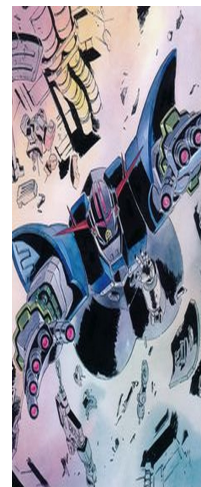


MS-06Z
PSYCHO SYSTEM ZAKU II "FLASH TEST BASE" "BUSHY"

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Bishop Zaku [S]	Firepower	2	1	Giant	25	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon NT Pilot	16" 0"	4"	-	5100	7+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	4d10	5+	3d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Wired Beam Hands [E]	Swarm 9+	28"	7d10	5+	300	AP6+
[AP Saves = 500 DMG] [Uses the Psycommu rules below]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Smash [CC]	Siege 9+	4"	7d10	5+	300	PP6+
-						

Mecha & Pilot Traits

[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
When you use Flash your weapons Trigger becomes [360][Counter 9+] for the rest of the Turn.	Trait +V	Newtype Flash I



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
Zeong [S]	Raid	2	1	Giant	85	600
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Char Aznable	24" 0"	8"	1	6000	4+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	6d10	3+	2d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	32"	6d10	3+	300	AP6+
-						
Wired Beam Hands [E]	Swarm 9+	28"	6d10	3+	300	AP6+
[AP Saves = 500 DMG] [Uses the Psycommu rules below]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Smash [CC]	Siege 9+	4"	6d10	4+	300	PP6+
-						

Mecha & Pilot Traits

Spacenoid Ideals	If your unit survived an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall)	Bonus Obj.
Psycommu	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V
Newtype Flash II	When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +X

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 1	VP	Points
Elmeth [S]	Sniper	2	1	Massive	60	350
Skilled Pilot [Elite 2]	Sensors	Move	Boost	Armor HP	Morale	
Lalah Sune	40" 0"	4"	-	4300	4+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Suit DEF	3d10	5+	3d10	5+		
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	32"	7d10	4+	300	AP6+
-						
Elmeth Bits [E]	Swarm 8+	40"	6d10	4+	100	AP6+
[AP Saves = 500 DMG] [Uses the Psycommu rules below]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Ramming Speed [Crash]	Dominate 8+	12"	3d10	5+	300	PP7+
After attacking [HP-1000]						

Mecha & Pilot Traits

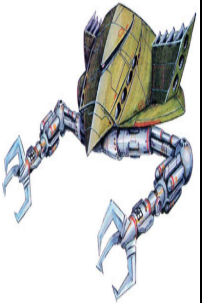
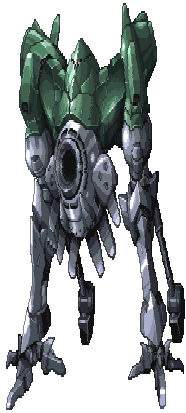
Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.	Bonus Obj.	Entwined with Tragedy
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
When this unit activates, the nearest enemy makes 2 Rout Saves	Trait +X	Newtype Pressure II





Mobile Fortress	Combat Role	Frame	Performance	Size 1	VP	Points
Big Zam	Firepower	2	1	Massive	45	1000
Battle-Tested [Elite 1]	Sensors	Move	Havoc	Armor HP	Morale	
Dozle Zabi	16" 0"	4"	2	9100	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Fortress DEF	1d10	5+	3d10	5+		
[A3] Armor	Armor Bonus +3 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Big Zam MPC [E]	Dominate 8+	32"	6d10	5+	500	AP6+
[Three Uses] [AOE 2]						
Quad MA MPC [E][360]	Siege 10+	32"	8d10	5+	400	AP7+
Rear Arc Full ATK						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Needle Missiles [X]	CIWS 7+	16"	8d10	5+	100	ST7+
[One Use] [MB Saves = 200 DMG]						
Massive Smash [CC]	Siege 9+	4"	6d10	5+	400	PP7+
-						
Mecha & Pilot Traits						
Use a Combat Action to destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.						Bonus Obj.
[Barrier] HP 6500 only vs [E]nergy attacks						Trait
[Barrier] loses -500 HP at the end of each Round.						+XX

Mobile Fortress	Combat Role	Frame	Performance	Size 0	VP	Points
Big Zam (Mass Produced)	Firepower	2	1	Giant	25	500
Basic Pilot	Sensors	Move	Havoc	Armor HP	Morale	
Zeon Pilot	16" 0"	4"	-	5400	7+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Fortress DEF	2d10		5+	3d10		5+
[A3] Armor	Armor Bonus +3 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Big Zam MPC [E]	Dominate 8+	32"	6d10	5+	500	AP6+
	[Three Uses] [AOE 2]					
Missile Salvo [X](2)	Siege 10+	28"	7d10	5+	400	BR6+
	[Two Uses]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Needle Missiles [X]	CIWS 7+	16"	8d10	5+	100	ST7+
	[One Use] [MB Saves = 200 DMG]					
Kick [CC]	Siege 9+	4"	7d10	5+	300	PP6+
	-					
Mecha & Pilot Traits						
Use a Combat Action to destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.						Bonus Obj.
[Transform] Gain a free [Lock on] action but lose 1 Move action Lose all Melee Weapons except [X], [CC] or [Crash] weapons						-



Mobile Suit (MS)	Combat Role	Frame	Performance	Size 1	VP	Points
Bigro [S]	Raid	1	1	Massive	15	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	8" 8"	8"	1	3500	7+	
Defenses	Evade DEF		TN	Melee DEF		TN
Mobile Armor DEF	4d10		5+	0d10	5+	
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Mobile Armor MPC [E]	Siege 10+	32"	4d10	5+	400	AP7+
		-				
AA Missiles [X](2)	Counter 7+	24"	4d10	5+	200	MB8+
	[Two Uses]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Bigro Claws [CC]	Siege 9+	8"	4d10	5+	400	BR7+
	-					

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 1	VP	Points
<i>Bigro</i>	Raid	1	1	Massive	55	300
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Robert Gilliam	8" 8"	12"	1	3500	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Armor DEF	4d10		4+	0d10	4+	
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Mobile Armor MPC [E]	Siege 9+	32"	4d10	3+	400	AP7+
	-					
AA Missiles [X](2)	Counter 6+	24"	4d10	3+	200	MB8+
	[Two Uses]					
TL Spray Missile Gun [X]	Barrage 5+	24"	6d10	3+	100	MB8+
	[Two Uses] [MB Saves = 200 DMG]					
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Bigro Claws [CC]	Siege 9+	8"	4d10	5+	400	BR7+
	-					



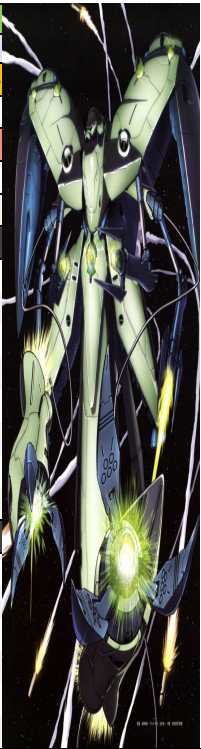


Mobile Suit (MS)	Combat Role	Frame	Performance	Size 1	VP	Points
Val Varo [S]	Raid	2	2	Massive	120	400
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Kelly Layzner	12"	8"	1	7100	5+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Armor DEF	6d10	3+	2d10	5+		
[A1] Armor	Armor Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Val Varo MPC [E]	Siege 9+	36"	6d10	5+	300	BR7+
[One Use] [AOE 1]						
TL Mobile Armor MPC [E]	Siege 10+	32"	7d10	5+	400	AP7+
-						
AA Missiles [X]	Counter 7+	24"	6d10	5+	200	MB8+
[One Use]						
Machine Cannons [K]	CIWS 7+	20"	7d10	5+	200	MB5+
[One Use] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Electro Stunner	Barrage 7+	16"	8d10	5+	100	ST8+
[Stun Saves = 200 DMG]						
Val Varo Claws [CC]	Siege 9+	8"	7d10	5+	400	BR7+
-						

Mecha & Pilot Traits		
Entwined with Tragedy	Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.	Bonus Obj.

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 1	VP	Points
Neue Ziel [S]	Raid	2	2	Massive	120	1000
Ace Pilot [Elite 3]	Sensors	Move	Boost	Armor HP	Morale	
Anavel Gato	12"	8"	1	8700	3+	
Defenses	Evade DEF	TN	Melee DEF	TN		
Mobile Armor DEF	6d10	3+	2d10	3+		
[A1] Armor	Armor Bonus +1 DEF					
Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Cannon [E]	Siege 9+	32"	6d10	4+	400	AP7+
-						
Wired Beam Guns [E]	Swarm 9+	28"	6d10	4+	200	AP6+
[AP Saves = 500 DMG] [Uses the Psycommu rules below]						
Wired Claws	Crit 9+	20"	6d10	4+	300	BR7+
-						
NZ Micromissiles [X]	Swarm 8+	20"	8d10	4+	100	MB7+
[Two Uses] [MB Saves = 200 DMG]						
Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E][360]	Counter 7+	16"	8d10	4+	200	AP6+
-						
Hidden Beam Sabers	Counter 8+	4"	8d10	4+	100	AP8+
[M-1] Once per game this weapon gains Tactical Advantage						
Massive Ram [CC]	Dominate 8+	12"	5d10	4+	400	PP8+
After attacking [HP-1500]						

Mecha & Pilot Traits		
Use a Combat Action to destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.	Bonus Obj.	The Nightmare of Solomon
[Barrier] HP 6500 only vs [E]nergy attacks	Trait	I-Field
[Barrier] loses -500 HP at the end of each Round.	+XX	[Barrier][360]
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Quasi-Psycommu
This unit has additional passive pilot upgrades (Already included in profile)	Trait +X	Master of Mobile Suits



How to Remove an Elite Pilot from a Profile

1. Give the unit a Base Pilot [Elite Level 0]
Reset all HIT and DEF TNs to 5+ and Morale to 7+

2. Lower VP for the Unit:

Ace = $-20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $-10 [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $-5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. An Ace Pilot in a Frame 1 Performance 2 machine worth 100VP

The unit with a basic pilot is now worth 40VP ($100 - 20 \times [\text{Frame} 1 + \text{Performance} 2]$)

3. Some Elites are worth +50/+100pts for improved HIT/DEF/Morale TNs, removing the pilot lowers the unit price. Likewise remove unit traits like "Newtype" then lower the cost, Trait+V = +50pts, +X=+100pts etc.

Remove any enhanced Triggers like Shooting Trigger+1 or Melee Trigger+1, downgrade all Shooting or Melee Triggers by 1 respectively.

How to Add an Elite Pilot from a Profile

1. Remove the old pilot. Update the units Elite Level,
Update all HIT and DEF TNs to the new pilot.

2. Raise VP for the Unit:

Ace = $+20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $+10 \times [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $+5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.

They become a Skilled Pilot worth 85VP ($45 + 10 \times [\text{Frame} 2 + \text{Performance} 2]$)

3. Some Elites have a Trait for improved HIT/DEF/Morale TNs in the special column it will say +50pts or +100pts
For others look up their Trait and raise the units Points Cost

A unit with S.Trigger+1 improves all Shooting Triggers by 1 (i.e. Crit 9+ to 8+) likewise for M.Trigger+1 which improves Melee Triggers by 1.

Appearance	Battle-Tested [Elite 1]	Special	Shoot	Melee	[M+]	EVA	M.DEF
MSG 0079	Dozle Zabi	-	5+	5+	5+	5+	5+
MSG 0079	Garma Zabi	+50pts	5+	5+	3+	5+	5+
War in the Pocket 0080	Bernie Wiseman	+50pts	5+	4+	5+	4+	5+
War in the Pocket 0080	Cyclops Team	-	4+	5+	7+	4+	5+
Startdust Memory 0083	Delaz Fleet	-	5+	5+	6+	4+	5+
Startdust Memory 0083	Cima Fleet	-	5+	5+	7+	4+	4+
MSG Unicorn	Yonem Kirks	-	3+	5+	7+	5+	5+
Various	Zeon Remnants	-	4+	5+	6+	5+	5+
Zeonic Front (PS2)	Midnight Fenrir Corps	-	4+	4+	7+	5+	5+
MS Senki 0081 (PS3)	Invisible Knights	-	5+	4+	7+	5+	4+
Mobile Suit Variations	MAJ Roy Greenwood	+50pts	5+	5+	4+	4+	5+
Mobile Suit Variations	Caracal / Garibaldi Team	-	5+	5+	6+	4+	5+
Mobile Suit Variations	Ian Graden	-	4+	5+	6+	5+	5+
Plot to Assassinate Gihren	Gaius & Vanessa	-	5+	5+	7+	4+	4+
Hunter in Black Clothes	LCDR Wolfgang	-	4+	5+	7+	4+	5+
Appearance	Skilled Pilots [Elite 2]	Special	Shoot	Melee	[M+]	EVA	M.DEF
MSG 0079	M'Quve	+50pts	5+	3+	5+	5+	3+
MSG 0079	Lalah Sune	NT Pressure II	4+	5+	4+	5+	5+
War in the Pocket 0080	Mikhail Kaminsky	Overzealous II	4+	5+	6+	3+	5+
Startdust Memory 0083	Kelly Layzner	-	5+	5+	5+	3+	5+
Cross Dimension 0079	Henry Boone	-	5+	4+	6+	4+	4+
Blue Destiny (S.Saturn)	Nimbus Schterzen	EXAM	5+	3+	5+	3+	3+
Encounters in Space (PS2)	Mallet Sanguine	+100pts	5+	3+	5+	3+	3+
Lost War Chronicles (PS2)	Ken Bederstadt	-	4+	4+	5+	5+	5+
MS Senki 0081 (PS3)	Eric Blanke	-	4+	4+	7+	4+	4+
Plot to Assassinate Gihren	Filius Stream	+50pts	4+	3+	7+	4+	3+

Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Appearance
Char Aznable	NT Flash II	3+	4+	4+	3+	5+	MSG 0079
Ramba Ral	Steel Resolve	5+	3+	3+	3+	3+	MSG 0079
Black Tri-Stars	-	4+	4+	4+	4+	5+	MSG 0079
Anavel Gato	Steel Resolve	4+	4+	3+	3+	3+	Stardust Memory 0083
Cima Garahau	-	3+	5+	5+	3+	5+	Stardust Memory 0083
Norris Packard	Steel Resolve	3+	3+	5+	3+	3+	08th MS Team
Visch Donahue	-	5+	4+	4+	3+	5+	Rise from the Ashes (DC)
Fred Reber	-	5+	3+	7+	3+	3+	Missing Link (PS3)
Brennis Ox	S.Trigger+1	3+	4+	5+	4+	5+	Mobile Suit Variations
Eric Mansfield	-	4+	3+	7+	4+	3+	Mobile Suit Variations
Shin Matsunaga	+50pts	4+	4+	5+	3+	3+	Mobile Suit Variations
Gabby Hazard	+50pts	3+	3+	6+	3+	4+	Mobile Suit Variations
Robert Gilliam	S.Trigger+1	3+	5+	7+	4+	4+	Mobile Suit Variations
Thomas Kurtz	M.Trigger+1	3+	3+	7+	5+	5+	Mobile Suit Variations
Gerald Sakai	-	3+	3+	7+	4+	4+	Mobile Suit Variations
Johnny Ridden	+50pts	3+	4+	5+	3+	4+	Mobile Suit Variations
Uma Lightning	Overzealous I	5+	4+	7+	4+	3+	MSV-R Ridden
Jacobius Node	S.Trigger+1	3+	5+	5+	5+	5+	MSV-R Ridden
Lance Garfield	+50pts	5+	4+	3+	4+	3+	Plot to Assassinate Gihren

How to Build a Brand New Pilot

1. A basic Pilot starts with Morale 7+ and Shooting / Melee / Evade / Melee Defense at 5+

2. Each Pilot Level gives you 2pts you can use to raise your TNs to a maximum of 3+.

Battle-Tested has 2pts, Skilled has 4pts and Ace has 8pts.

E.g. a Battle-Tested Pilots puts 2pts into Morale upgrading from 7+ to 5+.

E.g. A Skilled Pilot invests 2 points into Evade and Melee Defense, making them both 3+.

SPECIAL: An Ace may spend 2pts for improved Triggers.

E.g. A unit with S.Trigger+1 improves all Shooting Triggers by 1 (i.e. Bullseye 9+ to 8+) likewise for M.Trigger+1 which improves Melee Triggers by 1 (i.e. Siege 8+ -> 7+).

WARNING: If you do so, that unit may not purchase any pilot upgrades.

3. You can purchase Pilot Upgrades from the table below which raises the unit's cost.

Note some upgrades also give bonus pilot points like Newtype or Burning Soul.

4. For starting Morale Points, Battle-Tested are [Elite 1], Skilled are [Elite 2], and Ace units are [Elite 3]. It also raises the unit's VP as shown below:

Ace = +20x[Frame+Performance]VP

Skilled = +10x[Frame+Performance]VP

Battle-Tested= +5x[Frame+Performance]VP

i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.

They become a Skilled Pilot worth 85VP (45+ 10x[Frame2+Performance 2])

NOTE: You can rename these traits to fit your pilot. "Newtype Flash" can be "Superior Instincts", "Newtype Pressure" can be "Menacing Aura" etc.

Pilot Traits		
This unit has +2 Pilot Points	Trait +V	Talented Pilot
This unit has +4 Pilot Points	Trait +X	Genius Pilot
This unit has +6 Pilot Points	Trait +XV	Mecha Master
This unit rolls +1 Rally Save when it activates	Trait +XV	Steel Resolve
The trait above also gives +4 Pilot Points		
Once per Turn when you use the Zeal Skill gain a free Accelerate action.	Trait +V	Overzealous I
Once per Turn when you use the Zeal Skill gain two free Accelerate actions.	Trait +X	Overzealous II
Once per Turn when you use the Zeal Skill gain two free Accelerate actions.	Trait +X	Overzealous III
The trait above also gives +2 Pilot Points		
When this unit activates, the nearest enemy makes 1 Rout Save	Trait +V	Newtype Pressure I
When this unit activates, the nearest enemy makes 2 Rout Saves	Trait +X	Newtype Pressure II
When this unit activates, the nearest enemy makes 2 Rout Saves	Trait +XV	Newtype Pressure III
The trait above also gives +2 Pilot Points		
When you use Flash your weapons Trigger becomes [360][Counter 9+] for the rest of the Turn.	Trait +V	Newtype Flash I
The trait above also gives +1 Pilot Point		
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +X	Newtype Flash II
The trait above also gives +2 Pilot Points		
When you use Flash your weapons Trigger becomes [360][Counter 8+] for the rest of the Turn.	Trait +XV	Newtype Flash III
The trait above also gives +4 Pilot Points		
[Finisher Phase] gain +1d10 Finisher Die	Trait +V	Burning Soul I
The trait above also gives +1 Pilot Point		
[Finisher Phase] gain +2d10 Finisher Dice	Trait +X	Burning Soul II
The trait above also gives +2 Pilot Points		
[Finisher Phase] gain +2d10 Finisher Dice	Trait +XV	Burning Soul III
The trait above also gives +4 Pilot Points		
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +V	Killer Instinct
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +XV	Berserker
The trait above also gives +4 Pilot Points		

How to Swap Weapons on a Mech

1. Add / Remove weapons & shields then raise / lower the unit's cost by that many points.

e.g. Remove a Giant Bazooka (-50pts)

e.g. Add a TL 180mm Cannon (+100pts)

WARNING: All units are at a minimum 50pts.

2. For some units they already have an armory table that shows weapons they can equip where everything is precalculated.

If instead you choose a weapon from this page then follow these rules:

a) Take the weapon's base dice from the table below

b) Now add the following bonus dice:

c) Add +1d10 per Performance level

d) Add +1d10 if you are Frame 2

e) +2d10 on Shooting weapons if you are Sniper or Firepower type

f) +2d10 on Melee weapons if you are Battler or Firepower type

g) +1d10 on all weapons if you are Versatile, Guardian, or Raid type

3. The TN for these weapons is the same as your other weapons for the Mech.

For example, if your Mech normally Hits on a 5+ for Shooting and 4+ for melee, then your new Shooting weapon Hits on a 5+ and a new melee weapon hits on a 4+

Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Hawk	Crit 8+	4"	1d10	*	500	AP6+	+10pts
		-					
Large Heat Hawk	Crit 9+	4"	2d10	*	600	AP6+	+40pts
		-					
Twin Heat Hawks	Crit 9+	4"	3d10	*	500	AP6+	+60pts
		-					
Heat Saber	Crit 9+	4"	3d10	*	300	AP6+	+10pts
		-					
Heat Sword	Crit 8+	4"	2d10	*	300	AP6+	+10pts
		-					
Twin Heat Swords	Crit 8+	4"	3d10	*	300	AP6+	+60pts
		-					
Heat Bardiche	Counter 8+	8"	2d10	*	400	AP6+	+20pts
		-					
Heat Lancer	Pierce 9+	8"	3d10	*	500	AP6+	+80pts
		-					
Heat Kunai	Duelist 8+	8"	2d10	*	200	AP7+	+100pts
		-					
Twin Cold Blade	Crit 7+	4"	3d10	*	300	ST7+	+100pts
		-					
Chevalier Saber	Duelist 8+	4"	2d10	*	200	AP8+	+100pts
		-					
Beam Glaive	Duelist 8+	8"	2d10	*	200	AP7+	+100pts
		-					
Beam Lance	Pierce 8+	8"	2d10	*	500	AP7+	+100pts
		-					
Beam Naginata	Duelist 9+	4"	3d10	*	200	AP8+	+50pts
		-					
Beam Saber	Crit 9+	4"	3d10	*	100	AP8+	+10pts
		-					
Twin Beam Sabers	Crit 9+	4"	4d10	*	200	AP8+	+80pts
		-					
Large Beam Saber	Crit 9+	4"	3d10	*	200	AP8+	+30pts
		-					
Chain Mine	Opener 7+	8"	1d10	*	400	BR8+	+40pts
		[One Use]					
Arc Whip	Counter 7+	8"	2d10	*	200	ST7+	+40pts
		[Alt Mode: Heat Whip - Save change AP 6+]					
Rocket Anchor (Arc)	Counter 6+	8"	1d10	*	0	PP7+	+40pts
		[Pull Yourself] [Alt Mode: Arc Wire - Change to Save: ST 6+]					
Stun Kunai	Crit 7+	16"	2d10	*	100	ST6+	+60pts
		[Alt Mode: Heat Kunai - Sv change AP6+]					
Vulcans [K]	CIWS 7+	16"	4d10	*	100	MB6+	+10pts
		[One Use] [MB Saves = 200 DMG]					
Gatling Vulcan [K]	Barrage 7+	16"	4d10	*	200	MB5+	+20pts
		[One Use] [MB Saves = 200 DMG]					

Points	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
+50pts	Zaku Machine Gun [K]	Barrage 7+	20"	3d10	*	200	MB7+
		[MB Save = 200 DMG]					
+50pts	MMP-80 M.Gun [K]	Barrage 8+	20"	4d10	*	200	MB5+
		[MB Save = 200 DMG]					
+50pts	Long Barrel M.Gun [K]	Barrage 8+	32"	3d10	*	200	MB5+
		[MB Save = 200 DMG]					
+50pts	Shield Gatling [K]	Barrage 9+	28"	4d10	*	200	MB5+
		[MB Save = 200 DMG]					
+50pts	Minigun [K]	Barrage 8+	28"	3d10	*	200	MB7+
		[MB Save = 200 DMG]					
+100pts	Giant Gatling [K]	Barrage 8+	32"	3d10	*	300	MB6+
		[MB Save = 200 DMG]					
+20pts	Machine Cannons [K]	CIWS 7+	20"	3d10	*	200	MB5+
		[One Use] [MB Saves = 200 DMG]					
+50pts	Artillery Cannon [K]	Bullseye 10+	36"	2d10	*	400	BR5+
		[Indirect Fire R:20" up to Max Weapon Range]					
+100pts	TL 180mm Artillery [K]	Siege 10+	32"	3d10	*	400	BR6+
		[Indirect Fire R:20" up to Max Weapon Range]					
+200pts	Xamel Cannon [K]	Bullseye 7+	40"	2d10	*	300	MB6+
		[Indirect Fire R:20" up to Max Weapon Range]					
+50pts	Zaku Bazooka [K]	Siege 9+	24"	2d10	*	400	BR6+
		-					
+50pts	Giant Bazooka [K]	Siege 10+	24"	2d10	*	500	BR7+
		-					
+50pts	Raketen Bazooka [K]	Siege 10+	20"	2d10	*	500	BR8+
		-					
+60pts	TL Rocket Launcher [K]	Siege 10+	24"	3d10	*	500	BR5+
		-					
+50pts	Antiship Rifle [K]	Bullseye 9+	36"	2d10	*	300	BR6+
		[Min. Range 16"]					
+20pts	Sturm Faust Salvo [X]	Siege 9+	28"	3d10	*	200	BR6+
		[One Use]					
+60pts	Spray Missile Gun [X]	Barrage 7+	24"	4d10	*	100	MB8+
		[Three Uses] [MB Saves = 200 DMG]					
+100pts	TL Spray Missile Gun [X]	Barrage 6+	24"	4d10	*	100	MB8+
		[Two Uses] [MB Saves = 200 DMG]					
+10pts	Missile Salvo [X]	Siege 10+	28"	3d10	*	400	BR6+
		[One Use]					
+220pts	TL Tri-Missile Salvo [X](2)	Siege 9+	32"	4d10	*	300	BR6+
		[Two Uses]					
+100pts	Antiship Missile [X]	Bullseye 8+	40"	1d10	*	400	BR9+
		[One Use] [Min. Range 16"]					
+30pts	AA Missiles [X]	Counter 7+	24"	2d10	*	200	MB8+
		[One Use]					
+30pts	Fire SPT Missiles [X]	Siege 10+	32"	3d10	*	300	MB7+
		[One Use] [IDF] [MB Save = 200 DMG]					

Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Long Beam Sniper [E]	Bullseye 9+	40"	2d10	*	200	AP7+	+70pts
	[Min. Range 16"]						
Beam Rifle [E]	Crit 9+	24"	2d10	*	200	AP6+	+10pts
	-						
Gelgoog Beam Rifle [E]	Crit 9+	24"	2d10	*	300	AP7+	+50pts
	-						
Repeating Beam Rifle [E]	Crit 9+	28"	3d10	*	200	AP5+	+50pts
	-						
Tetra Beam M.Gun [E]	Barrage 8+	24"	4d10	*	200	AP6+	+100pts
	[AP Saves = 500 DMG]						
Beam Spot Guns [E]	CIWS 7+	20"	3d10	*	200	AP5+	+30pts
	[One Use] [AP Saves = 500 DMG]						
Rapid Fire MPC [E]	Barrage 8+	20"	4d10	*	200	AP5+	+60pts
	[AP Saves = 500 DMG]						
Gelgoog B.Cannon [E]	Siege 9+	36"	2d10	*	200	AP5+	+30pts
	-						
TL Beam Cannons [E]	Siege 10+	32"	3d10	*	300	AP6+	+60pts
	-						
Mobile Armor MPC [E]	Siege 10+	32"	2d10	*	400	AP7+	+50pts
	-						
Heavy Beam Cannon [E]	Siege 9+	32"	2d10	*	400	AP7+	+100pts
	-						
Big Zam MPC [E]	Dominate 8+	32"	2d10	*	500	AP6+	+300pts
	[Three Uses] [AOE 2]						
TL MPC [E]	Counter 8+	16"	3d10	*	300	AP6+	+70pts
	-						
Quad MPC [E]	Counter 7+	16"	4d10	*	200	AP6+	+150pts
	-						
Missile Pod [X]	Barrage 8+	16"	4d10	*	200	MB7+	+10pts
	[One Use] [MB Saves = 200 DMG]						
TL Missile Pod [X]	Barrage 7+	16"	4d10	*	200	MB8+	+50pts
	[One Use]						
Needle Missiles [X]	CIWS 7+	16"	4d10	*	100	ST7+	+20pts
	[One Use] [MB Saves = 200 DMG]						
Grenades [X]	Barrage 6+	12"	3d10	*	200	MB8+	+20pts
	[One Use] [MB Saves = 200 DMG]						
Grenade Launcher [X]	Counter 8+	16"	3d10	*	300	ST7+	+10pts
	One Use						
Grenade Launcher [X]	Counter 8+	16"	3d10	*	300	ST7+	+10pts
Shotgun [K]	Swarm 9+	16"	4d10	*	100	ST8+	+50pts
Defenses		Shield Bonus					Points
[S1] Combat Shield		Shield Bonus +1 DEF					+30pts
[S2] Shield		Shield Bonus +2 DEF					+80pts
[S3] Tower Shield		Shield Bonus +3 DEF					+150pts