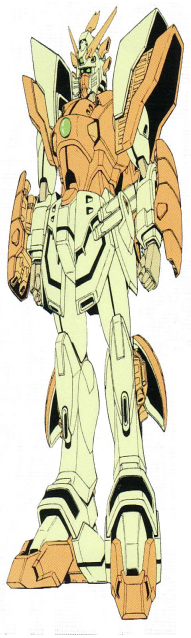


Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Shining Gundam	Battler	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Domon Kasshu	LR-|CR8"	8"	5600			4+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	4+	1	8d10		3+
-	-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Shining Shot [E]	Counter 8+	16"	7d10	3+	100	AP7+
[One Use]						
Shining G. Beam Saber	Crit 9+	4"	8d10	3+	200	AP8+
[Finisher - Shining Finger Sword - Range 12" & DMG 400]						
S. Martial Arts [CC]	Duelist 8+	4"	8d10	3+	200	BR4+
[Finisher Phase] Shining Finger - BR 8+]						

Mecha & Pilot Traits		
This Hand of Mine…	Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.	Bonus Obj.
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Hyper Mode	[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.	-
Burning Soul II	[Valor] Each failed Saves is +500 DMG (AP 1000 -> 1500). Barrage weapons are instead +100 DMG (MB 200 -> 300)	Trait +XV

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Shining Gundam [F.F.]	Battler	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Domon Kasshu [F.F.]	LR-|CR8"	8"	5600			3+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	1	8d10		3+
-	-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Shining Shot [E]	Counter 8+	16"	7d10	3+	100	AP7+
[One Use]						
Shining G. Beam Saber	Crit 9+	4"	8d10	3+	200	AP8+
[Finisher - Shining Finger Sword - Range 12" & DMG 400]						
S. Martial Arts [CC]	Duelist 8+	4"	8d10	3+	200	BR4+
[Finisher Phase] Shining Finger - BR 8+]						



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.	Final Fight
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.		-	Mobile Trace System
[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.		-	Hyper Mode
This unit rolls +1 Rally Save when it activates		Trait +XV	King of Hearts II



Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Maxter	Versatile	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Chibodee Crocket	LR20"|CR12"	4"	8600			5+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	5+	-	7d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Twin Magnums [K]	Bullseye 9+	28"	6d10	4+	400	ST5+
	-					
Burning Punch	Pierce 9+	20"	6d10	4+	200	AP6+
	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Cyclone Punch	Barrage 10+	16"	7d10	4+	200	PP6+
[Finisher Phase: Machine Gun Punch - Barrage 8+]						
Mecha Boxing [CC]	Counter 8+	4"	6d10	4+	300	ST7+
[HP-1000] Armor shifts to fists = DMG 500 permanently						

Mecha & Pilot Traits		
Gundam Fight! Ready, Go!!	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.
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Hyper Mode	[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.	-
Surfboard Entrance	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I
Guts	Gain 200 HP for each Save you pass, up to a maximum of 2x Max HP.	Trait +V

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rose Gundam	Versatile	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
George DeSand	LR24"|CR8"	4"	6500			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	-	7d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Rose Bits [E]	Barrage 10+	28"	6d10	4+	200	AP7+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						
Rose Screamer	Barrage 9+	28"	6d10	4+	200	ST7+
[Stun Saves = 200 DMG] | [Finisher] Hurricane - Barrage 8+]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Chevalier Saber	Duelist 9+	4"	5d10	4+	400	AP8+
	-					

Mecha & Pilot Traits		
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.	Gundam Fight! Ready, Go!!
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-	Mobile Trace System
[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.	-	Hyper Mode
This unit has +1 DEF in the first Round it is deployed.	Trait +I	Awe Inspiring Arrival
After using Iron Wall if you survive make a Rally Save.	Trait +X	Persevere





Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dragon Gundam	Battler	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Sai Saichi	LR-|CR8"	8"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	-	8d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Flamethrower	Barrage 8+	12"	9d10	5+	100	MB9+
	Support DEF | AOE					
Twin Dragon Fang	Crit 8+	12"	8d10	3+	400	BR7+
		-				
Feilong Flag	Counter 9+	8"	7d10	3+	300	AP7+
	[Zeal] Afterimage - Gain Tac. Advantage on this weapon					
D. Martial Arts [CC]	Crit 8+	4"	8d10	3+	200	BR4+
	[Finisher Phase - Shin Ryuusei Kochouken - AP8+]					

Mecha & Pilot Traits		
Gundam Fight! Ready, Go!!	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.
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Hyper Mode	[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.	-
Daring	When you use Zeal gain a free Accelerate action.	Trait +V

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Bolt Gundam	Guardian	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Argo Gulskii	LR20"|CR16"	4"	9200			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
FA Mobile Fighter DEF	4d10	5+	-	8d10		5+
R:0 Gaia Crusher [180]	*[Once per Turn][HP-1000] Gain +3 CR DEF*					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Graviton Hammer	Siege 10+	16"	7d10	5+	400	PP6+
		-				
Crushing Strength [CC]	Siege 8+	4"	7d10	5+	400	BR8+
		-				
Gaia Crusher [K]	AOE 10+	0"	7d10	5+	100	PP9+
	[One Use][Burst R:16" Circle][You may rearrange terrain]					



Mecha & Pilot Traits		
Gundam Fight! Ready, Go!!	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.
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Hyper Mode	[Finisher Phase][HP-1000] Once for the rest of the Turn gain Power+1.	-
Fearsome	When using Zeal gain a free Battle-Cry Action	Trait +V



Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Neros Gundam	Battler	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Michelo Chariot	LR-|CR16"	8"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	-	8d10		5+
-	-					

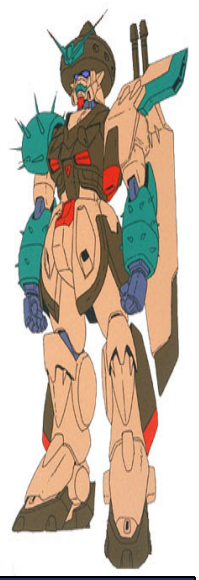
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Small B. Cannons [E]	Siege 10+	32"	5d10	4+	300	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Silver Legs [E]	Duelist 8+	16"	8d10	4+	200	AP7+
	[Finisher Phase - DMG: 400]					
Satyricon Beam [E]	AOE 10+	"	9d10	4+	100	AP6+
	[One Use][Burst 16" Radius Circle]					

Mecha & Pilot Traits		
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Tequila Gundam	Battler	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Chico Rodriguez	LR-|CR12"	8"	6200			5+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	4+	-	8d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Sombrero Throw [K]	CIWS 10+	20"	7d10	5+	200	MB7+
	[MB Saves = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Tequila Vortex	Opener 7+	12"	9d10	5+	0	PP7+
	[PULL][PP Saves = 200 DMG]					
Beam Trident	Duelist 9+	8"	7d10	4+	300	AP8+
		-				

Mecha & Pilot Traits		
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-	Mobile Trace System





Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Royal Gundam	Sniper	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Gentle Chapman	LR40"|CR-	4"	5300			5+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	-	5d10		3+
-	-					

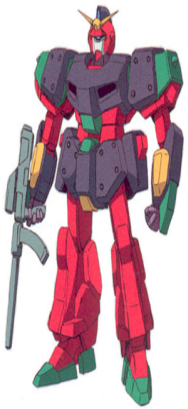
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Custom Beam Sniper [E]	Bullseye 8+	40"	8d10	3+	300	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				

Mecha & Pilot Traits		
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Deadeye	You may use [Focus] a 3rd time but only on Long Range Attacks	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Cushings NET6-MS	Guardian	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Ms. Chapman (Remote)	LR20"|CR16"	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Beam Rifle [E]	Crit 10+	36"	5d10	5+	200	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	5d10	5+	400	PP6+
		-				

Mecha & Pilot Traits		
Enemies within your [CR] Sensor Range cannot acquire Target Lock.	Trait +V	Inescapable Fog





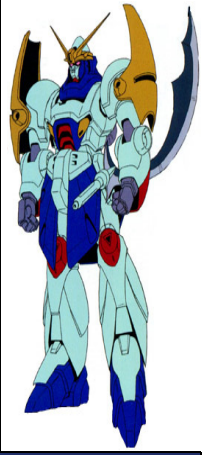
Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Pharaoh Gundam IV	Battler	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Dahal Muhammud [DG]	LR-|CR16"	8"	8000			3+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
FA Mobile Fighter DEF	5d10	5+	-	8d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Great Beam [E]	Counter 8+	16"	6d10	5+	300	AP7+
		-				
Constrict & Immobilize	Barrage 9+	8"	7d10	5+	300	ST8+
		-				

Mecha & Pilot Traits		
Mobile Trace System [DG]	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Rout Save.	-
Regeneration X	On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +XX

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Minaret Gundam	Guardian	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Saette Gyuzelle [DG]	LR20"|CR12"	4"	7700			7+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	5d10	4+	-	8d10		3+
-	-					

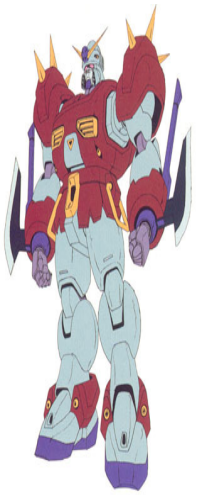
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Scimitar	Counter 8+	4"	6d10	5+	300	AP7+
		-				
Crushing Strength [CC]	Siege 8+	4"	7d10	4+	400	BR8+
		-				



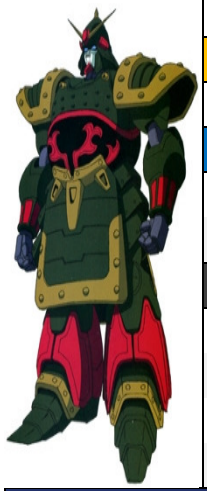
Mecha & Pilot Traits		
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Rout Save.	-	Mobile Trace System [DG]
On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +XX	Regeneration X

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Lumber Gundam	Guardian	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Andrew Graham	LR20"|CR12"	4"	9200			3+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	5d10	5+	-	8d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Killer Axes	Crit 8+	4"	6d10	5+	500	BR7+
		-				
Crushing Strength [CC]	Siege 8+	4"	7d10	3+	400	BR8+
		-				



Mecha & Pilot Traits		
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-	Mobile Trace System
Gain 200 HP for each Save you pass, up to a maximum of 2x Max HP.	Trait +X	Guts II



Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Kowloon Gundam	Guardian	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Master Asia [K.G.]	LR20"|CR12"	4"	7400			3+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
FA Mobile Fighter DEF	4d10	3+	1	8d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Cloth	Duelist 7+	12"	5d10	5+	100	AP7+
[Alt Mode: Entangling Cloth - Save Change ST 7+]						
K. Martial Arts [CC]	Duelist 8+	4"	7d10	3+	300	BR4+
Domon Launch Me! [HP-2000][Gain AOE2]						

Mecha & Pilot Traits			
The East is Burning Red!!!	Gain +[2+Elite Level]VP each time this unit ends its Turn without a Cover bonus. Gain 2xVP if no allies are within 16"	Bonus Obj.	
Mobile Trace System [DG]	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Rout Save.	-	
King of Hearts II	This unit rolls +1 Rally Save when it activates	Trait +XV	

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Shadow Gundam	Battler	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Schwarz Bruder	LR-|CR16"	8"	5600			5+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	-	8d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Spinning Blades	CIWS 8+	12"	7d10	5+	200	MB6+
[One Use]						
Twin Spiegel Blade	Duelist 8+	4"	7d10	3+	300	MB8+
[Finisher Phase] ATK+1d10 for each Accel. used this turn						

Mecha & Pilot Traits			
+1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within [CR] Sensors of an enemy.	Bonus Obj.	Infiltrator	
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Rout Save.	-	Mobile Trace System [DG]	
When you use Zeal gain a free Accelerate action.	Trait +X	Daring II	





Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Nobel Gundam	Battler	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Allenby Beardsley	LR-|CR8"	8"	5300			6+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	3+	1	8d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Hula Hoop [E]	Opener 9+	20"	7d10	4+	100	AP7+
[AP Saves = 500DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Whip	Counter 9+	8"	9d10	4+	100	AP7+
		-				
KO Punch [CC]	Crit 8+	4"	9d10	3+	400	ST7+
		-				

Mecha & Pilot Traits		
Mobile Trace System	This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-
Berserker System	Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X
Double Burning Finger	If this unit is within 4" of Burning Gundam, Burning Finger gains Tactical Advantage.	-

Mobile Fighter (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rising Gundam	Sniper	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Rain Mikamura	LR32"|CR-	4"	5900			4+
Defenses	**[LR] DEF**	**TN**	**Power**	**[CR] DEF**		**TN**
Mobile Fighter DEF	6d10	5+	1	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Rising Arrow [E]	Bullseye 9+	40"	7d10	4+	300	AP8+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Naginata	Counter 9+	8"	5d10	4+	400	AP7+
		-				
S. Martial Arts [CC]	Duelist 8+	4"	6d10	5+	200	BR4+
[Finisher Phase] Shining Finger - BR 8+]						



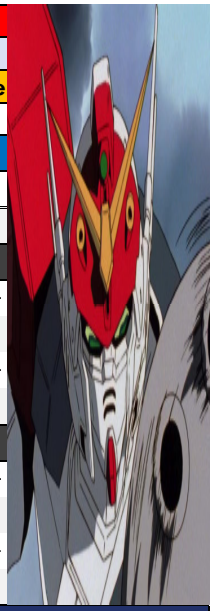
Mecha & Pilot Traits		
This unit has bonus pilots points, but when HP<5000 Failed Saves also cause a Combat Action penalty while ST Saves are 2x DMG.	-	Mobile Trace System
If this unit is within 4" of Burning Gundam, lower the HP Cost of Sekiha Tenkyoken by 1000.	-	Sekiha Love Love Tenkyoken
If this unit is within 4" of Shining Gundam, Shining Finger gains Tactical Advantage.	-	Double Shining Finger



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Wing Gundam	Sniper	2	1	0	120	250
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Heero Yuy	LR32"|CR-	4"	6800			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	5+	-	3d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Buster Rifle [E]	AOE 9+	32"	7d10	3+	300	BR7+
	[Three Uses]					
TL Gatling Vulcans [K]	CIWS 7+	28"	5d10	3+	100	MB7+
	[One Use] [MB Saves = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	5d10	3+	200	AP8+
		-				
+100pts Wing Gundam (GotL) - Gain Boost+1 & Fly						

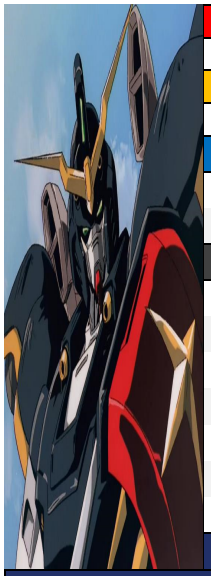
Mecha & Pilot Traits		
Neo Bird Mode	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Heavyarms	Firepower	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Trowa Barton	LR28"|CR-	4"	7100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	3d10	3+	-	4d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heavy Gatling [K]	Barrage 9+	36"	6d10	4+	200	MB7+
	[MB Save = 200 DMG]					
Fire SPT Missiles [X](2)	Opener 10+	40"	8d10	4+	200	MB5+
	[Two Uses][MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Chest Gatlings [K]	CIWS 7+	16"	4d10	5+	200	MB8+
	[One Use] [MB Saves = 200 DMG]					
Heavy Arms Knife	Crit 7+	4"	5d10	5+	200	MB7+
	[Finisher Phase - Role Change: Barrage]					



Mecha & Pilot Traits			
When you use Zeal gain a free Accelerate action.		Trait +V	Daring

Elite Pilot Swaps							
Ace Pilot [Elite 3]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Heero Yuy	-	3+	3+	4+	5+	4+	+50pts
Trowa Barton	Daring	4+	5+	6+	3+	5+	+50pts
Wing Gundam (Glory of the Losers) - Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Drei Zwerg Buster [E]	AOE 8+	32"	7d10	3+	300	BR7+	+150pts
	[One Use]						
Heavyarms (Glory of the Losers) - Igel Unit Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
TL Missile Salvo [X]	Siege 10+	32"	8d10	4+	300	MB6+	+50pts
	[One Use]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Micromissiles [X]	Barrage 8+	16"	8d10	4+	100	MB8+	+50pts
	[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+	+10pts
		-					
+50pts Damselfly - HeavyArms gains Fly							



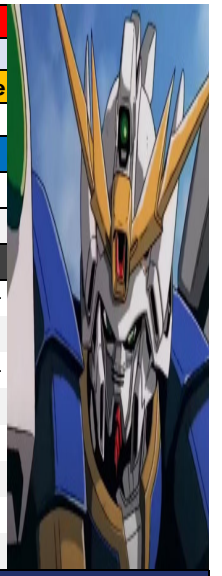
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Deathscythe	Battler	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Duo Maxwell	LR-|CR20"	8"	5900			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	3+	-	6d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans & Cannons [K]	CIWS 7+	16"	4d10	3+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Buster Shield	Crit 9+	16"	6d10	3+	300	AP8+
		-				
Beam Scythe	Crit 8+	8"	6d10	3+	400	AP8+
		-				

+100pts Deathscythe Rosette (GotL) - Gain Boost+1 & Fly

Mecha & Pilot Traits

Jamming	Enemies within your [CR] Sensor Range cannot acquire Target Lock.	Trait +V



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Shenlong "Nataku"	Battler	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Wufei Chang	LR-|CR12"	8"	6800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	5+	-	6d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	3+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Flamethrower	Barrage 8+	12"	7d10	3+	100	MB9+
	[MB Saves = 200 DMG]					
Dragon Fang	Crit 8+	12"	6d10	3+	400	BR7+
		-				
Beam Glaive	Duelist 9+	8"	6d10	3+	300	AP8+
		-				

Mecha & Pilot Traits

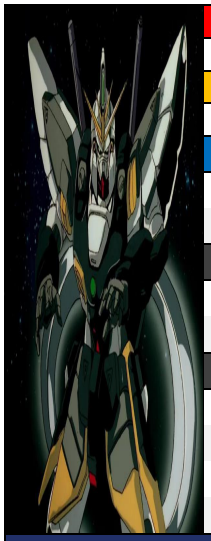
After the Finisher Phase this unit makes 1 Rally Save	Trait +V	Hot Blooded

Elite Pilot Swaps

Ace Pilot [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Duo Maxwell	-	5+	3+	5+	3+	5+	+50pts
Wufei Chang	Hot Blooded	5+	3+	7+	5+	3+	+50pts

Shenlong (Glory of the Losers) Armory

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Shield Throw	Counter 8+	12"	7d10	3+	100	ST5+	+50pts
		-					
Throw Liaoya	Crit 7+	12"	7d10	3+	500	AP5+	+100pts
	[One Use]						



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Sandrock	Guardian	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Quatre R. Winnar	LR20"|CR12"	4"	8900			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	3d10	5+	-	6d10		4+
-	-					

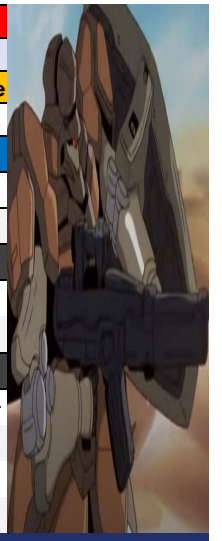
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Salvo [X]	Siege 10+	32"	6d10	5+	300	MB6+
[One Use]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Twin Heat Shotels	Crit 7+	4"	6d10	5+	400	AP7+
[Throw Blade - Once per Game gain Range+12"]						

Mecha & Pilot Traits

Tactician	Twice per Round choose an ally (besides yourself) within LOS or Sensors Range to gain Support ATK+1d10. (Capped at +2)	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Maganac	Guardian	1	1	0	40	50
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Maganac Corps	LR20"|CR12"	4"	4100			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	5d10	5+	200	AP6+
-						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Large Heat Hawk	Crit 9+	4"	4d10	5+	600	AP7+
-						



Mecha & Pilot Traits

Before battle choose a unit in your army to gain the Ambusher trait.	Trait +II	Logistics Support

Elite Pilot Swaps

Points	Ace Pilots [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF
+50pts	Quatre R. Winnar	Tactician	5+	5+	4+	5+	4+

Sandrock (Glory of the Losers) - Armory

Points	Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
+50pts	TL 180mm Cannons [K]	Siege 10+	40"	5d10	5+	300	BR4+
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]							
+50pts	Beam SMG [E]	Barrage 9+	20"	4d10	5+	200	AP8+
[AP Saves = 500 DMG]							
Points	**Close Range Weapons**	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
+50pts	Micromissiles [X]	Barrage 8+	16"	7d10	5+	100	MB8+
[One Use] [MB Saves = 200 DMG]							
+30pts	Blinding Flash	Opener 7+	8"	7d10	5+	0	ST7+
[ST Saves = 0 DMG]							

+200pts Armadillo Unit - Gain Boost+1 & Equip a Tower Shield

+150pts	[S3] Tower Shield	*Shield Bonus +3 DEF*
+50pts	Anti-Beam Cloak	*[One Use][+3 DEF vs [E]nergy ATK]*

Elite Pilot Swaps

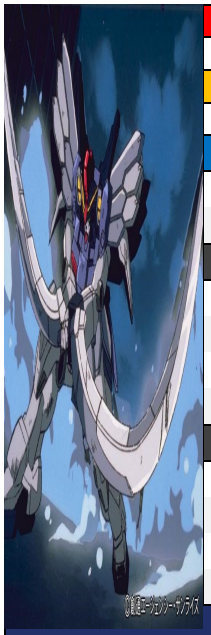
Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Maganac Corps	-	5+	5+	5+	5+	5+	-

Magnac Armory - Large Heat Hawk = 30pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL 180mm Cannons [K]	Siege 10+	40"	4d10	5+	300	BR4+	+50pts
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]							
Machine Gun [K]	Barrage 10+	28"	4d10	5+	200	MB6+	+10pts
[MB Save = 200 DMG]							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Heavy Iron Nail [CC]	Crit 8+	4"	4d10	5+	500	BR7+	+60pts
-							
Heat Sword	Crit 8+	4"	4d10	5+	300	AP7+	+10pts
-							

Magnac Defense Options

[S2] Shield	*Shield Bonus +2 DEF*	+80pts
Anti-Beam Cloak	*[One Use][+3 DEF vs [E]nergy ATK]*	+50pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Sandrock	Guardian	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Quatre R. Winnar	LR20"|CR20"	4"	8900			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	5+	-	7d10		4+
Anti-Beam Cloak	*[One Use][+3 DEF vs [E]nergy ATK]*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Salvo [X]	Siege 10+	32"	7d10	5+	300	MB6+
	[One Use]					
Beam SMG [E]	Barrage 9+	20"	5d10	5+	200	AP8+
	[AP Saves = 500 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Twin Heat Shotels	Crit 7+	4"	7d10	5+	400	AP7+
	[Throw Blade - Once per Game gain Range+12"]					

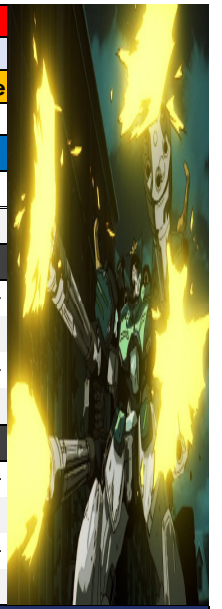
Mecha & Pilot Traits

Tactician	Twice per Round choose an ally (besides yourself) within LOS or Sensors Range to gain Support ATK+1d10. (Capped at +2)	Trait +X	

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Heavyarms	Firepower	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Trowa Barton	LR32"|CR-	4"	7100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	3+	-	5d10		5+
-	-					

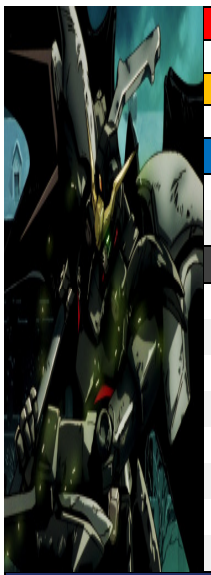
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad Heavy Gatling [K]	Barrage 8+	36"	9d10	4+	200	MB7+
	[MB Save = 200 DMG]					
Fire SPT Missiles [X](2)	Opener 10+	40"	9d10	4+	200	MB5+
	[Two Uses][MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Chest Gatlings [K]	CIWS 7+	16"	5d10	5+	200	MB8+
	[One Use] [MB Saves = 200 DMG]					
Heavy Arms Knife	Crit 7+	4"	6d10	5+	200	MB7+
	[Finisher Phase - Role Change: Barrage]					



Mecha & Pilot Traits

When you use Zeal gain a free Accelerate action.		Trait +V	Daring



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Deathscythe Hell EW	Battler	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Duo Maxwell	LR-|CR20"	8"	5900			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	5d10	3+	2	7d10		5+
[Barrier 1][360] Cloak	*Barrier HP 2000 | Active if target is >16" away*					

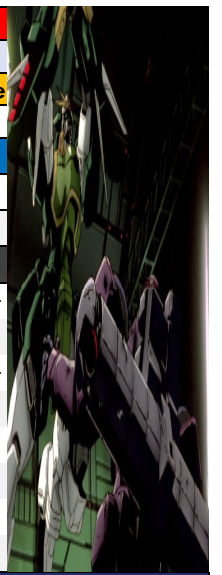
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans & Cannons [K]	CIWS 7+	16"	5d10	5+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Buster Shield	Crit 9+	16"	7d10	3+	300	AP8+
		-				
DSH Beam Scythe	Crit 8+	8"	8d10	3+	400	AP8+
		-				

Mecha & Pilot Traits

Cloaking	Enemies within your [CR] Sensor Range cannot acquire Target Lock. Bullseye can only target this unit if it is the closest.	Trait +X	

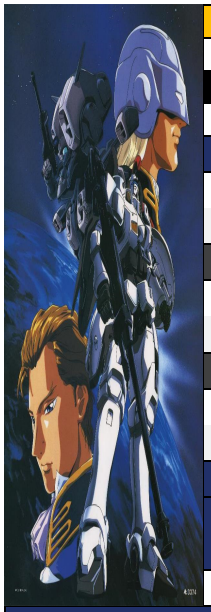
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Shenlong "Nataku"	Battler	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Wufei Chang	LR-|CR12"	8"	6800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	5d10	5+	-	7d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Altron Flamethrower	Barrage 8+	12"	9d10	3+	100	MB9+
	[MB Saves = 200 DMG]					
Twin Dragon Fang	Crit 8+	12"	8d10	3+	400	BR7+
		-				
Double Beam Trident	Duelist 8+	8"	8d10	3+	300	AP8+
		-				



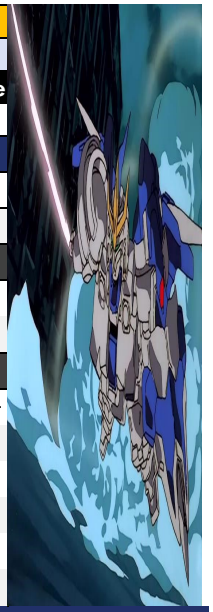
Mecha & Pilot Traits

After the Finisher Phase this unit makes 1 Rally Save		Trait +V	Hot Blooded

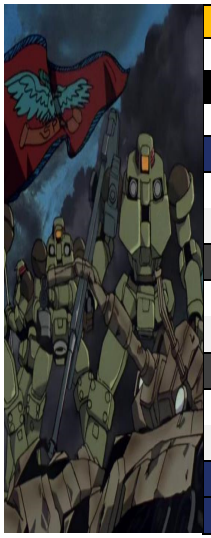


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Tallgeese	Versatile	2	1	0	120	400
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Zechs Merquise	LR20"|CR8"	8"	3200			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Nimble Flyer	6d10	3+	2	5d10		3+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Dobergun [K]	Siege 10+	36"	5d10	5+	400	ST5+
	-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	6d10	3+	200	AP8+
	-					
+50pts Tallgeese II - Instead use Custom Beam Saber						
+200pts Tallgeese Flugel Gain Angel Wings & Tempest Heat Lance						
Angel Wings	7d10	3+	2	5d10		3+
Mecha & Pilot Traits						
A War to End All Wars	Once per Round gain +5VP when you Capture or Contest a CP. At the end of the Round gain +10VP if you control the most CPs.					Bonus Obj.
Fearsome IV	When using Zeal gain a free Battle-Cry Action					Trait +XV

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Tallgeese IV	Versatile	2	1	0	120	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Preventer Wind	LR20"|CR8"	8"	3200			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Nimble Flyer	6d10	3+	2	5d10		4+
[S1] Small Shield	*Shield Bonus +1 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Tallgeese M.Cannon [E]	Crit 10+	40"	4d10	5+	500	AP8+
[Max Output - Role AOE but lose weapon after attacking]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	3+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Epyon Heat Whip	Duelist 8+	8"	4d10	3+	200	AP6+
		-				
Beam Saber	Crit 9+	4"	6d10	3+	200	AP8+
		-				
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.	An Endless Waltz
Gain 200 HP for each Save you pass, up to a maximum of 2x Max HP.					Trait +XV	Guts IV



Elite Pilot Swaps							
Points	**Ace Pilots [Elite 3]**	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**
+150pts	Zechs Merquise	Fearsome IV	5+	3+	3+	3+	3+
+150pts	Treize Kushrenada	Steel Resolve II	5+	4+	3+	4+	3+
Tallgeese Armory							
Points	**Long Range Weapons**	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
+30pts	Dobergun [K]	Siege 10+	36"	5d10	5+	400	ST5+
		-					
+150pts	TL Antiship Missile [X]	Bullseye 10+	48"	5d10	5+	700	BR7+
	[One Use] [Min. Range 20"]						
+50pts	Tallgeese M.Cannon [E]	Crit 10+	40"	4d10	5+	500	AP8+
	[Max Output - Role AOE but lose weapon after attacking]						
Points	**Close Range Weapons**	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
+60pts	Custom Beam Saber	Duelist 9+	4"	5d10	3+	200	AP8+
		-					
+80pts	Heat Halberd	Counter 9+	8"	6d10	3+	400	AP6+
		-					
+100pts	Tempest Heat Lance	Pierce 10+	8"	7d10	3+	400	AP7+
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Leo	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Pilot	LR28"|CR8"	4"	1700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
-	-					

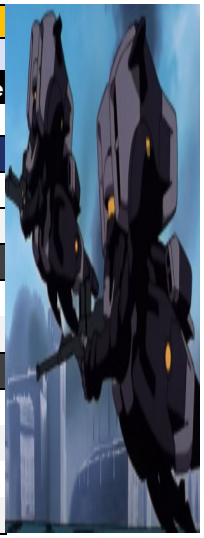
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Leo Rifle [K]	Barrage 10+	32"	4d10	5+	200	MB6+
	[MB Save = 200 DMG]					
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

+50pts - Leo Flight Type - Gain Fly

+20pts Leo Commander gains +600HP

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Aries	Raid	1	1	0	20	100
Basic Pilot	**Sensors**	**Fly**	**Armor HP**			**Morale**
Oz Pilot	LR28"|CR-	8"	1700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	2d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Chain Rifle [K]	Barrage 9+	32"	3d10	5+	200	MB5+
	[MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Missile Pod [X]	Barrage 9+	16"	5d10	5+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Close Combat [CC]	Siege 10+	4"	5d10	5+	400	PP6+
		-				



Elite Pilot Swaps

Points	Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF
+50pts	Lucrezia Noin	-	5+	5+	5+	3+	5+
-	OZ Special	-	4+	5+	7+	4+	5+
-	Mobile Doll VER1	-	5+	5+	7+	3+	5+
+50pts	Mobile Doll VER2	-	3+	5+	7+	5+	5+

Leo Armory - Leo Rifle is 30pts

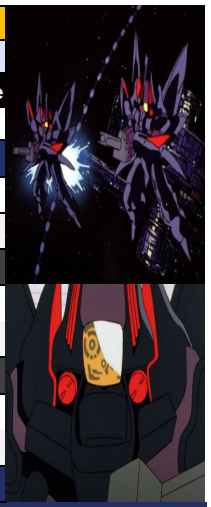
Points	Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
+30pts	Shorty Beam Rifle [E]	Counter 9+	24"	4d10	5+	200	AP6+
			-				
+30pts	Oz Laser Rifle [E]	Pierce 9+	32"	3d10	5+	100	AP8+
		-					
+30pts	TL Small B. Cannons [E]	Siege 10+	32"	4d10	5+	300	AP6+
			-				
+30pts	Dobergun [K]	Siege 10+	36"	4d10	5+	400	ST5+
			-				
+50pts	Heavy Beam Cannon [E]	Siege 10+	40"	3d10	5+	400	AP7+
			-				

Points	Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
+10pts	Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
			-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Taurus	Raid	1	2	0	30	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Pilot	LR24"|CR-	8"	1700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hi-Power Beam Rifle [E]	Crit 10+	32"	6d10	5+	200	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				

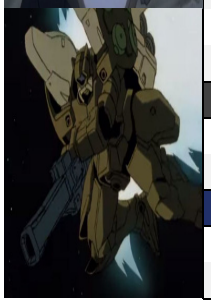
+50pts Sanc Kingdom Taurus gains HP+1500



Mecha & Pilot Traits

[Transform] Gain Fly & Move +8" but Melee DEF-2d10 | Lose all Shields & Melee Weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Virgo	Firepower	1	2	0	60	100
Battle-Tested Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Mobile Doll VER1	LR32"|CR-	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	3+	-	4d10		5+
[Barrier 1][180]	*Barrier HP 2000*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Cannon [E]	Siege 10+	40"	5d10	5+	400	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 10+	4"	7d10	5+	400	PP6+
		-				

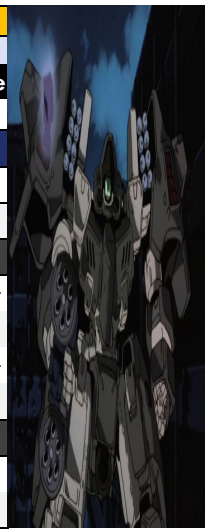
+200pts Virgo II = Nimble Flyer & [Barrier 2][180] but LR Sensors 28"

Nimble Flyer	5d10	3+	-	4d10	5+
[Barrier 2][180]	*Barrier HP 3500*				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Serpent	Firepower	1	2	0	30	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Mariemaia Army	LR28"|CR-	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	5+	-	4d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Heavy Gatling [K]	Barrage 9+	36"	7d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Fire SPT Missiles [X]	Opener 10+	40"	8d10	5+	200	MB5+
	[One Use][MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 10+	4"	7d10	5+	400	PP6+
		-				



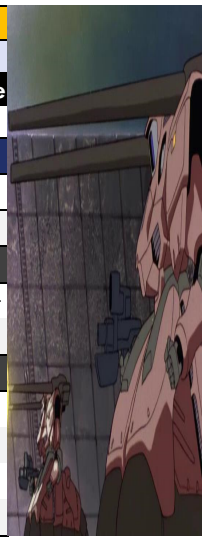
Elite Pilot Swaps							
Points	**Skilled Pilot [Elite 2]**	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**
-	Mobile Doll VER1	-	5+	5+	7+	3+	5+
+50pts	Mobile Doll VER2	-	3+	5+	7+	5+	5+

Virgo Armory							
Points	**Long Range Weapons**	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
+30pts	Shorty Beam Rifle [E]	Counter 9+	24"	6d10	5+	200	AP6+
			-				
+50pts	Heavy Beam Cannon [E]	Siege 10+	40"	5d10	5+	400	AP7+
			-				
+50pts	Mega Beam Cannon [E]	Bullseye 10+	40"	5d10	5+	400	AP7+
			-				
Points	**Close Range Weapons**	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
+10pts	Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
			-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Tragos	Firepower	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Pilot	LR36"|CR-	4"	2300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Tracked Vehicle MS	2d10	5+	-	2d10		5+
-	-					

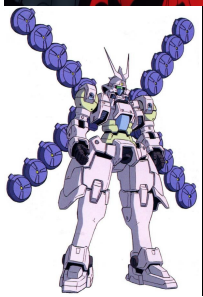
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 120mm Artillery [K]	IDF 9+	48"	5d10	5+	200	MB6+
	[Indirect Fire R:20" up to Max Weapon Range]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Pistol [E]	Counter 9+	24"	5d10	5+	100	AP6+
		-				
Close Combat [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				

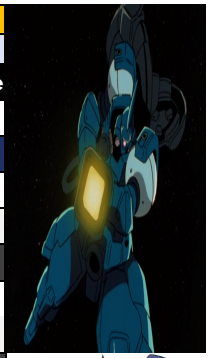




Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Mercurius	Battler	2	2	0	155	200
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Heero Yuy	LR-|CR12"	8"	5600			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	5d10	5+	-	7d10		4+
[Barrier 3][180]	*Barrier HP 5000*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Pistol [E]	Counter 9+	24"	5d10	3+	100	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Electro Stunner	Barrage 9+	16"	9d10	3+	100	ST7+
[Stun Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	8d10	3+	200	AP8+
		-				
'+50pts Mercurius Suivant (Luna) - Instead use [Barrier 4][180]						
Defense	**Special**					
[Barrier 4][180]	*Barrier HP 6500*					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Vayeate	Firepower	2	2	0	155	200
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Trowa Barton	LR40"|CR-	4"	7100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Gundanium	4d10	3+	-	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heavy Beam Cannon [E]	Siege 10+	40"	6d10	4+	400	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	8d10	5+	400	PP6+
		-				
'+50pts Vayeate Suivant (Soris) - Instead use TL Heavy B. Cannon						
TL Hvy Beam Cannon [E]	Siege 10+	40"	7d10	4+	400	AP7+
		-				





Elite Pilot Swaps						
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Luna Armonia	-	5+	5+	7+	4+	4+	-
Soris Armonia	-	4+	5+	6+	5+	5+	-
Mobile Doll VER1	-	5+	5+	7+	3+	5+	-
Mobile Doll VER2	-	3+	5+	7+	5+	5+	+50pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Leo-S	Battler	1	2	0	60	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Prize	LR-|CR16"	8"	2000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	6d10		5+
Anti-Beam Cloak	*[One Use][+3 DEF vs [E]nergy ATK]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Arquebus [E]	Counter 9+	24"	4d10	5+	300	AP5+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Chevalier Saber	Duelist 9+	4"	5d10	4+	400	AP8+
		-				

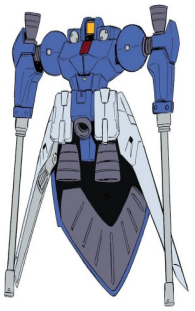
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Leo-N	Battler	1	2	0	60	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Prize	LR-|CR12"	8"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	6d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Tower Vulcans [K]	CIWS 7+	24"	3d10	5+	200	MB4+
	[Two Uses] [MB Saves = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Halberd	Counter 9+	8"	7d10	4+	400	AP6+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Leo-R	Battler	1	2	0	60	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Oz Prize	LR-|CR16"	8"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	6d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Cannon [E]	Siege 10+	40"	3d10	5+	300	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Chevalier Beam Saber			4d10	4+		

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
D-Unit [S]	Raid	1	1	0	40	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Mobile Doll VER1	LR28"|CR-	8"	2300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	2d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Beam Cannons [E]	Siege 10+	40"	4d10	5+	300	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Ramming Speed [Crash]	Bullseye 8+	8"	6d10	5+	500	ST5+
	After attacking [HP-2200]					



Mecha & Pilot Traits		
Jamming	Enemies within your [CR] Sensor Range cannot acquire Target Lock.	Trait +V