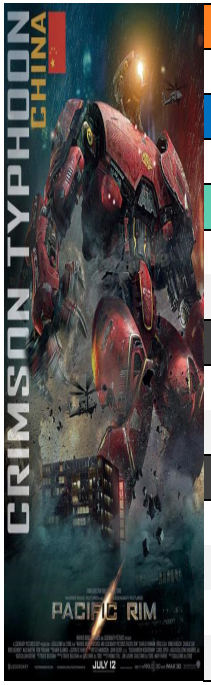


Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Gipsy Danger	Kaiju	2	1	2	230	500
Skilled Pilots [Elite 2]	**Senses**	**Move**	**Armor HP**			**Morale**
Raleigh & Mako	LR -|CR 8"	4"	13700			4+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		3+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
I-19 PlasmaCaster [E](2)	Siege 10+	32"	7d10	5+	600	AP5+
[Two Uses]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
GD6 Obsidian Swords	Crit 8+	8"	9d10	4+	500	AP5+
		-				
Colossal KO [CC]	Crit 9+	8"	9d10	4+	500	ST8+
[Improvised Weapons - ATK+1d10 if Cover is within 8"]						

Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Striker Eureka	Kaiju	2	2	2	240	500
Battle-Tested [Elite 1]	**Senses**	**Move**	**Armor HP**			**Morale**
Herc & Chuck Hansen	LR -|CR 8"	8"	12800			6+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	4d10	5+	-	5d10		4+
[A1] Armor | Laborious	*Armor +1 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Anti-Kaiju Missile [X]	Counter 9+	12"	9d10	5+	500	BR8+
[One Use]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Sting Blades	Counter 8+	8"	9d10	5+	400	AP5+
		-				
Kaiju Throw [CC]	Counter 8+	4"	9d10	5+	400	PP9+
		-				





Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Crimson Typhoon	Kaiju	2	1	2	200	250
Battle-Tested [Elite 1]	**Senses**	**Move**	**Armor HP**			**Morale**
Wei Tang Brothers	LR -|CR 8"	4"	12800			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		3+
[A1] Armor | Laborious	*Armor +1 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
IB22 PlasmaCaster [E]	Bullseye 9+	40"	7d10	5+	400	AP6+
One Use						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Buzzsaw Hands	Counter 8+	4"	7d10	5+	300	MB8+
[Finisher - Thundercloud Formation: Role Change: CIWS]						
Kaiju Throw [CC]	Counter 8+	4"	8d10	5+	400	PP9+
		-				

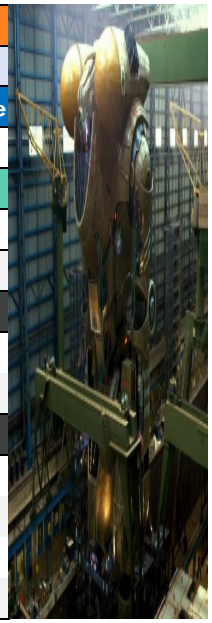
Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Cherno Alpha	Kaiju	2	1	2	200	250
Battle-Tested [Elite 1]	**Senses**	**Move**	**Armor HP**			**Morale**
The Kaidonovskys	LR -|CR 8"	4"	15800			5+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		5+
[A3] Armor | Laborious	*Armor +3 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Atomic Burner	Barrage 9+	16"	7d10	5+	200	MB8+
[MB Saves = 200 DMG]						
Roll of Nickels [CC]	Crit 8+	8"	7d10	5+	500	ST4+
[Finisher - Tesla Fists: ST8+]						

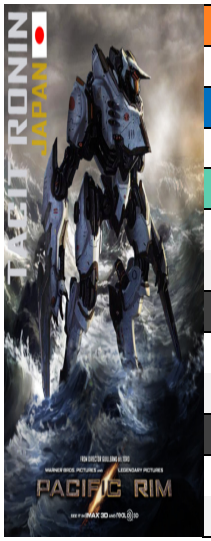




Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Coyote Tango	Kaiju	2	1	2	290	250
Ace Pilot [Elite 3]	**Senses**	**Move**	**Armor HP**			**Morale**
Stacker Pentecost	LR -|CR 8"	4"	13100			4+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		4+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Mortar Cannons [K]	IDF 10+	40"	7d10	4+	600	BR6+
[Indirect Fire R:20" up to Max Weapon Range]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
VP-1 PlasmaCaster [E]	Crit 9+	16"	8d10	4+	300	AP5+
		-				
Colossal Smash [CC]	Siege 10+	8"	6d10	4+	600	PP8+
		-				

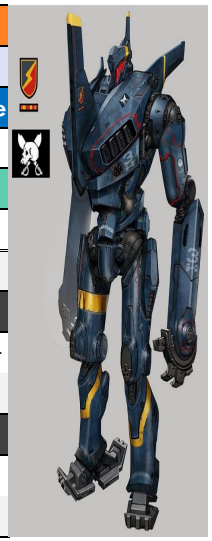
Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Horizon Brave	Kaiju	2	1	2	140	250
Basic Pilots	**Senses**	**Move**	**Armor HP**			**Morale**
Lo Hin Shen & Xichi Po	LR -|CR 12"	4"	11600			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		5+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Cryo-Cannons [E]	Crit 8+	40"	7d10	5+	300	ST7+
		-				
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Flash Freeze	Barrage 8+	12"	8d10	5+	200	ST9+
		-				
Colossal Smash [CC]	Siege 10+	8"	6d10	5+	600	PP8+
		-				

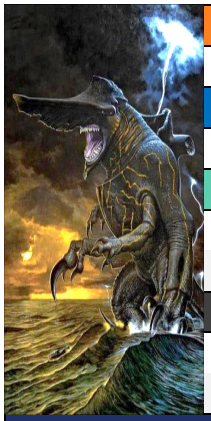




Jaeger (Kaiju)	Combat Role	Frame	P. Tier	Size	VP	Points
Tacit Ronin	Kaiju	2	1	2	140	250
Basic Pilots	**Senses**	**Move**	**Armor HP**			**Morale**
Duc & Kaori Jessup	LR -|CR 12"	4"	13100			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		5+
[A1] Armor | Laborious	*Armor +1 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Chest Cannons [K]	Counter 7+	16"	9d10	5+	300	BR6+
[One Use]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Fangblades	Crit 8+	8"	9d10	5+	600	AP4+
		-				

Jaeger (Kaiju)	Combat Role	Frame	P. Tier	Size	VP	Points
Romeo Blue	Kaiju	2	1	2	140	250
Basic Pilots	**Senses**	**Move**	**Armor HP**			**Morale**
Bruce & Trevin Gage	LR -|CR 8"	4"	14300			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Jaeger DEF	3d10	5+	-	4d10		5+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
RomeoBlue Gatling [K]	Barrage 10+	40"	7d10	5+	300	MB5+
[MB Save = 200 DMG]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Colossal KO [CC]	Crit 9+	8"	9d10	5+	500	ST8+
[Improvised Weapons - ATK+1d10 if Cover is within 8"]						

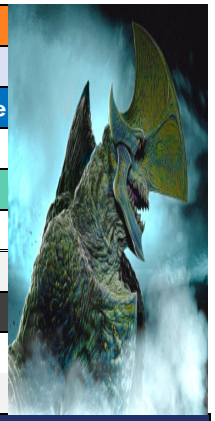




Kaiju	Combat Role	Frame	P. Tier	Size	VP	Points
Knifehead [A]	Kaiju	1	1	2	90	250
Basic Kaiju	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors	LR -|CR 12"	8"	13700			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Kaiju DEF	1d10	5+	-	3d10		5+
[A1] Armor | Laborious	*Armor +1 DEF | Max 1 Accel | Cannot [Fly]*					
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Deadly Horn [CC]	Pierce 8+	8"	9d10	5+	300	AP6+
		-				

Mecha & Pilot Traits

Sudden Resurgence	[M-1] Usable once per game Your next melee attack gains Blindside.	Trait +V
Kaiju Blue	If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-



Kaiju	Combat Role	Frame	P. Tier	Size	VP	Points
Tresspasser [A]	Kaiju	1	1	2	90	250
Basic Kaiju	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors	LR -|CR 16"	4"	14000			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Kaiju DEF	1d10	5+	-	3d10		5+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Rending Horn	Crit 9+	8"	8d10	5+	600	BR8+
		-				

Mecha & Pilot Traits

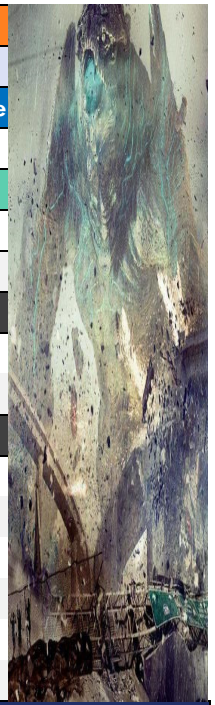
Ambush: This unit can reinforce on any Table Edge		Trait +II	Ambush Predator
If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.		-	Kaiju Blue



Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Otachi [A]	Kaiju	1	2	2	200	500
Skilled Kaiju [Elite 2]	**Senses**	**Fly**	**Armor HP**			**Morale**
Precursors [SK]	LR -|CR 12"	4"	9500			4+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Agile Kaiju DEF	4d10	5+	-	4d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Torrent of Acid	Barrage 9+	20"	7d10	5+	300	BR7+
[BR Save = 500 DMG]						
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Deadly Tail [CC]	Counter 7+	8"	7d10	4+	300	AP5+
		-				
Winged Kaiju [Crash]	Crit 8+	8"	7d10	4+	400	PP8+
[Finisher: Stratosphere Drop: Disengage & Move 8" after ATK]						

Mecha & Pilot Traits

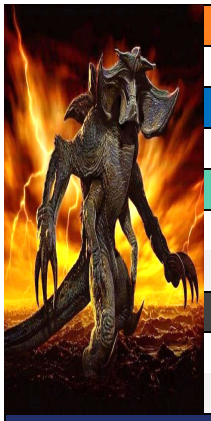
Kaiju Blue	If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-



Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Leatherback [A]	Kaiju	1	2	2	200	500
Skilled Kaiju [Elite 2]	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors [SK]	LR -|CR 16"	4"	12500			4+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Kaiju DEF	2d10	5+	1	4d10		5+
Ambusher	*Ambush: This unit can reinforce on any Table Edge*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Throw Terrain S2	Siege 10+	12"	8d10	5+	500	PP5+
		-				
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Organic EMP	AOE 9+	0"	8d10	4+	100	ST9+
[One Use] | [Burst 16" Radius Circle]						
Hammerfists	Siege 10+	8"	7d10	4+	700	PP6+
		-				
Rampage [CC][Crash]	Siege 9+	12"	7d10	4+	400	BR7+
[Req. 3 Combat/Move Actions][After ATK HP-500]						

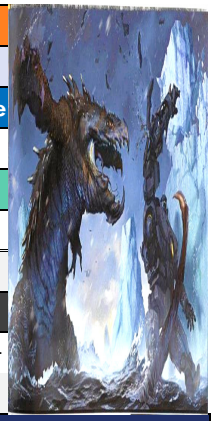
Mecha & Pilot Traits

If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-	Kaiju Blue



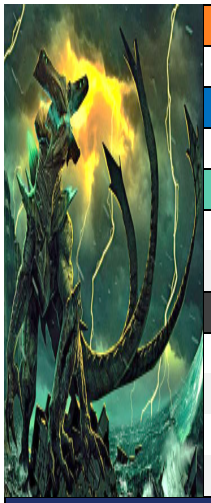
Kaiju	Combat Role	Frame	P. Tier	Size	VP	Points
Scunner [A]	Kaiju	1	2	2	110	250
Basic Kaiju	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors	LR -|CR 12"	8"	12500			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Kaiju DEF	2d10	5+	-	4d10		5+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Goring Horns [Crash]	Pierce 10+	8"	9d10	5+	800	BR5+
	[After ATK lose HP-500]					

Mecha & Pilot Traits		
Ambush Predator	Ambush: This unit can reinforce on any Table Edge	Trait +II
Kaiju Blue	If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-



Kaiju	Combat Role	Frame	P. Tier	Size	VP	Points
Raiju [A]	Kaiju	1	2	2	110	250
Basic Kaiju	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors	LR -|CR 12"	8"	9500			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Agile Kaiju DEF	4d10	5+	-	4d10		5+
[A1] Armor | Laborious	*Armor +1 DEF | Max 1 Accel | Cannot [Fly]*					
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Deadly Jaws [CC]	Crit 8+	8"	9d10	5+	400	MB8+
	-					

Mecha & Pilot Traits		
Ambush: This unit can reinforce on any Table Edge	Trait +II	Ambush Predator
If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-	Kaiju Blue



Jaeger	Combat Role	Frame	P. Tier	Size	VP	Points
Slattern [A]	Kaiju	2	2	2	280	500
Skilled Kaiju [Elite 2]	**Senses**	**Move**	**Armor HP**			**Morale**
Precursors [SK]	LR -|CR 8"	4"	20600			4+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Kaiju DEF	3d10	5+	1	5d10		5+
[A2] Armor | Laborious	*Armor +2 DEF | Max 1 Accel | Cannot [Fly]*					
Melee Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Spiked Tails [360]	Counter 9+	16"	10d10	5+	500	ST7+
		-				
Titanic Smash [CC]	Siege 10+	8"	7d10	4+	600	PP9+
		-				

Mecha & Pilot Traits		
King of the Monsters	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.
Kaiju Blue	If this unit is destroyed by a [K] or [X] weapon any buildings or CPs in engagement range are destroyed.	-