

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78-2 Gundam	Versatile	2	1	0	75	250
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Amuro Ray [MSG]	LR20"|CR12"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	5d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	6d10	4+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				
Shield Rush [Crash]	Opener 9+	8"	5d10	4+	200	PP6+
[PP Saves = 200 DMG						

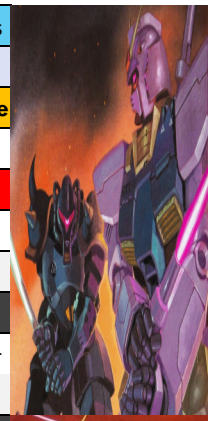
Mecha & Pilot Traits		
Gundam Rising	+1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within [CR] Sensors of an enemy.	Bonus Obj.
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)	Trait +V

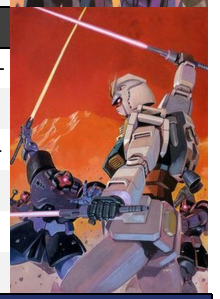
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78-2 Gundam	Versatile	2	1	0	90	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Amuro Ray [SoS]	LR20"|CR12"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

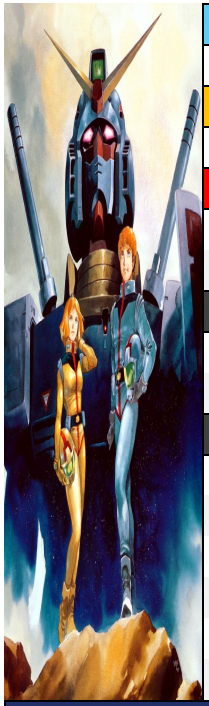
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	6d10	4+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				
Shield Rush [Crash]	Opener 9+	8"	5d10	4+	200	PP6+
[PP Saves = 200 DMG						

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
[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X	Newtype Flash II







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78-2 Gundam	Versatile	2	1	0	120	350
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Amuro Ray [EiS]	LR20"|CR12"	4"	5000			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	6d10	3+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	3+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	3+	200	AP8+
		-				
Shield Rush [Crash]	Opener 9+	8"	5d10	3+	200	PP6+
[PP Saves = 200 DMG						

Mecha & Pilot Traits

Counting Mobile Suits	Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.	Bonus Obj.
Newtype Flash IV	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +XV

Gundam Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
RX Beam Rifle [E]	Crit 10+	32"	6d10	*	300	AP7+	+50pts
		-					
Hyper Bazooka [K]	Siege 10+	32"	5d10	*	400	BR6+	+50pts
		-					
TL Hyper Bazooka [K]	Siege 10+	32"	6d10	*	400	BR6+	+100pts
		-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Shoulder Magnum [K]	Counter 8+	16"	5d10	*	400	ST8+	+100pts
		-					
Beam Javelin	Crit 8+	16"	5d10	*	200	AP8+	+0pts
[One Use]							
Gundam Hammer	Siege 9+	8"	4d10	*	600	PP7+	+60pts
		-					
Beam Saber	Crit 9+	4"	6d10	*	200	AP8+	+10pts
		-					
Twin Beam Sabers	Crit 9+	4"	7d10	*	200	AP8+	+60pts
		-					
Shield Rush [Crash]	Opener 9+	8"	5d10	*	200	PP6+	+30pts
[PP Saves = 200 DMG							

Examples of swapping pilots and weapons can be found at the end of this document



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-77-2 Guncannon	Firepower	2	1	0	90	100
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kai Shiden	LR28"|CR-	4"	4100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	-	4d10		4+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 240mm Cannons [K]	Siege 10+	40"	6d10	5+	400	BR5+
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]						
R-4 Beam Rifle [E]	Crit 10+	40"	7d10	5+	200	AP6+
-						



Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Fists [CC]	Counter 9+	4"	7d10	5+	300	PP5+

+0pts Heavy Custom - Use TL HC 240 Cannons

+0pts Type D - Gain [S1] Shield, Swap B. Rifle for Rocket Launcher

-30pts Guncannon II - Replace 240 Cannons w/ Heavy Beam Cannon

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-75-4 Guntank	Firepower	2	1	0	75	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Ryo / Hayato	LR40"|CR-	4"	2900			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Tracked Vehicle MS	3d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 120mm Artillery [K]	IDF 9+	48"	6d10	5+	200	MB6+
[Indirect Fire R:20" up to Max Weapon Range]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Howitzer Hands [X]	CIWS 9+	16"	5d10	5+	200	MB8+
-						



Mecha & Pilot Traits

Gain +25VP for every 2 Elite Pilots surviving at the end of Round 5.	Bonus Obj.	Bonds on the Battlefield



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78-6 Gundam Mudrock	Firepower	2	1	0	75	250
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Agar	LR28"|CR-	4"	5000			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	7d10	4+	300	AP7+
-						
TL 300mm Cannons [K]	Siege 10+	40"	6d10	4+	500	BR5+
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	6d10	5+	300	ST7+
One Use						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
-						

Elite Pilot Swaps

Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Kai Shiden [BT]	-	5+	5+	7+	3+	5+	-
Hayato Kobayashi	-	5+	5+	5+	5+	5+	-
Job John	-	4+	5+	7+	4+	5+	-
Thoroughbred Crew	-	5+	5+	7+	4+	4+	-

Guncannon Armory - 240mm Cannons are 80pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL HC 240 Cannons [K]	Siege 10+	40"	6d10	5+	400	BR5+	+90pts
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]							
Heavy Beam Cannon [E]	Siege 10+	40"	5d10	5+	400	AP7+	+50pts
-							
TL Spray Missile Gun [X]	Barrage 9+	36"	8d10	5+	100	MB7+	+100pts
[Two Uses] [MB Saves = 200 DMG]							
Rocket Launcher [K]	Siege 10+	28"	6d10	5+	400	BR5+	+10pts
-							
[S1] Small Shield	*Shield Bonus +1 DEF*						+30pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78-4 Gundam Unit 4	Versatile	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Luce Cassel	LR20"|CR8"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	6d10	5+	300	AP7+
		-				
Mega Beam Launcher [E]	AOE 10+	40"	5d10	5+	400	AP7+
	[One Use]					
Beam Spot Gun [E]	CIWS 9+	20"	5d10	5+	200	AP5+
	[One Use] [AP Saves = 500 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

-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	P. Tier	Size	VP	Points
RX-78-5 Gundam Unit 5	Versatile	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Ford Romfellow	LR20"|CR8"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	6d10	4+	300	AP7+
		-				
Giant Gatling [K]	Barrage 10+	40"	5d10	4+	300	MB5+
	[MB Save = 200 DMG]					
Beam Spot Gun [E]	CIWS 9+	20"	5d10	4+	200	AP5+
	[One Use] [AP Saves = 500 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

+50pts Upgrade Gundam Unit 4 or 5 gains +1 Boost



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78NT-1 Gundam Alex	Versatile	2	1	0	120	400
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Amuro Ray (What if?)	LR24"|CR12"	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Alex Beam Rifle [E]	Counter 9+	32"	5d10	3+	300	AP6+
		-				
TL Small Gatling [K]	CIWS 9+	28"	5d10	3+	100	MB7+
	[MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	3+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	3+	200	AP8+
		-				

Mecha & Pilot Traits

Newtype Flash IV	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +XV

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
RX-78NT-1 Gundam Alex	Versatile	2	1	0	45	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Chris Mackenzie	LR24"|CR12"	4"	6800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	5d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Alex Beam Rifle [E]	Counter 9+	32"	5d10	4+	300	AP6+
		-				
TL Small Gatling [K]	CIWS 9+	28"	5d10	4+	100	MB7+
	[MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	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.	The Machine Survived..



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Full Armor Gundam	Firepower	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Lt. Heinz Baer	LR28"|CR12"	4"	6500			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	3+	-	4d10		4+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Rocket Launcher [K]	Siege 10+	28"	6d10	4+	400	BR5+
		-				
TL RX Beam Rifle [E]	Crit 10+	32"	8d10	4+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 9+	16"	8d10	5+	200	MB4+
	[One Use]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Full Armor Gundam (B)	Firepower	2	1	0	90	400
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Led Wayline	LR28"|CR12"	4"	6500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	3+	-	4d10		4+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Antiship Missile [X]	Bullseye 10+	48"	5d10	4+	700	BR7+
	[One Use] [Min. Range 20"]					
Rocket Launcher [K]	Siege 10+	28"	6d10	4+	400	BR5+
		-				
Triple RX Beam Rifle [E]	Crit 9+	32"	8d10	4+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Micromissiles [X]	Barrage 8+	16"	8d10	5+	100	MB8+
	[One Use] [MB Saves = 200 DMG]					
Beam Claws	Critical 8+	4"	6d10	5+	300	AP7+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Heavy Gundam	Firepower	2	1	0	90	200
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Col. Den Beserk	LR28"|CR-	4"	5300			1+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Cannon [E]	Siege 10+	40"	5d10	5+	300	AP6+
		-				
Heavy Gatling [K]	Barrage 9+	36"	6d10	5+	200	MB7+
	[MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Missile Pod [X](2)	Barrage 9+	16"	7d10	5+	200	MB4+
	[Two Uses] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gunner Gundam	Sniper	2	1	0	75	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Jabberwock Team	LR40"|CR-	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Sniper [E]	Bullseye 9+	40"	6d10	3+	300	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]					
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Full Armor 7th Gundam	Firepower	2	1	0	90	400
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Hughes Courand	LR28"|CR8"	4"	7400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	4+	-	4d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Large Beam Cannon [E]	Bullseye 10+	48"	6d10	5+	300	AP6+
		-				
L1 Beam Carbine [E]	Duelist 9+	28"	5d10	5+	300	AP7+
		-				
Beam Spot Gun [E]	CIWS 9+	20"	6d10	5+	200	AP5+
[One Use] [AP Saves = 500 DMG]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Missile Pod [X]	Barrage 9+	16"	8d10	5+	200	MB4+
[One Use]						
Beam Saber	Crit 9+	4"	7d10	4+	200	AP8+
		-				



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
HFA 7th Gundam [S]	Firepower	2	1	0	90	450
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Hughes Courand	LR28"|CR8"	8"	7100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	4d10	4+	-	3d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Large Beam Cannon [E]	Bullseye 10+	48"	6d10	5+	300	AP6+
		-				
TL Beam Cannons [E]	Siege 10+	40"	6d10	5+	300	AP6+
		-				
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
Micromissiles [X]	Barrage 8+	16"	8d10	5+	100	MB8+
[One Use] [MB Saves = 200 DMG]						
Ramming Speed [Crash]	Bullseye 8+	8"	8d10	4+	500	ST5+
After attacking [HP-2200]						



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
7th Gundam	Versatile	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Hughes Courand	LR24"|CR8"	4"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	5d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
L1 Beam Carbine [E]	Duelist 9+	28"	4d10	5+	300	AP7+
		-				
Beam Spot Gun [E]	CIWS 9+	20"	5d10	5+	200	AP5+
[One Use] [AP Saves = 500 DMG]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
G-Line Standard Armor	Versatile	2	1	0	75	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Phantom Sweep	LR20"|CR8"	4"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Gatling Gun [K]	Barrage 10+	36"	6d10	5+	200	MB7+
	[MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heavy Beam Carbine [E]	Counter 9+	16"	5d10	5+	300	AP7+
		-				
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
G-Line Light Armor	Battler	2	1	0	90	200
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Hughes Courand	LR-|CR16"	8"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	6d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
AA Missiles [X](2)	Counter 8+	32"	4d10	5+	100	MB6+
	[Two Uses]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heavy Beam Carbine [E]	Counter 9+	16"	6d10	5+	300	AP7+
		-				
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	4+	200	AP8+
		-				



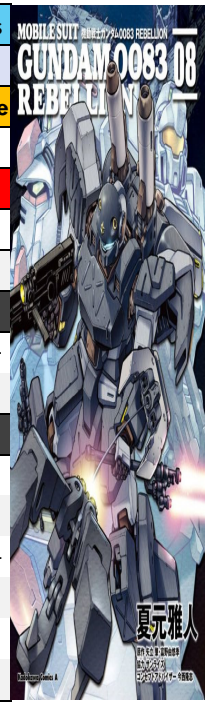


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
G-Line Assault Armor	Guardian	2	1	0	75	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Phantom Sweep	LR20"|CR12"	4"	5600			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Rocket Launcher [K]	Siege 10+	28"	5d10	5+	400	BR5+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Shotgun [K]	Barrage 9+	16"	7d10	4+	100	ST8+
	[ST Saves = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Heat Lancer	Pierce 10+	8"	7d10	4+	400	AP6+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
G-Line Full Custom	Firepower	2	1	0	75	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Elite	LR28"|CR-	4"	5900			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	4d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	40"	6d10	5+	300	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Shotgun [K]	Barrage 9+	16"	8d10	5+	100	ST8+
	[ST Saves = 200 DMG]					
Beam Scythe	Crit 8+	8"	6d10	5+	400	AP8+
		-				
Grappling Unit	Opener 8+	8"	7d10	5+	0	PP9+
	[Pull Yourself]					





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Blue Destiny Unit 1	Guardian	2	1	0	90	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Yuu Kajima	LR20"|CR12"	4"	5600			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	6d10		4+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Gun [K]	Barrage 10+	28"	5d10	4+	200	MB6+
	[MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans & Cannons [K]	CIWS 7+	16"	3d10	4+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
	-					
BD-1 Throw [Crash]	Crit 8+	12"	6d10	4+	200	PP7+
	[Req. 3 Combat/Move Actions][HP-500]					

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

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Blue Destiny Unit 3	Guardian	2	1	0	90	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Yuu Kajima	LR20"|CR12"	4"	5600			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	1	6d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	6d10	4+	200	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans & Cannons [K]	CIWS 7+	16"	3d10	4+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				
Fists [CC]	Counter 9+	4"	6d10	4+	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



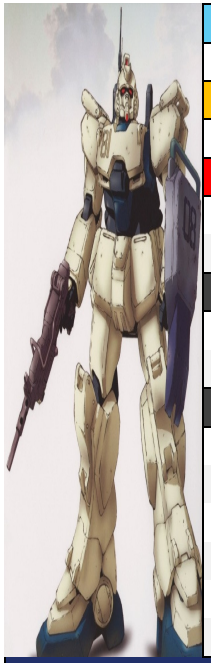
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Pixy	Battler	2	1	0	*75*	150
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Волк	LR-|CR16"	8"	3500			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	6d10		4+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL SMG [K]	Barrage 9+	16"	7d10	5+	200	MB4+
	[MB Save = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Twin Beam Daggers	Critical 8+	4"	7d10	4+	200	AP8+
	-					

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Marine Type [A]	Battler	2	1	0	45	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR20"	8"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
UW Beam Rifle [E]	Crit 10+	16"	7d10	5+	300	AP6+
	No Underwater penalties					
Grappling Unit	Opener 8+	8"	7d10	5+	0	PP9+
	[Pull Yourself]					
Beam Dagger	Critical 8+	4"	6d10	5+	200	AP8+
	-					

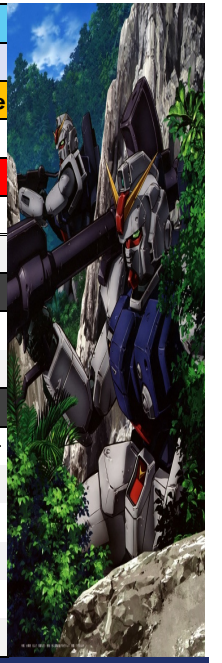




Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Ez8 Gundam [G]	Guardian	2	1	0	75	150
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Shiro Amada	LR20"|CR12"	4"	6800			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	6d10		4+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Gun [K]	Barrage 10+	28"	5d10	5+	200	MB6+
	[MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans & Cannons [K]	CIWS 7+	16"	3d10	5+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	6d10	5+	100	ST6+
		-				

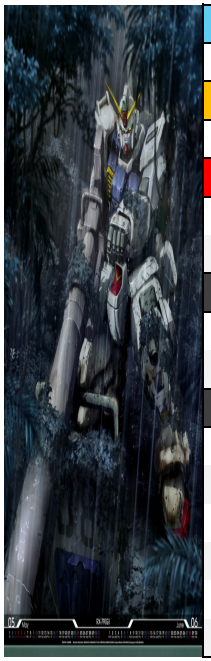
Mecha & Pilot Traits		
Idealist	This unit has additional passive pilot upgrades (Already included in profile)	Trait +V



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam Ground Type	Guardian	2	1	0	75	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Karen Joshua	LR20"|CR12"	4"	6800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	6d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	6d10	4+	200	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	6d10	4+	100	ST6+
		-				

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	P. Tier	Size	VP	Points
Gundam Ground Type	Guardian	2	1	0	75	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Terry Sanders Jr.	LR20"|CR12"	4"	6800			9+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	6d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Rocket Launcher [K]	Siege 10+	28"	5d10	3+	400	BR5+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	6d10	5+	100	ST6+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Shiro Amada	-	5+	5+	4+	5+	4+	+50pts
Karen Joshua	-	4+	4+	7+	5+	5+	-
Terry Sanders Jr.	-	3+	5+	9+	4+	5+	-
Matt Healy	-	5+	5+	5+	4+	4+	+50pts

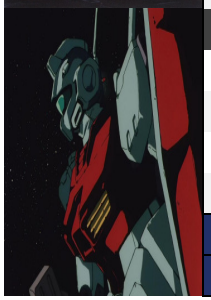
Ez8 & Gundam Ground Type Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Rocket Launcher [K]	Siege 10+	28"	5d10	4+	400	BR5+	+10pts
		-					
Beam Rifle [E]	Crit 10+	32"	6d10	4+	200	AP6+	+10pts
		-					
Artillery Cannon [K]	IDF 10+	40"	4d10	4+	300	MB7+	+50pts
	[Indirect Fire R:20" up to Max Weapon Range]						
Missile Salvo [X]	Siege 10+	32"	6d10	4+	300	MB6+	+10pts
	[One Use]						

Weapon's Rack - These units often carried multiple weapons



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"|CR8"	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 9+	24"	4d10	5+	100	AP6+
		-				



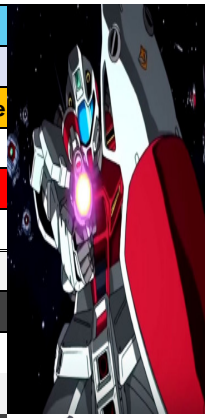
Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

+50pts GM Kai (Type C) - Long Range Sensors 24"

+100pts Powered GM - Long Range Sensors 24" & Boost+1

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Command	Guardian	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR24"|CR12"	4"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Gun [E]	Counter 9+	24"	4d10	5+	100	AP6+
		-				

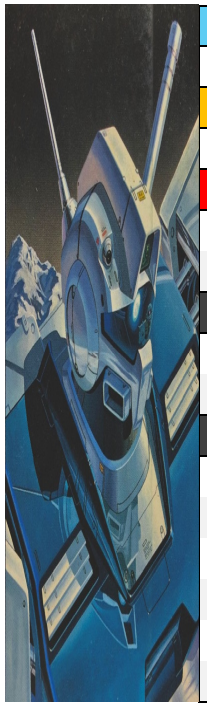


Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				



GM Command [G] - Swap Beam Gun for a Bullpup

Guinea Pig Team - Equip 2 Long Range Weapons each



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Cold Districts [G]	Versatile	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"|CR8"	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
GM Cold D. M.Gun [K]	Barrage 10+	24"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	4d10	5+	300	ST7+
One Use						
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Immortal 4th Team	-	5+	5+	7+	3+	5+	-
Guinea Pig Team	-	4+	5+	7+	5+	4+	-
Phantom Sweep	-	5+	4+	7+	5+	4+	-

GM Armory - Beam Guns are 10pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Machine Gun [K]	Barrage 10+	28"	4d10	5+	200	MB6+	+10pts
[MB Save = 200 DMG]							
Bullpup [K]	Barrage 10+	32"	4d10	5+	200	MB4+	+10pts
[MB Save = 200 DMG]							
GM Cold D. M.Gun [K]	Barrage 10+	24"	5d10	5+	200	MB5+	+40pts
[MB Save = 200 DMG]							
Rocket Launcher [K]	Siege 10+	28"	4d10	5+	400	BR5+	+10pts
		-					
Artillery Cannon [K]	IDF 10+	40"	3d10	5+	300	MB7+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							



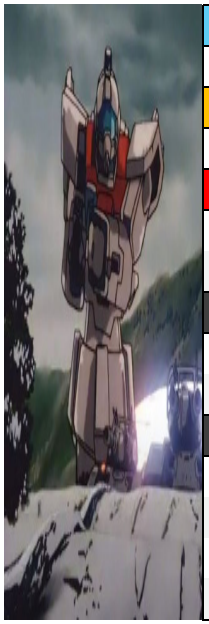
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Land Combat [G]	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"|CR8"	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Railcannon [K]	Siege 10+	48"	3d10	5+	400	ST6+
		-				
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Gun [E]	Counter 9+	24"	4d10	5+	100	AP6+
		-				
Grenades [X]	Barrage 10+	12"	5d10	5+	200	MB8+
[One Use] [MB Saves = 200 DMG] [AOE 1]						
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Desert GM [G]	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"|CR8"	4"	3200			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
Railgun Sniper [K]	Bullseye 10+	48"	4d10	5+	200	ST7+
		-				
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Gun [E]	Counter 9+	24"	4d10	5+	100	AP6+
		-				
Missile Pod [X]	Barrage 9+	16"	5d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Ground Type [G]	Guardian	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"|CR12"	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Gun [K]	Barrage 10+	28"	4d10	5+	200	MB6+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	5d10	5+	100	ST6+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Guinea Pig Team	-	4+	5+	7+	5+	4+	-
Federation Elite	-	5+	5+	6+	4+	5+	-

GM Ground Type Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Rocket Launcher [K]	Siege 10+	28"	4d10	5+	400	BR5+	+10pts
		-					
Beam Rifle [E]	Crit 10+	32"	5d10	5+	200	AP6+	+10pts
		-					
Artillery Cannon [K]	IDF 10+	40"	3d10	5+	300	MB7+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							
Missile Pod [X]	Barrage 9+	16"	5d10	5+	200	MB4+	+10pts
[One Use] [MB Saves = 200 DMG]							
Weapon's Rack - These units often carried multiple weapons							



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Guard Custom	Guardian	1	1	0	20	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR24"|CR12"	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+
[S3] Tower Shield	*Shield Bonus +3 DEF*					

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]					
Beam Pistol [E]	Counter 9+	24"	4d10	5+	100	AP6+
		-				

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Beam Dagger	Critical 8+	4"	4d10	5+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	5d10	5+	100	ST6+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Armored GM [G]	Raid	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR20"	8"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	2d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hyper Bazooka [K]	Siege 10+	32"	4d10	5+	400	BR6+
		-				
Bullpup [K]	Barrage 10+	32"	4d10	5+	200	MB4+
	[MB Save = 200 DMG]					

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	5d10	5+	100	ST6+
		-				





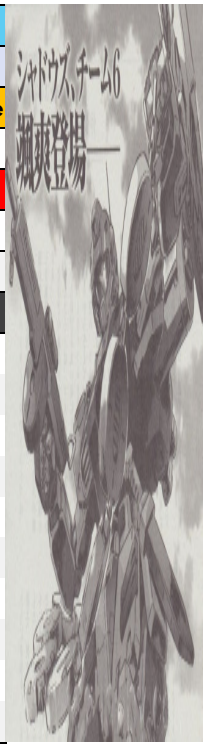
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Night Seeker	Versatile	1	1	0	40	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Elite	LR20"|CR12"	4"	2600			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	4d10		5+
-	-					

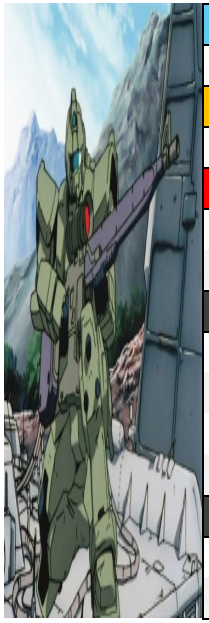
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	3d10	5+	300	AP7+
		-				
Grenades [X]	Barrage 10+	12"	5d10	5+	200	MB8+
	[One Use] [MB Saves = 200 DMG] [AOE 1]					
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

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	P. Tier	Size	VP	Points
GM Raid	Raid	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR24"|CR-	8"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	2d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Barrage 9+	16"	6d10	5+	100	ST8+
	[ST Saves = 200 DMG]					
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 9+	16"	6d10	5+	200	MB4+
	[One Use]					
Heat Knife	Counter 8+	4"	3d10	5+	300	AP7+
		-				
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Sniper [G]	Sniper	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR32"|CR-	4"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	2d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Beam Sniper [E]	Bullseye 9+	48"	4d10	5+	300	AP7+
		-				

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

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Sniper Custom	Sniper	1	2	0	30	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR36"|CR-	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
R-4 Beam Rifle [E]	Crit 10+	40"	7d10	5+	200	AP6+
		-				
Beam Pistol [E]	Counter 9+	24"	6d10	5+	100	AP6+
		-				

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Cannon	Firepower	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR28"|CR-	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	3d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	IDF 10+	40"	4d10	5+	300	MB7+
[Indirect Fire R:20" up to Max Weapon Range]						
Rocket Launcher [K]	Siege 10+	28"	5d10	5+	400	BR5+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

Elite Pilot Swaps							
Ace Pilots [Elite 3]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Tenneth A. Jung	Deadeye	3+	5+	5+	3+	5+	+100pts
Lon Kou	-	3+	4+	5+	4+	5+	-

GM Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
R-4 Beam Rifle [E]	Crit 10+	40"	7d10	5+	200	AP6+	+40pts
		-					
Long Beam Sniper [E]	Bullseye 9+	48"	5d10	5+	300	AP7+	+110pts
		-					
Hyper Bazooka [K]	Siege 10+	32"	6d10	5+	400	BR6+	+50pts
		-					
TL Missile Salvo [X]	Siege 10+	32"	8d10	5+	300	MB6+	+50pts
[One Use]							

+50pts - GM Sniper Custom Shimoda Team gain TL Missile Salvo

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



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Guncannon (MP)	Firepower	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR28"|CR-	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL 240mm Cannons [K]	Siege 10+	40"	5d10	5+	400	BR5+
[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]						
Bullpup [K]	Barrage 10+	32"	5d10	5+	200	MB4+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Fists [CC]	Counter 9+	4"	6d10	5+	300	PP5+
-						

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Guntank (MP) [G]	Firepower	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR32"|CR-	4"	2900			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**
Howitzer Hands [X]	CIWS 9+	16"	4d10	5+	200	MB8+
-						
+50pts Guntank II - Replace Howitzer Hands with TL Spray Missiles						







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Juggler [S]	Firepower	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR32"|CR-	4"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Bullpup [K]	Barrage 10+	32"	5d10	5+	200	MB4+
[MB Save = 200 DMG]						
Remote Gun-Balls [E]	Barrage 9+	32"	5d10	5+	300	AP6+
[AP Saves = 500 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
-						

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Scarlet Team	-	4+	5+	6+	5+	5+	-
Deep Blue Team	-	3+	5+	7+	5+	5+	-
Nemesis Corps	-	5+	4+	6+	5+	5+	-
Sleipnir Corps	-	5+	4+	7+	4+	5+	-

Guncannon MP Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Bullpup [K]	Barrage 10+	32"	5d10	5+	200	MB4+	+10pts
[MB Save = 200 DMG]							
TL Machine Guns [K]	Barrage 10+	28"	6d10	5+	200	MB6+	+60pts
[MB Save = 200 DMG]							
TL Spray Missile Gun [X]	Barrage 9+	36"	7d10	5+	100	MB7+	+100pts
[Two Uses] [MB Saves = 200 DMG]							
+100pts Guncannon (MP) Lydo Wolf - Gain [S2] Shield & Ambush Trait							
[S2] Shield	*Shield Bonus +2 DEF*						+80pts
Ambusher	*Ambush: This unit can reinforce on any Table Edge*						+20pts





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Intercept Custom	Battler	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR16"	8"	2300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
-	-					

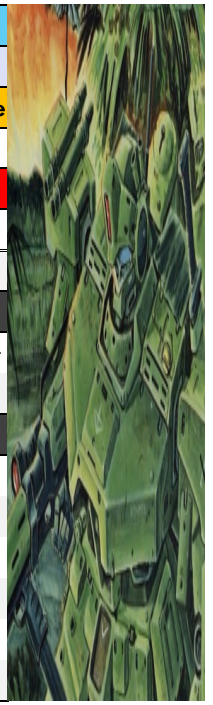
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Spray Missile Gun [X]	Barrage 9+	36"	5d10	5+	100	MB7+
[Two Uses] [MB Saves = 200 DMG]						

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Custom Beam Gun [E]	Counter 8+	16"	5d10	5+	100	AP7+
		-				
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Spartan	Battler	1	2	0	30	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR16"	8"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Minigun [K]	Barrage 9+	28"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Wireguided Missiles [X]	Siege 9+	16"	7d10	5+	400	BR7+
[One Use] [Attack also requires 1 Move Action]						
Handgun [K]	Counter 9+	16"	6d10	5+	300	ST6+
		-				
Heat Knife	Counter 8+	4"	5d10	5+	300	AP7+





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Light Armor	Battler	1	1	0	70	50
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Gary Rogers	LR-|CR12"	8"	2300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	-	5d10		3+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	4d10	4+	300	AP7+
		-				
Vulcans [K]	CIWS 7+	16"	5d10	4+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Federation Elite	-	5+	5+	6+	4+	5+	-
Karaba Elite	-	5+	5+	6+	4+	5+	-
Titans Elite	-	5+	4+	6+	5+	5+	-

GM Light & Intercept Custom Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
TL Hyper Bazooka [K]	Siege 10+	32"	5d10	5+	400	BR6+	+100pts
		-					
Beam Gun [E]	Counter 9+	24"	4d10	5+	100	AP6+	+10pts
		-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Stripped Beam Rifle [E]	Duelist 9+	16"	5d10	5+	300	AP7+	+50pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Aqua GM [G][A]	Battler	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR12"	8"	2900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Spray Missile Gun [X]	Barrage 9+	36"	4d10	5+	100	MB9+
[Three Uses] [MB Saves = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Torpedo Pod [X]	Barrage 9+	16"	6d10	5+	200	MB4+
[One Use]						
Beam Dagger	Critical 8+	4"	5d10	5+	200	AP8+
		-				
Grappling Unit	Opener 8+	8"	6d10	5+	0	PP9+
[Pull Yourself]						

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Striker	Battler	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR8"	8"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
[S1] Combat Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Bullpup [K]	Barrage 10+	32"	3d10	5+	200	MB4+
[MB Save = 200 DMG]						
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
Beam Spear	Counter 9+	8"	5d10	5+	300	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	6d10	5+	100	ST6+
		-				







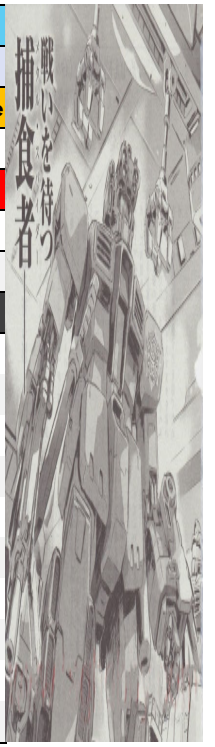
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Night Seeker II	Battler	1	1	0	40	150
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Elite	LR-|CR16"	8"	2600			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	5d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Stripped Beam Rifle [E]	Duelist 9+	16"	4d10	5+	300	AP7+
		-				
Grenades [X]	Barrage 10+	12"	6d10	5+	200	MB8+
[One Use] [MB Saves = 200 DMG] [AOE 1]						
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

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	P. Tier	Size	VP	Points
GM Striker Metal Spider	Battler	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Federation Pilot	LR-|CR16"	8"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Custom Beam Gun [E]	Counter 8+	16"	5d10	5+	100	AP7+
		-				
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Rocket Anchor (Arc)	Opener 8+	8"	6d10	5+	0	PP9+
[Pull Yourself][PP/ST Sv = 200DMG][Alt: Arc Wire - ST 7+]						
Heat Knife	Counter 8+	4"	4d10	5+	300	AP7+
		-				
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Custom	Versatile	1	2	0	60	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Immortal 4th Team	LR24"|CR8"	4"	2300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	1	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
GM Rifle [K]	Barrage 9+	32"	4d10	5+	200	MB5+
	[MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+

Mecha & Pilot Traits

Men of Destiny	Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.	Bonus Obj.

+50pts - GM Custom Fb - Gain Boost+2

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM Cannon II	Firepower	1	2	0	60	200
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Immortal 4th Team	LR28"|CR-	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	-	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

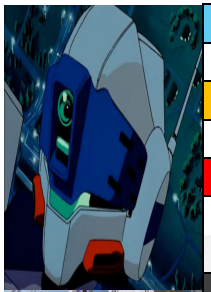
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Cannons [E]	Siege 10+	40"	6d10	5+	300	AP6+
		-				
GM Rifle [K]	Barrage 9+	32"	5d10	5+	200	MB5+
	[MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+

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	P. Tier	Size	VP	Points
GM Sniper II	Sniper	1	2	0	105	250
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Lydo Wolf	LR40"|CR-	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	3d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Solid Sniper Rifle [K]	Bullseye 9+	40"	5d10	3+	300	MB8+
		-				

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	4d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+

-50pts - GM Sniper II instead equips an [S1] Shield

[S1] Small Shield	*Shield Bonus +1 DEF*

Elite Pilot Swaps

Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
South Burning	-	5+	5+	5+	4+	4+	+50pts
Immortal 4th Team	-	5+	5+	7+	3+	5+	-
M. Pierce Rayer	-	3+	5+	6+	4+	5+	+50pts
Deep Blue Team	-	3+	5+	7+	5+	5+	-

GM Sniper II Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Solid Sniper Rifle [K]	Bullseye 9+	40"	5d10	5+	300	MB8+	+60pts
		-					
Beam Sniper [E]	Bullseye 9+	40"	5d10	5+	200	AP7+	+60pts
		-					
Long Beam Sniper [E]	Bullseye 9+	48"	5d10	5+	300	AP7+	+110pts
		-					
GM Rifle [K]	Barrage 9+	32"	5d10	5+	200	MB5+	+20pts
	[MB Save = 200 DMG]						



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP01 Zephyranthes	Versatile	2	2	0	95	250
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kou Uraki [BT]	LR24"|CR8"	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	-	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	7d10	4+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	4+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP04 Gerbera	Raid	2	2	0	55	500
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AE Test Pilot	LR28"|CR-	8"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Nimble Flyer	8d10	5+	2	4d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Sniper B.Launcher [E]	Bullseye 9+	48"	5d10	5+	400	AP6+
		-				
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				





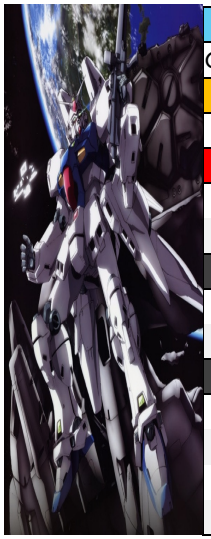
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP01-Fb Zephyranthes	Versatile	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kou Uraki	LR24"|CR8"	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Nimble Flyer	7d10	3+	2	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	7d10	4+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
GP01 Beam Saber	Crit 9+	4"	7d10	4+	200	AP8+
	[Finisher Phase][This attack gains Blindside]					

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.

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Kou Uraki [BT]	-	4+	4+	5+	5+	5+	+50pts
Peche Montagne	NT Flash	5+	5+	6+	4+	5+	+50pts

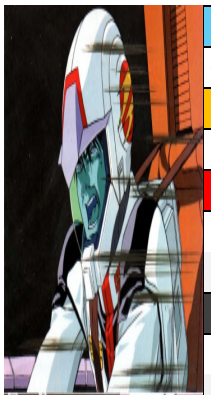
Gundam GP Series Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Bullpup [K]	Barrage 10+	32"	6d10	5+	200	MB4+	+10pts
	[MB Save = 200 DMG]						
RX Beam Rifle [E]	Crit 10+	32"	7d10	5+	300	AP7+	+50pts
		-					
Large Beam Cannon [E]	Bullseye 10+	48"	6d10	5+	300	AP6+	+90pts
		-					
Sniper B.Launcher [E]	Bullseye 9+	48"	5d10	5+	400	AP6+	+110pts
		-					
Hyper Bazooka [K]	Siege 10+	32"	6d10	5+	400	BR6+	+50pts
		-					
TL Rocket Launcher [K]	Siege 10+	28"	7d10	5+	400	BR5+	+60pts
		-					

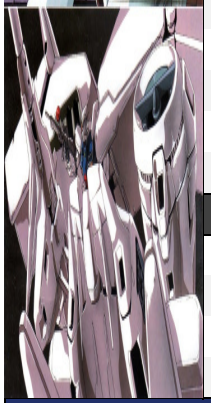


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP03 Dendrobium Stamen	Firepower	2	2	0	115	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kou Uraki	LR32"|CR-	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		5+
[S1] Small Shield	*Shield Bonus +1 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Rocket Launcher [K]	Siege 10+	28"	8d10	4+	400	BR5+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	8d10	4+	200	AP8+
		-				
Chain Mine	Overkill 9+	8"	7d10	4+	400	BR7+
	[One Use][BR Saves = 500DMG]					

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP00 Blossom	Sniper	2	2	0	95	250
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Jack Bayard	LR40"|CR-	4"	4700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	-	4d10		4+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Large Beam Cannon [E]	Bullseye 10+	48"	7d10	4+	300	AP6+
		-				
Close Range Weapons	**Role**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Spot Gun [E]	CIWS 9+	20"	5d10	5+	200	AP5+
	[One Use] [AP Saves = 500 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GP03 Dendrobium Orchis [S]	Firepower	2	2	1	120	750
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kou Uraki	LR32"|CR-	8"	6200			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	4d10	3+	-	3d10		5+
I-Field[Barrier][360]	*HP 9000 vs [E] ATK. Loses -500 HP each Round.*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Mega Beam Cannon [E]	Bullseye 10+	40"	7d10	4+	400	AP7+
		-				
GP03 Micromissiles [X]	Barrage 8+	32"	9d10	4+	100	MB7+
	[Two Uses] [MB Saves = 200 DMG]					
TL Rocket Launcher [K]	Siege 10+	28"	9d10	4+	400	BR5+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Antiship Sword	Siege 8+	8"	7d10	4+	600	BR9+
		-				
Chain Mine	Overkill 9+	8"	8d10	4+	400	BR7+
	[One Use][BR Saves = 500DMG]					

Mecha & Pilot Traits		
Hidden Beneath	When this unit is destroyed, replace it with GP03 Dendrobium Stamen above.	Trait +X

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 = -25x[Frame+Performance]VP
Skilled = -15[Frame+Performance]VP
Battle-Tested= -10x[Frame+Performance]VP
i.e. An Ace Pilot in a Frame 1 Performance 1 machine worth 60VP
The unit with a basic pilot is now worth 10VP = 60 - 25x[Frame1+Performance 1]

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.

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 = +25x[Frame+Performance]VP
Skilled = +15x[Frame+Performance]VP
Battle-Tested= +10x[Frame+Performance]VP
i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 35VP.
They become a Skilled Pilot worth 95VP = 35+ 15x[Frame2+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

Appearance	Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF
MSG 0079	Amuro Ray [MSG]	-	4+	4+	7+	4+	4+
MSG 0079	Kai Shiden [BT]	-	5+	5+	7+	3+	5+
MSG 0079	Ryo / Hayato	-	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	Chris Mackenzie	-	4+	5+	7+	4+	5+
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]	-	4+	4+	5+	5+	5+
Stardust Memory 0083	South Burning	-	5+	5+	5+	4+	4+
Stardust Memory 0083	Immortal 4th Team	-	5+	5+	7+	3+	5+
08th MS Team	Shiro Amada	-	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+
Rise from the Ashes (DC)	M. Pierce Rayer	-	3+	5+	6+	4+	5+
Encounters in Space (PS2)	Thoroughbred Crew	-	5+	5+	7+	4+	4+
Zeonic Front (PS2)	Agar	-	4+	5+	6+	5+	5+
Lost War Chronicles (PS2)	Matt Healy	-	5+	5+	5+	4+	4+
MS Senki 0081 (PS3)	Phantom Sweep	-	5+	4+	7+	5+	4+
Gundam Engage	Peche Montagne	NT Flash	5+	5+	6+	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	L-ATK	C-ATK	[M+]	L-DEF	C-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	-	4+	4+	5+	3+	5+	Stardust Memory 0083
Волк	-	5+	4+	6+	4+	4+	Cross Dimension 0079
Yuu Kajima	EXAM	4+	4+	5+	4+	4+	Blue Destiny (S.Saturn)
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**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Appearance**
Amuro Ray [EiS]	NT Flash IV	3+	3+	5+	3+	3+	MSG 0079
Tenneth A. Jung	Deadeye	3+	5+	5+	3+	5+	Mobile Suit Variations
Lydo Wolf	Fearsome	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

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 Tier 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 6pts.
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+.

3. You can purchase Pilot Upgrades from the table below which raises the unit's cost.
Some upgrades will give a special ability often upgrading your pilot skills.
A Level II ability of an upgrade also gives +2 pilot points. A Level IV ability also gives +4 pilot points
WARNING: A Pilot may only have a single upgrade trait.
WARNING: A unit can have at most 10 pilot points.

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 = +25x[Frame+Performance]VP
Skilled = +15x[Frame+Performance]VP
Battle-Tested= +10x[Frame+Performance]VP
i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.
They become a Skilled Pilot worth 105VP = 45+ 15x[Frame 2+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	Mecha Master
Make any of the below traits Level II for +50pts. It grants +2 Pilot Points		
Make any of the below traits Level IV for +100pts instead. It grants +4 Pilot Points		
[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +V	Newtype Flash
When this unit uses Flash, the nearest enemy makes 2 Rout Saves	Trait +X	Newtype Pressure
After the Finisher Phase this unit makes 1 Rally Save	Trait +V	Hot Blooded
[Valor] Each failed Saves is +500 DMG (AP 1000 -> 1500). Barrage weapons are instead +100 DMG (MB 200 -> 300)	Trait +X	Burning Soul
When you use Zeal gain a free Accelerate action.	Trait +V	Daring
When using Zeal gain a free Battle-Cry Action	Trait +V	Fearsome
Gain 200 HP for each Save you pass, up to a maximum of 2x Max HP.	Trait +V	Guts
After using Iron Wall if you survive make a Rally Save.	Trait +X	Persevere
You may use [Focus] a 3rd time but only on Long Range Attacks	Trait +X	Deadeye
You may use [Focus] a 3rd time but only on Close Range Attacks	Trait +X	Swift Strikes
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X	Killer Instinct
Reroll 1s on Morale Saves	Trait +V	Inspiring Pilot
This unit rolls +1 Rally Save when it activates	Trait +X	Steel Resolve
Twice per Round choose an ally (besides yourself) within LOS or Sensors Range to gain Support ATK+1d10. (Capped at +2)	Trait +X	Tactician

Unit Upgrades

Presented here are some upgrade options for your units for advanced players.

If you are building an army to play against your opponent, if youre points don't match we first recommend upgrading a pilot using the rules on the previous page first. The games that are the most fun tend to have an equal amount of Elite pilots on both sides of the battlefield.

If you want alternate options to spend points on or if you want to properly represent a kitbashed unit check out these upgrade rules as well as the Gundam Build Fighters weapon swap rules on the next page.

Upgrade Unit Stats		
Increase unit's Boost stat by +1 (Max 2)	Trait +V	Boost+1
Increase unit's Power stat by +1 (Max 2)	Trait +X	Power+1
Increase unit's Havoc stat by +1 (Max 2)	Trait +X	Havoc+1
Increase unit's [LR] Sensors by +4"	Trait +V	[LR] Sensors+4"
Increase unit's [CR] Sensors by +4"	Trait +V	[CR] Sensors+4"

Mech Traits		
This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I	Dynamic Entrance
Before battle choose a unit in your army to gain the Ambusher trait.	Trait +II	Logistics Support
During deployment choose 3 units, each of them deploy an additional 4" from the table edge. This ability does not stack.	Trait +III	Operations Support
After using Lock On, all allies within you Long Range Sensors also gain Target Lock vs that Target this Round.	Trait +V	Camera Gun
Enemies within your [CR] Sensor Range cannot acquire Target Lock.	Trait +V	Jamming
Enemies within your [CR] Sensor Range cannot acquire Target Lock. Bullseye can only target this unit if it is the closest.	Trait +X	Cloaking
Once per Game pass 1 Failed [E] Save	Trait +XV	Anti-Beam Coating
Once per Game pass 2 Failed [E] Saves	Trait +X	Gold Anti-Beam Coating

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 and 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+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Saber	Crit 9+	4"	3d10	*	200	AP8+	+10pts
		-					
Twin Beam Sabers	Crit 9+	4"	4d10	*	200	AP8+	+60pts
		-					
Beam Javelin	Crit 8+	16"	2d10	*	200	AP8+	+0pts
		[One Use]					
Beam Claws	Critical 8+	4"	2d10	*	300	AP7+	+10pts
		-					
Beam Scythe	Crit 8+	8"	2d10	*	400	AP8+	+70pts
		-					
Beam Spear	Counter 9+	8"	2d10	*	300	AP8+	+50pts
		-					
Beam Dagger	Critical 8+	4"	2d10	*	200	AP8+	+10pts
		-					
Twin Beam Daggers	Critical 8+	4"	3d10	*	200	AP8+	+60pts
		-					
Heat Knife	Counter 8+	4"	1d10	*	300	AP7+	+10pts
		-					
Heat Lancer	Pierce 10+	8"	4d10	*	400	AP6+	+80pts
		-					
Rocket Anchor (Arc)	Opener 8+	8"	3d10	*	0	PP9+	+40pts
		[Pull Yourself][PP/ST Sv = 200DMG][Alt: Arc Wire - ST 7+]					
Grappling Unit	Opener 8+	8"	3d10	*	0	PP9+	+20pts
		[Pull Yourself]					
Gundam Hammer	Siege 9+	8"	1d10	*	600	PP7+	+60pts
		-					
Shoulder Magnum [K]	Counter 8+	16"	2d10	*	400	ST8+	+100pts
		-					
Howitzer Hands [X]	CIWS 9+	16"	1d10	*	200	MB8+	+50pts
		-					
Missile Pod [X]	Barrage 9+	16"	3d10	*	200	MB4+	+10pts
		[One Use] [MB Saves = 200 DMG]					
TL Missile Pod [X]	Barrage 9+	16"	4d10	*	200	MB4+	+50pts
		[One Use]					
Grenades [X]	Barrage 10+	12"	3d10	*	200	MB8+	+20pts
		[One Use] [MB Saves = 200 DMG] [AOE 1]					
Grenade Launcher [X]	Counter 8+	16"	2d10	*	300	ST7+	+20pts
		One Use					
Vulcans [K]	CIWS 7+	16"	2d10	*	100	MB4+	+10pts
		[One Use] [MB Saves = 200 DMG]					
Vulcans & Cannons [K]	CIWS 7+	16"	0d10	*	200	MB4+	+10pts
		[One Use] [MB Saves = 200 DMG]					
Tower Vulcans [K]	CIWS 7+	24"	1d10	*	200	MB4+	+80pts
		[Two Uses] [MB Saves = 200 DMG]					

Points	Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
+10pts	Machine Gun [K]	Barrage 10+	28"	2d10	*	200	MB6+
		[MB Save = 200 DMG]					
+10pts	Bullpup [K]	Barrage 10+	32"	2d10	*	200	MB4+
		[MB Save = 200 DMG]					
+20pts	GM Rifle [K]	Barrage 9+	32"	1d10	*	200	MB5+
		[MB Save = 200 DMG]					
+40pts	GM Cold D. M.Gun [K]	Barrage 10+	24"	3d10	*	200	MB5+
		[MB Save = 200 DMG]					
+60pts	TL SMG [K]	Barrage 9+	16"	3d10	*	200	MB4+
		[MB Save = 200 DMG]					
+60pts	TL Machine Guns [K]	Barrage 10+	28"	3d10	*	200	MB6+
		[MB Save = 200 DMG]					
+20pts	TL Small Gatling [K]	CIWS 9+	28"	2d10	*	100	MB7+
		[MB Save = 200 DMG]					
+100pts	TL Gatling Gun [K]	Barrage 10+	36"	3d10	*	200	MB7+
		[MB Save = 200 DMG]					
+100pts	Heavy Gatling [K]	Barrage 9+	36"	2d10	*	200	MB7+
		[MB Save = 200 DMG]					
+100pts	Giant Gatling [K]	Barrage 10+	40"	2d10	*	300	MB5+
		[MB Save = 200 DMG]					
+50pts	Artillery Cannon [K]	IDF 10+	40"	1d10	*	300	MB7+
		[Indirect Fire R:20" up to Max Weapon Range]					
+150pts	TL 120mm Artillery [K]	IDF 9+	48"	2d10	*	200	MB6+
		[Indirect Fire R:20" up to Max Weapon Range]					
+90pts	TL 240mm Cannons [K]	Siege 10+	40"	2d10	*	400	BR5+
		[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]					
+120pts	TL 300mm Cannons [K]	Siege 10+	40"	2d10	*	500	BR5+
		[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]					
+10pts	Rocket Launcher [K]	Siege 10+	28"	2d10	*	400	BR5+
			-				
+60pts	TL Rocket Launcher [K]	Siege 10+	28"	3d10	*	400	BR5+
			-				
+50pts	Hyper Bazooka [K]	Siege 10+	32"	2d10	*	400	BR6+
			-				
+100pts	TL Hyper Bazooka [K]	Siege 10+	32"	3d10	*	400	BR6+
			-				
+60pts	Spray Missile Gun [X]	Barrage 9+	36"	3d10	*	100	MB9+
		[Three Uses] [MB Saves = 200 DMG]					
+100pts	TL Spray Missile Gun [X]	Barrage 9+	36"	4d10	*	100	MB7+
		[Two Uses] [MB Saves = 200 DMG]					
+10pts	Missile Salvo [X]	Siege 10+	32"	3d10	*	300	MB6+
		[One Use]					
+50pts	TL Missile Salvo [X]	Siege 10+	32"	4d10	*	300	MB6+
		[One Use]					
+20pts	AA Missiles [X]	Counter 8+	32"	2d10	*	100	MB6+
		[One Use]					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Long Beam Sniper [E]	Bullseye 9+	48"	1d10	*	300	AP7+	+110pts
		-					
Heavy Beam Sniper [E]	Bullseye 9+	40"	2d10	*	300	AP6+	+110pts
		-					
Sniper B.Launcher [E]	Bullseye 9+	48"	1d10	*	400	AP6+	+110pts
		-					
Beam Rifle [E]	Crit 10+	32"	3d10	*	200	AP6+	+10pts
		-					
R-4 Beam Rifle [E]	Crit 10+	40"	3d10	*	200	AP6+	+40pts
		-					
RX Beam Rifle [E]	Crit 10+	32"	3d10	*	300	AP7+	+50pts
		-					
TL RX Beam Rifle [E]	Crit 10+	32"	4d10	*	300	AP7+	+100pts
		-					
Triple RX Beam Rifle [E]	Crit 9+	32"	4d10	*	300	AP7+	+150pts
		-					
Alex Beam Rifle [E]	Counter 9+	32"	2d10	*	300	AP6+	+80pts
		-					
L1 Beam Carbine [E]	Duelist 9+	28"	1d10	*	300	AP7+	+80pts
		-					
Heavy Beam Carbine [E]	Counter 9+	16"	2d10	*	300	AP7+	+50pts
		-					
Stripped Beam Rifle [E]	Duelist 9+	16"	1d10	*	300	AP7+	+50pts
		-					
Shorty Beam Rifle [E]	Counter 9+	24"	2d10	*	200	AP6+	+30pts
		-					
Beam Gun [E]	Counter 9+	24"	2d10	*	100	AP6+	+10pts
		-					
Custom Beam Gun [E]	Counter 8+	16"	2d10	*	100	AP7+	+60pts
		-					
TL Beam Cannons [E]	Siege 10+	40"	2d10	*	300	AP6+	+60pts
		-					
Large Beam Cannon [E]	Bullseye 10+	48"	2d10	*	300	AP6+	+90pts
		-					
Mega Beam Cannon [E]	Bullseye 10+	40"	1d10	*	400	AP7+	+50pts
		-					
Beam Spot Gun [E]	CIWS 9+	20"	2d10	*	200	AP5+	+40pts
	[One Use] [AP Saves = 500 DMG]						
Railcannon [K]	Siege 10+	48"	1d10	*	400	ST6+	+40pts
Railgun Sniper [K]	Bullseye 10+	48"	2d10	*	200	ST7+	+60pts

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

Versus Mode

In MechaStellar the battle is concluded after 5 Rounds, then you score Victory Points [VP].

Scoring Primary Objectives

- **Destroyed enemy units give Victory Points (VP) listed on their profile.**
  - **Enemy units with less than 50% HP are worth ½ VP (round up).**
- **Gain +5 VP if you declared Revenge or Challenge (regardless of whether they accept).**
- **Gain +10 VP if your unit defeats the target of its Challenge / Revenge.**
- **Gain +10 VP for each Control Point you control at the end of the game.**

Bonus Objectives

Designer's Note: It's helpful to track bonus objective VP using either pen and paper or extra dice. Each round announce VP out loud because it's a race between you and your opponent!

After both players reveal their army, choose a single Bonus Objective for your entire Army.

You may select one from the list below; however, if any of your units has a built-in Bonus Objective (i.e. Gundam Rising) you must choose one of those instead.

After selecting one, all units in your army gain that Bonus Objective, replacing any listed on their profile.

WARNING: Bonus Objectives are capped at +100VP per game.

Destruction Bonus Objectives		
Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.	Bonus Obj.	Top Gun
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.	Clash of the Titans
Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.	Bonus Obj.	Headhunter
[Finisher Phase] Gain +1 VP for each 10 rolled on Finisher Dice. [Finisher Phase] Bonus +10 VP if you destroy the target.	Bonus Obj.	Finishing Blow!
Survival Bonus Objectives		
Gain +25VP for every 2 Elite Pilots surviving at the end of Round 5.	Bonus Obj.	Bonds on the Battlefield
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
Gain +2 VP each time you use Ambush, Flash, Alert or Iron Wall with this unit.	Bonus Obj.	Flawless Insertion
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.	None but the Brave
Control the Battlespace Bonus Objectives		
+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.	Press Forward
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.	Battlefield Domination
[Combat Action] Destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.	Bonus Obj.	Scorched Earth
Gain +3 VP each time you pass a Rally or Rout Save.	Bonus Obj.	Unfaltering Morale



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam MK II	Versatile	2	2	0	115	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Emma Sheen	LR24"|CR8"	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	7d10	5+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				



+50pts - Gain G-Defensor Rifle & Fire SPT Missiles, Lose [S2] Shield

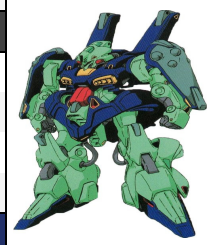
Mecha & Pilot Traits		
Inspiring Pilot	Reroll 1s on Morale Saves	Trait +V



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dijeh	Guardian	2	2	0	115	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Amuro Ray [Dijeh]	LR24"|CR12"	4"	4700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	1	7d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Clay Bazooka [K]	Siege 10+	32"	7d10	4+	300	ST5+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Naginata	Counter 9+	4"	6d10	4+	400	AP8+
		-				



+50pts - Dijeh SE-R upgrade to Boost+2

Mecha & Pilot Traits		
[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X	Newtype Flash II



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gundam MK III	Versatile	2	2	0	*55*	350
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR24"|CR8"	4"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

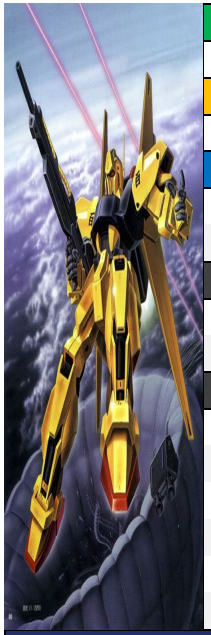
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 10+	32"	7d10	5+	300	AP7+
		-				
TL Hyper B.Cannons [E]	Siege 9+	32"	6d10	5+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Emma Sheen	Inspiring	5+	5+	5+	5+	5+	+50pts
Jerid Mesa [BT]	-	5+	4+	6+	5+	5+	-
Kacricon Cacooler	-	5+	5+	6+	4+	5+	-
Jack Bayard	-	4+	5+	7+	5+	4+	-

Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
RX Beam Rifle [E]	Crit 10+	32"	7d10	4+	300	AP7+	+50pts
		-					
Clay Bazooka [K]	Siege 10+	32"	7d10	4+	300	ST5+	+50pts
		-					
G-Defensor Rifle [E]	Bullseye 10+	40"	6d10	4+	300	AP7+	+80pts
		-					
Fire SPT Missiles [X]	Opener 10+	40"	8d10	4+	200	MB5+	+50pts
[One Use][MB Save = 200 DMG]							



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Hyaku Shiki	Sniper	2	2	0	115	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
LT Quattro	LR32"|CR-	4"	3800			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	3+	1	4d10		4+
Gold Anti-Beam DEF	*Once per Game pass 2 Failed [E] Saves*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Shiki Beam Rifle [E]	Crit 9+	32"	7d10	3+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

Mecha & Pilot Traits		
Newtype Flash II	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Hyaku Shiki Kai	Sniper	2	2	0	*55*	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR32"|CR-	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	4d10		5+
Gold Anti-Beam DEF	*Once per Game pass 2 Failed [E] Saves*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Shiki Beam Rifle [E]	Crit 9+	32"	7d10	5+	300	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	5d10	5+	300	ST7+
	One Use					
Beam Vulcans [E]	CIWS 7+	16"	5d10	5+	100	AP5+
	[One Use] [AP Saves = 500 DMG]					
Beam Saber	Crit 9+	4"	8d10	3+	200	AP8+
		-				

+50pts gain Small Beam Gatling

+100pts Land Combat - Gain [S2] Shield, Beam Cannon, Railgun, Fire SPT Missiles. Remove Shiki Beam Rifle.





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Full Armor HSK	Sniper	2	2	0	*55*	450
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR28"|CR-	4"	5900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	4d10		5+
Gold Anti-Beam DEF	*Once per Game pass 2 Failed [E] Saves*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Mega Buster [E]	Bullseye 9+	48"	6d10	5+	400	AP8+
		-				
TL Beam Cannons [E]	Siege 10+	40"	7d10	5+	300	AP6+
		-				
Fire SPT Missiles [X]	Opener 10+	40"	9d10	5+	200	MB5+
	[One Use][MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Vulcans [E]	CIWS 7+	16"	5d10	5+	100	AP5+
	[One Use] [AP Saves = 500 DMG]					
Killer Knuckle [CC]	Counter 8+	4"	5d10	5+	300	ST5+
		-				

Elite Pilot Swaps							
Skilled Pilot [Elite 2]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
LT Quattro	NT Flash II	3+	5+	6+	3+	4+	+100pts

Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Small Beam Gatling [E]	Barrage 10+	28"	9d10	5+	100	AP7+	+50pts
	[AP Saves = 500 DMG]						
Railgun [K]	Crit 10+	36"	8d10	5+	300	ST5+	+10pts
		-					
Beam Cannon [E]	Siege 10+	40"	6d10	5+	300	AP6+	+10pts
		-					
Fire SPT Missiles [X]	Opener 10+	40"	9d10	5+	200	MB5+	+50pts
	[One Use][MB Save = 200 DMG]						
Long Mega Buster [E]	Bullseye 9+	48"	6d10	5+	400	AP8+	+150pts
		-					
[S2] Shield	*Shield Bonus +2 DEF*						+80pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zeta Gundam	Versatile	2	2	0	155	450
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kamille Bidan	LR24"|CR8"	4"	4700			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	3+	1	6d10		4+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Zeta Beam Rifle [E]	Crit 9+	32"	7d10	3+	300	AP7+
		-				



Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Grenade Launcher [X]	Counter 8+	16"	6d10	3+	300	ST7+
		One Use				
Vulcans [K]	CIWS 7+	16"	6d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Zeta Beam Saber	Crit 9+	4"	7d10	4+	200	AP8+
	[Req. Biosensor Active][Finisher - Range 12" & DMG 400]					

Mecha & Pilot Traits

The Tears of Time	Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.	Bonus Obj.
Jet Transformation	[Transform] Gain Fly & Move +8" but Melee DEF-2d10 | Lose all Shields & Melee Weapons except [CC] or [Crash] weapons	Trait +V
Newtype Flash IV	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +XV

+0pts - Zeta Plus A1 - Gain TL Thigh Beam Guns. Max HP-1500

+0pts - ZII - Gain Hi-Mega Cannon. Max HP-1500

Elite Pilot Swaps

Ace Pilot [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Source
Kamille Bidan	NT Flash IV	3+	4+	3+	3+	4+	Zeta
White Unicorn (Amuro)	NT Flash II	3+	3+	7+	3+	3+	Evolve
Grey Wolf (Matsunaga)	Instinct II	4+	4+	5+	3+	3+	Evolve
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Source**
Red Snake	NT Flash	5+	5+	7+	4+	4+	Evolve
Roux Louka	NT Flash	4+	5+	7+	4+	5+	ZZ

Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Hyper M.Launcher [E]	Bullseye 10+	40"	7d10	5+	400	AP7+	+100pts
		-					
Hi-Mega Cannon [E]	Bullseye 10+	40"	6d10	5+	300	AP8+	+50pts
		-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Thigh Beamgun [E]	Counter 9+	12"	6d10	5+	200	AP6+	+50pts
		-					
Beam Confuse [E]	Opener 9+	16"	7d10	5+	100	AP7+	+20pts
[One Use][Burst 8" Radius Circle][AP Saves = 500 DMG]							
Zeta Rifle Throw	Opener 7+	8"	6d10	5+	200	MB8+	+30pts
[One Use][Lose Zeta Beam Rifle][MB Saves = 200 DMG]							
Waverider [Crash]	Pierce 7+	12"	7d10	5+	300	ST5+	-60 pts
[Req. Biosensor Active][After ATK HP-2000]							

+50pts Zeta gains Biosensor

[Once per Game][Gain M+1 for each Elite ally model defeated this battle]	Trait +V	Biosensor (Zeta)



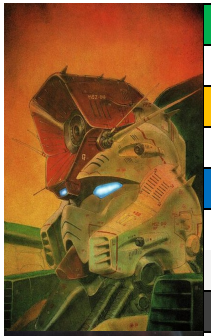
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zeta Gundam P2/3C	Guardian	2	2	0	95	300
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Red Snake	LR24"|CR12"	4"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	7d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heavy Beam Pistol [E]	Counter 9+	24"	6d10	5+	200	AP7+
	-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Grenade Launcher [X]	Counter 8+	16"	6d10	5+	300	ST7+
	One Use					
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
	-					

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain Fly & Move +8" but Melee DEF-2d10 | Lose all Shields & Melee Weapons except [CC] or [Crash] weapons	Trait +V
Newtype Flash	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +V
Psycho Neutralizer	[M-3][When HP <50% this unit may steal an enemy weapon if it can Blindside and IDF]	-
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 Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zeta Gundam 3B	Versatile	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Grey Wolf (Matsunaga)	LR24"|CR8"	4"	4700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	6d10		5+
Gold Anti-Beam DEF	*Once per Game pass 2 Failed [E] Saves*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Hyper M.Launcher [E]	Bullseye 10+	40"	6d10	5+	400	AP7+
	-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Shield Beams [E]	CIWS 8+	16"	4d10	5+	200	AP7+
	[One Use] [AP Saves = 500 DMG]					
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
	-					



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
[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X	Intuition II



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
ZZ Gundam	Firepower	2	2	0	115	500
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Judau Ashta	LR28"|CR-	4"	4700			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		5+
-	-					



Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Mega B.Cannon [E]	Siege 10+	40"	7d10	4+	400	AP7+
		-				
Fire SPT Missiles [X]	Opener 10+	40"	9d10	4+	200	MB5+
[One Use][MB Save = 200 DMG]						
ZZ Mega Cannon [E]	AOE 9+	40"	6d10	4+	500	AP8+
[One Use][Req. 3 Combat/Move Actions]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Large Beam Saber	Crit 9+	4"	8d10	4+	300	AP8+
		-				

+50pts - Enhanced / FA ZZ Gundam gains Anti-Beam Coating	
Anti-Beam Coating	*Once per Game pass 1 Failed [E] Save*

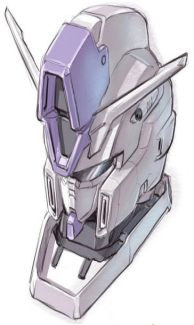
Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain Fly & Move +8" but Melee DEF-2d10 | Lose all Shields & Melee Weapons except [CC] or [Crash] weapons	Trait +V
Newtype Pressure II	When this unit uses Flash, the nearest enemy makes 2 Rout Saves	Trait +XV

+100pts Enhanced ZZ - +1 Boost (+5VP) & +1 uses of Fire SPT Missiles

+50pts FA ZZ Gundam - +1 Use of ZZ Mega Cannon & HP+1500. Lose Transform

+50pts gain Biosensor (Zeta)

Biosensor (Zeta)	[Once per Game][Gain M+1 for each Elite ally model defeated this battle]	Trait +V

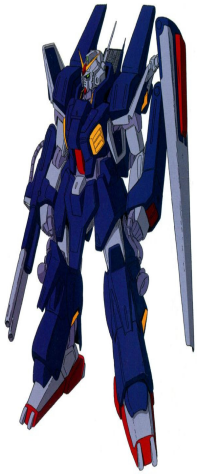


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Theta Plus	Firepower	2	2	0	95	400
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Saphira Gardner	LR36"|CR-	4"	3200			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	5d10		5+
-	-					



Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hyper M.Cannon [E]	Bullseye 9+	40"	6d10	3+	500	AP8+
[Req. 3 Combat/Move Actions]						
Spray Missile Gun [X]	Barrage 9+	36"	8d10	3+	100	MB9+
[Three Uses] [MB Saves = 200 DMG]						
TL Hi-Power Beamgun [E]	Counter 9+	28"	8d10	3+	200	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	8d10	5+	200	AP8+
		-				

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
This unit has additional passive pilot upgrades (Already included in profile)	Trait +V	Cunning Pilot

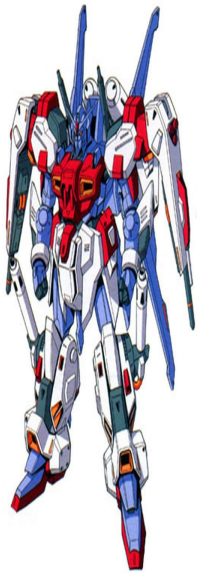


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Full Armor Gundam MK-II	Firepower	2	2	0	55	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR28"|CR-	4"	6200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL RX Beam Rifle [E]	Crit 10+	32"	9d10	5+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Grenade Launcher [X]	Counter 8+	16"	7d10	5+	300	ST7+
One Use						
Beam Saber	Crit 9+	4"	8d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zeta Plus C1	Sniper	2	2	0	55	350
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Tex West / Sigman Shade	LR40"|CR-	4"	3200			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	4d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Z Beam Smartgun [E]	Bullseye 8+	40"	6d10	4+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Thigh BeamGun [E]	Counter 9+	12"	6d10	5+	200	AP6+
		-				
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				



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
Full Armor Gundam MK-III	Firepower	2	2	0	55	400
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR28"|CR-	4"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Hyper B.Cannons [E]	Siege 9+	32"	7d10	5+	300	AP7+
		-				
RX Beam Rifle [E]	Crit 10+	32"	8d10	5+	300	AP7+
		-				
TL Hi-Power Beamgun [E]	Counter 9+	28"	8d10	5+	200	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Thigh Beamgun [E]	Counter 9+	12"	8d10	5+	200	AP6+
		-				
Beam Saber	Crit 9+	4"	8d10	5+	200	AP8+

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
FAZZ Prototype	Firepower	2	2	0	55	350
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Shin Crypt	LR28"|CR-	4"	7100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Hyper M.Cannon [E]	Bullseye 9+	40"	6d10	3+	500	AP8+
[Req. 3 Combat/Move Actions]						
TL Mega B.Cannon [E]	Siege 10+	40"	7d10	3+	400	AP7+
		-				
Fire SPT Missiles [X]	Opener 10+	40"	9d10	3+	200	MB5+
[One Use][MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Missile Pod [X]	Barrage 9+	16"	9d10	5+	200	MB4+
[One Use]						
Close Combat [CC]	Siege 10+	4"	8d10	5+	400	PP6+





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
S Gundam	Firepower	2	2	0	95	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Ryou Roots	LR36"|CR-	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	5d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
S Beam Smartgun [E]	Crit 8+	40"	7d10	5+	300	AP8+
		-				
TL S Beam Cannons [E]	Siege 10+	40"	7d10	5+	300	AP7+
		-				
Incoms [E]	Barrage 9+	28"	6d10	5+	200	AP7+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	8d10	5+	200	AP8+
		-				

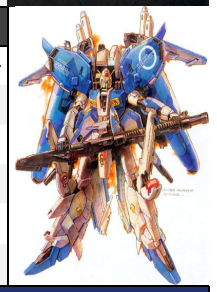
Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain Fly & Move +8" but Melee DEF-2d10 | Lose all Shields & Melee Weapons except [CC] or [Crash] weapons	Trait +V
Reflector Incoms	[M-2][Once per Game][Finisher - Beam Smartgun gains Blindside]	-

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Ex-S Gundam	Firepower	2	2	0	115	750
Skilled [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Ryou & ALICE	LR36"|CR-	4"	4400			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	2	5d10		4+
Cockpit I-Field	*[One Use][+3 DEF vs [E]nergy ATK]*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
S Beam Smartgun [E]	Crit 8+	40"	7d10	5+	300	AP8+
		-				
Quad Beam Cannon [E]	Siege 9+	40"	8d10	5+	300	AP7+
		-				
Incoms [E]	Barrage 9+	28"	6d10	5+	200	AP7+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
TL Thigh Beamgun [E]	Counter 9+	12"	8d10	5+	200	AP6+
		-				
Beam Saber	Crit 9+	4"	8d10	5+	200	AP8+
		-				





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
[M-2][Once per Game][Finisher - Beam Smartgun gains Blindside]	-	Reflector Incoms



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rick Dias	Raid	1	2	0	30	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG Pilot	LR24"|CR-	8"	4400			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
Clay Bazooka [K]	Siege 10+	32"	6d10	5+	300	ST5+
		-				
Beam Phalanx [E][360]	Counter 9+	28"	5d10	5+	100	AP6+
		-				

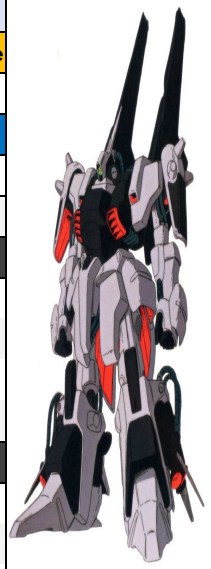
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

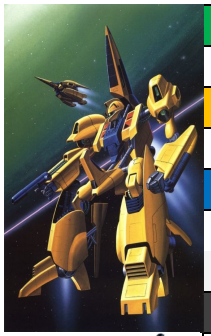


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rick Dias II	Raid	1	2	0	30	300
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG Pilot	LR24"|CR-	8"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	1	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Mega B.Cannon [E]	Siege 10+	40"	5d10	5+	400	AP7+
		-				
Beam Phalanx [E][360]	Counter 9+	28"	5d10	5+	100	AP6+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Methuss	Raid	1	2	0	30	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Fa Yuiry	LR24"|CR-	8"	2000			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	5+	-	3d10		6+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Beam Pistols [E]	Counter 9+	24"	6d10	5+	100	AP6+
		-				

Close Range Weapons	Role	Range	Attack	TN	DMG	Save
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				
Close Combat [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				



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

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Source**
Apolly	-	4+	5+	7+	4+	5+	Zeta
Roberto	-	4+	5+	6+	5+	5+	Zeta
Reccoa Londe	-	5+	5+	6+	4+	5+	Zeta
AEUG Elite	-	5+	5+	5+	5+	5+	Zeta

Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Hi-Mega Cannon [E]	Bullseye 10+	40"	4d10	5+	300	AP8+	+50pts
		-					
TL Long B.Cannons [E]	Siege 10+	48"	5d10	5+	200	AP6+	+70pts
		-					
TL Mega B.Cannon [E]	Siege 10+	40"	5d10	5+	400	AP7+	+100pts
		-					
Clay Bazooka [K]	Siege 10+	32"	6d10	5+	300	ST5+	+50pts
		-					

+100pts - Schuzrum Dias - Gain Boost+1 & TL Long B.Cannons

+50pts - Methuss Kai - Gain Hi-Mega Cannon



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Nemo	Guardian	1	2	0	30	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG Pilot	LR24"|CR12"	4"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	6d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Carbine [E]	Counter 9+	32"	4d10	5+	200	AP6+
		-				



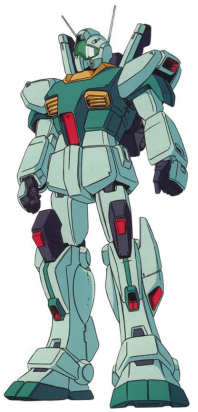
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

+50pts - Nemo II gain Long Range Sensors+4"

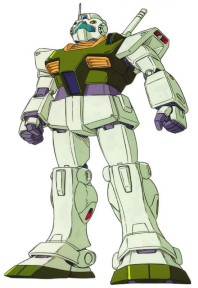
+50pts - Nemo Hi-Maneuver - Boost+1. Swap Carbine for Clay Bzka

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
GM III	Versatile	1	2	0	30	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG | Federation Pilot	LR24"|CR8"	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	6d10	5+	200	AP6+
		-				

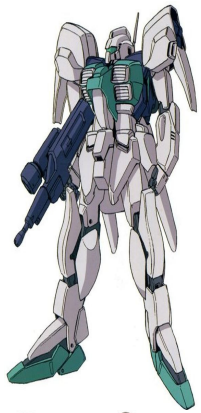


Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				



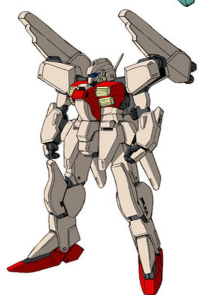
-50pts GM II - LR Sensors 20", Replace Beam Rifle with Beam Carbine

+100pts - Novelle GM III, LR Sensors 28" gain TL Missile Salvo



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Nero	Guardian	1	2	0	75	250
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Stole Mannings	LR28"|CR12"	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	1	6d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
L1 Beam Carbine [E]	Duelist 9+	28"	4d10	5+	300	AP7+
		-				



Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

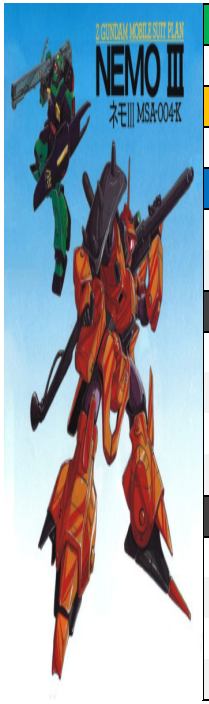
+50pts - Nero Trainer - Boost 2

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Source**
AEUG Elite	-	5+	5+	5+	5+	5+	Zeta
Karaba Elite	-	5+	5+	6+	4+	5+	Zeta
Task Force Alpha	-	5+	5+	7+	4+	4+	Sentinel
FSS Elite	-	5+	5+	7+	4+	4+	MSV-R

Armory - Beam Carbine / Rifle are 10pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Clay Bazooka [K]	Siege 10+	32"	6d10	5+	300	ST5+	+50pts
		-					
Artillery Cannon [K]	IDF 10+	40"	4d10	5+	300	MB7+	+50pts
	[Indirect Fire R:20" up to Max Weapon Range]						
TL Missile Salvo [X]	Siege 10+	32"	7d10	5+	300	MB6+	+50pts
	[One Use]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL Missile Pod [X]	Barrage 9+	16"	7d10	5+	200	MB4+	+50pts
	[One Use]						

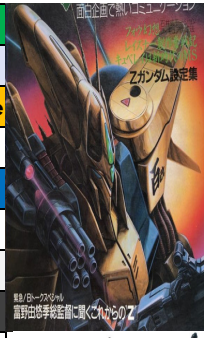


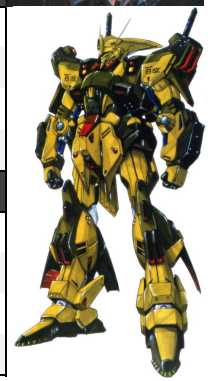
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Nemo III	Firepower	1	2	0	30	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG Pilot	LR32"|CR-	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	4d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hi-Power B.Cannon [E]	Siege 9+	40"	5d10	5+	300	AP7+
		-				
Beam Carbine [E]	Counter 9+	32"	5d10	5+	200	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans [K]	CIWS 7+	16"	6d10	5+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Hyaku Shiki Kai [MP	Sniper	1	2	0	30	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR32"|CR-	4"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	3d10		5+
Gold Anti-Beam DEF	*Once per Game pass 2 Failed [E] Saves*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	7d10	5+	200	AP6+
		-				
AA Missiles [X]	Counter 8+	32"	6d10	5+	100	MB6+
	[One Use]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Vulcans [E]	CIWS 7+	16"	4d10	5+	100	AP5+
	[One Use] [AP Saves = 500 DMG]					
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Guncannon DT	Firepower	1	2	0	30	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
AEUG / Karaba Pilot	LR32"|CR-	4"	2900			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
TL Heavy B.Cannons [E]	Siege 10+	40"	6d10	5+	400	AP6+
		-				
Beam Rifle [E]	Crit 10+	32"	7d10	5+	200	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	7d10	5+	400	PP6+
		-				

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	-

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Source**
AEUG Elite	-	5+	5+	5+	5+	5+	Zeta
Karaba Elite	-	5+	5+	6+	4+	5+	Zeta
Jack Bayard	-	4+	5+	7+	5+	4+	0079
FSS Elite	-	5+	5+	7+	4+	4+	MSV-R

Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
GM Rifle [K]	Barrage 9+	32"	5d10	5+	200	MB5+	+20pts
	[MB Save = 200 DMG]						
Railgun [K]	Crit 10+	36"	7d10	5+	300	ST5+	+10pts
		-					
Clay Bazooka [K]	Siege 10+	32"	7d10	5+	300	ST5+	+50pts
		-					
Small Beam Gatling [E]	Barrage 10+	28"	8d10	5+	100	AP7+	+50pts
	[AP Saves = 500 DMG]						
Beam Spray Gun [E]	Counter 9+	24"	6d10	5+	100	AP6+	+10pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Char's Zaku II	Versatile	1	1	0	70	200
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Char Aznable	LR20"|CR12"	4"	3500			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	-	4d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Zaku Bazooka [K]	Siege 10+	32"	4d10	3+	400	BR6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Hawk	Crit 9+	4"	4d10	4+	500	AP7+
		-				
Char Kick [CC]	Counter 9+	4"	5d10	4+	200	PP6+
		-				

Char's Pilot Trait (+100pts already included in Profile)

Newtype Flash II	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku II High Mobility	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR12"	4"	2900			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
Giant Bazooka [K]	Siege 10+	28"	4d10	5+	400	BR7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
		-				
Shoulder Tackle [CC]	Counter 9+	4"	5d10	5+	200	PP6+
		-				





Mecha & Pilot Traits

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



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku II	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR8"	4"	3500			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
Zaku Machine Gun [K]	Barrage 9+	28"	4d10	5+	200	MB5+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Grenades [X]	Barrage 10+	12"	5d10	5+	200	MB8+
[One Use] [MB Saves = 200 DMG] [AOE 1]						
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
		-				



+100pts GM Camouf - Use Antiship Rifle. Gain [S2] Shield & Ambush

[S2] Shield	*Shield Bonus +2 DEF*
Ambusher	*Ambush: This unit can reinforce on any Table Edge*

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	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Black Tri-Stars	-	4+	4+	4+	4+	5+	-
Shin Matsunaga	Intuition II	4+	4+	5+	3+	3+	+150pts
Johnny Ridden	Daring II	3+	4+	5+	3+	4+	+150pts
Gabby Hazard	-	3+	3+	6+	3+	4+	+50pts

Zaku II Armory - Zaku Machine Gun & Zaku / Giant Bazooka are all worth 50pts

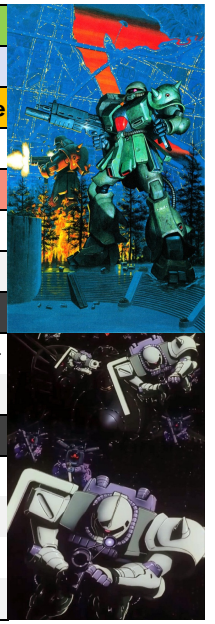
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Magella Cannon [K]	Bullseye 10+	44"	3d10	*	400	BR5+	+50pts
[Indirect Fire R:20" up to Max Weapon Range]							
Antiship Rifle [K]	Bullseye 9+	40"	3d10	*	200	BR7+	+60pts
		-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
TL Missile Pod [X]	Barrage 9+	16"	6d10	*	200	MB4+	+50pts
[One Use]							
Vulcans [K]	CIWS 7+	16"	4d10	*	100	MB4+	+10pts
[One Use] [MB Saves = 200 DMG]							
Heat Hawk	Crit 9+	4"	4d10	*	500	AP7+	+10pts
		-					
Large Heat Hawk	Crit 9+	4"	4d10	*	600	AP7+	+40pts
		-					

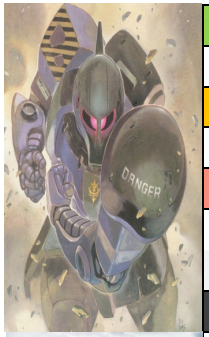


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku Desert Type [G]	Guardian	1	1	0	40	100
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Caracal / Garibaldi Team	LR20"|CR16"	4"	4100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	4+	-	5d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Long Barrel M.Gun [K]	Barrage 10+	40"	4d10	5+	200	MB5+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Missile Pod [X](2)	Barrage 9+	16"	5d10	5+	200	MB4+
[Two Uses] [MB Saves = 200 DMG]						
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
-						
50pts - Zaku Ground Type - CR Sensors 12"						



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku II FZ / F2	Versatile	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR24"|CR8"	4"	3500			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**
MMP-80 M.Gun [K]	Barrage 10+	24"	5d10	5+	200	MB6+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Grenade Launcher [X]	Counter 8+	16"	4d10	5+	300	ST7+
One Use						
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
-						







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku I	Versatile	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR8"	4"	2900			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**
Zaku Machine Gun [K]	Barrage 9+	28"	4d10	5+	200	MB5+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
-						

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 **Swap Heat Hawk & Heat Sword. Gain Sturm Faust Salvo & [S2] Shield**		
Defenses	[S2] Shield	*Shield Bonus +2 DEF*

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Bernie Wiseman	-	5+	4+	5+	4+	5+	+50pts
Delaz Fleet	-	5+	5+	6+	4+	5+	-
MAJ Roy Greenwood	-	5+	5+	4+	4+	5+	+50pts
Midnight Fenrir Corps	-	4+	4+	7+	5+	5+	-

Zaku Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Sturm Faust Salvo [X]	Crit 9+	28"	6d10	5+	300	BR4+	+20pts
[One Use]							
Spray Missile Gun [X]	Barrage 9+	36"	5d10	5+	100	MB9+	+60pts
[Three Uses] [MB Saves = 200 DMG]							
MMP-80 M.Gun [K]	Barrage 10+	24"	5d10	5+	200	MB6+	+50pts
[MB Save = 200 DMG]							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
TL Missile Pod [X]	Barrage 9+	16"	6d10	5+	200	MB4+	+50pts
[One Use]							
Heat Sword	Crit 8+	4"	4d10	5+	300	AP7+	+10pts
-							



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zaku Cannon	Firepower	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR28"|CR-	4"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	IDF 10+	40"	4d10	5+	300	MB7+
[Indirect Fire R:20" up to Max Weapon Range]						
TL Rocket Launcher [K]	Siege 10+	28"	6d10	5+	400	BR5+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Close Combat [CC]	Siege 10+	4"	6d10	5+	400	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	P. Tier	Size	VP	Points
Zaku I Sniper Type	Sniper	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR32"|CR-	4"	2900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	2d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Sniper [E]	Bullseye 9+	40"	4d10	5+	200	AP7+
		-				

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



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Recon Zaku	Sniper	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR32"|CR-	4"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	2d10		5+
-	-					



Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Long Barrel M.Gun [K]	Barrage 10+	40"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						

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

Mecha & Pilot Traits

Camera Gun	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	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Ian Graden	-	4+	5+	6+	5+	5+	-
Yonem Kirks	-	3+	5+	7+	5+	5+	-
Zeon Remnants Elite	-	4+	5+	6+	5+	5+	-
Titans Elite	-	5+	4+	6+	5+	5+	-

Zaku II Armory - Zaku Machine Gun & Zaku / Giant Bazooka are all worth 50pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Minigun [K]	Barrage 9+	28"	6d10	5+	200	MB5+	+100pts
[MB Save = 200 DMG]							
Long Barrel M.Gun [K]	Barrage 10+	40"	5d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Zaku Bazooka [K]	Siege 10+	32"	5d10	5+	400	BR6+	+50pts
		-					
Zaku Machine Gun [K]	Barrage 9+	28"	5d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dom	Raid	1	1	0	70	100
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Black Tri-Stars	LR20"|CR-	8"	4700			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	4+	-	2d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	28"	4d10	4+	400	BR7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Blinding Flash	Opener 7+	8"	6d10	4+	0	ST7+
	[ST Saves = 0 DMG]					
Heat Saber	Crit 9+	4"	5d10	4+	300	AP7+
		-				

+50pts Ortega or Hi-Speed Type - Gain Heat Halberd

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.

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rick Dom	Raid	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR-	8"	4700			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
Giant Bazooka [K]	Siege 10+	28"	4d10	5+	400	BR7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Blinding Flash	Opener 7+	8"	6d10	5+	0	ST7+
	[ST Saves = 0 DMG]					
Heat Saber	Crit 9+	4"	5d10	5+	300	AP7+
		-				

+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*



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Rick Dom II	Raid	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR24"|CR-	8"	4700			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	2d10		5+
-	-					

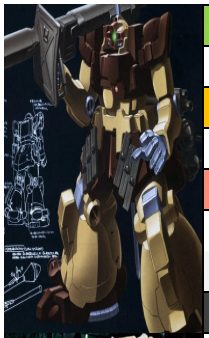
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	28"	4d10	5+	400	BR7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Blinding Flash	Opener 7+	8"	6d10	5+	0	ST7+
	[ST Saves = 0 DMG]					
Heat Saber	Crit 9+	4"	5d10	5+	300	AP7+
		-				

Elite Pilot Swaps

Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Delaz Fleet	-	5+	5+	6+	4+	5+	-
Gaius & Vanessa	-	5+	5+	7+	4+	4+	-

Dom Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Bazooka [E]	Siege 9+	28"	4d10	5+	400	AP7+	+100pts
		-					
MMP-80 M.Gun [K]	Barrage 10+	24"	5d10	5+	200	MB6+	+50pts
	[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Heat Halberd	Counter 9+	8"	5d10	5+	400	AP6+	+80pts
		-					
Heat Lancer	Pierce 10+	8"	6d10	5+	400	AP6+	+80pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dom Tropen	Raid	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR24"	8"	5000			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
Raketen Bazooka [K]	Siege 10+	24"	4d10	5+	500	BR6+
		-				
Sturm Faust Salvo [X]	Crit 9+	28"	6d10	5+	300	BR4+
	[One Use]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Saber	Crit 9+	4"	5d10	5+	300	AP7+
		-				

Dom Cannon K1/K2 Variant - Swap Bazooka with Artillery



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dom Barrage	Raid	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"	8"	5600			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
Giant Gatling [K]	Barrage 10+	40"	4d10	5+	300	MB5+
	[MB Save = 200 DMG]					
Fire SPT Missiles [X]	Opener 10+	40"	6d10	5+	200	MB5+
	[One Use][MB Save = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Close Combat [CC]	Siege 10+	4"	5d10	5+	400	PP6+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zudah	Raid	1	1	0	40	50
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Jotunheim Pilot	LR20"|CR-	8"	2600			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	2d10		5+
[S1] Small Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Zaku Bazooka [K]	Siege 10+	32"	4d10	5+	400	BR6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Heat Hawk	Crit 9+	4"	4d10	5+	500	AP7+
		-				



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	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Delaz Fleet	-	5+	5+	6+	4+	5+	-
Zeon Remnants Elite	-	4+	5+	6+	5+	5+	-
LCDR Wolfgang	-	4+	5+	7+	4+	5+	-
Jotunheim Pilots	-	5+	5+	7+	3+	5+	-

Dom & Zudah Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Antiship Rifle [K]	Bullseye 9+	40"	3d10	5+	200	BR7+	+60pts
		-					
Artillery Cannon [K]	IDF 10+	40"	3d10	5+	300	MB7+	+50pts
	[Indirect Fire R:20" up to Max Weapon Range]						
TL 180mm Cannons [K]	Siege 10+	40"	4d10	5+	300	BR4+	+50pts
	[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]						
Zaku Machine Gun [K]	Barrage 9+	28"	4d10	5+	200	MB5+	+50pts
	[MB Save = 200 DMG]						
Sturm Faust Salvo [X]	Crit 9+	28"	6d10	5+	300	BR4+	+20pts
	[One Use]						



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gouf	Battler	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR8"	8"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hand Vulcans [K]	Barrage 8+	16"	5d10	5+	200	MB5+
[One Use] [MB Saves = 200 DMG]						
Arc Whip	Counter 8+	8"	5d10	5+	100	ST8+
[Alt Mode: Heat Whip - Save change AP 6+]						
Heat Sword	Crit 8+	4"	5d10	5+	300	AP7+
		-				

+90pts - 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+	-	5d10		5+

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gouf Custom	Battler	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR8"	8"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Shield Gatling [K]	Barrage 10+	28"	4d10	5+	200	MB5+
[MB Save = 200 DMG]						

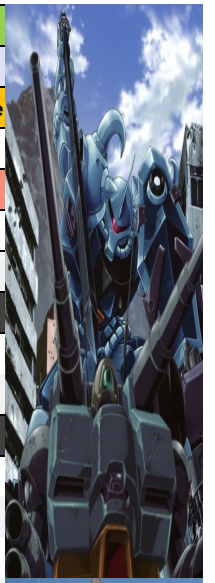
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Gatling Vulcan [K]	Barrage 8+	16"	5d10	5+	200	MB5+
[One Use] [MB Saves = 200 DMG]						
Rocket Anchor (Arc)	Opener 8+	8"	6d10	5+	0	PP9+
[Pull Yourself][PP/ST Sv = 200DMG][Alt: Arc Wire - ST 7+]						
Heat Sword	Crit 8+	4"	5d10	5+	300	AP7+
		-				

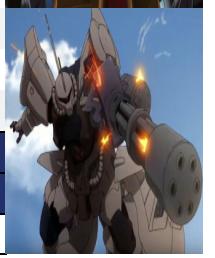
+0pts White Rose - Lose Shield Gatling gain Twin Heat Swords

+150pts Gouf Flight Type - Gain Fly and Nimble Flyer

Nimble Flyer	5d10	5+	-	5d10		5+









Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Efreet	Battler	1	1	0	50	150
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Henry Boone	LR-|CR16"	8"	4100			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	5d10		4+
-	-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Shotgun [K]	Barrage 9+	16"	7d10	5+	100	ST8+
[ST Saves = 200 DMG]						
Heat Sword	Crit 8+	4"	5d10	4+	300	AP7+
		-				

+50pts Efreet (DS) - Gain Heat Halberd

Elite Pilot Swaps

Skilled Pilots [Elite 2]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Ramba Ral	Guts II	5+	4+	3+	3+	4+	+100pts
Norris Packard	Steel Resolve II	5+	3+	5+	3+	3+	+150pts
Lance Garfield	-	5+	4+	3+	4+	3+	+50pts
Visch Donahue	-	5+	4+	4+	3+	5+	-

Gouf & Efreet Armory - Heat Sword is 10pts, Shield Gatling is 50pts

	Trigger	Range	Attack	TN	DMG	Save	Points
Giant Bazooka [K]	Siege 10+	28"	3d10	5+	400	BR7+	+50pts
		-					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Halberd	Counter 9+	8"	6d10	5+	400	AP6+	+80pts
		-					
Twin Heat Swords	Crit 8+	4"	6d10	5+	300	AP7+	+60pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Efreet Custom	Battler	1	2	0	75	350
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Nimbus Schterzen	LR-|CR12"	8"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	6d10		3+
-	-					

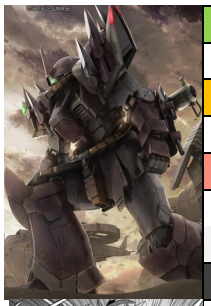
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
AA Missiles [X](2)	Counter 8+	32"	4d10	5+	100	MB6+
[Two Uses]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Grenade Launcher [X]	Counter 8+	16"	6d10	5+	300	ST7+
One Use						
Twin Heat Swords	Crit 8+	4"	7d10	3+	300	AP7+
-						

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

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Blue Destiny Unit 02	Guardian	2	1	0	90	350
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Nimbus Schterzen	LR20"|CR12"	4"	6200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	1	6d10		3+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	6d10	5+	200	AP6+
-						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Vulcans & Cannons [K]	CIWS 7+	16"	3d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Twin Beam Sabers	Crit 9+	4"	7d10	3+	200	AP8+
-						

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





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Efreet Schneid	Battler	1	2	0	105	350
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Fred Reber	LR-|CR16"	8"	3800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	6d10		3+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	28"	4d10	5+	400	BR7+
-						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Stun Kunai	Crit 8+	16"	7d10	3+	100	ST6+
[Alt Mode: Heat Kunai - Sv change AP6+]						
Heat Kunai	Duelist 8+	8"	5d10	3+	300	AP7+
-						

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

Elite Pilot Swaps							
Skilled Pilots [Elite 2]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Nimbus Schterzen	EXAM	5+	3+	7+	3+	3+	+150pts
Eric Blanke	-	4+	4+	7+	4+	4+	-
Efreet Nacht Armory							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Shotgun [K]	Barrage 9+	16"	7d10	3+	100	ST8+	+50pts
[ST Saves = 200 DMG]							
Gatling Vulcan [K]	Barrage 8+	16"	5d10	3+	200	MB5+	+20pts
[One Use] [MB Saves = 200 DMG]							
Twin Cold Blade	Crit 7+	4"	6d10	3+	300	ST7+	+80pts
-							
Heat Kunai	Duelist 8+	8"	4d10	3+	300	AP7+	+80pts
-							

-50pts Efreet Nacht
Change Heat Kunai for Twin Cold Blade
Remove Giant Bazooka, Gain Gatling Vulcan



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gyan EOS	Battler	2	1	0	45	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR12"	8"	2900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		5+
[S1] Small Shield	*Shield Bonus +1 DEF*					

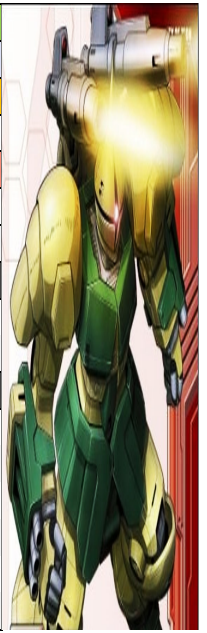
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Giant Bazooka [K]	Siege 10+	28"	4d10	5+	400	BR7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Bayonet Beam Gun [E]	CIWS 9+	12"	5d10	5+	300	AP6+
	[One Use] [AP Saves = 500 DMG]					
Beam Glaive	Duelist 9+	8"	6d10	5+	300	AP8+
		-				
Shield Rush [Crash]	Opener 9+	8"	6d10	5+	200	PP6+
	[PP Saves = 200 DMG					

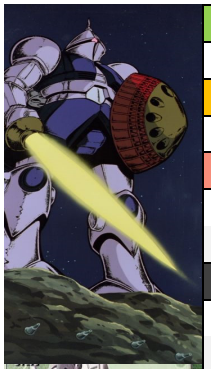
-50pts Gyan Krieger - Replace Beam Glaive with Beam Lance. Remove Giant Bazooka



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gyan Cannon	Firepower	2	1	0	45	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR32"|CR-	4"	3800			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
TL 180mm Cannons [K]	Siege 10+	40"	6d10	5+	300	BR4+
	[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Grenade Launcher [X]	Counter 8+	16"	6d10	5+	300	ST7+
	One Use					
Chevalier Saber	Duelist 9+	4"	5d10	5+	400	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gyan	Battler	2	1	0	90	150
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
M'Quve	LR-|CR12"	8"	2900			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		3+
[S1] Small Shield	*Shield Bonus +1 DEF*					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Needle Missiles [X](2)	CIWS 7+	16"	6d10	5+	100	ST5+
	[Two Uses] [MB Saves = 200 DMG]					
Chevalier Saber	Duelist 9+	4"	5d10	3+	400	AP8+
		-				
Shield Rush [Crash]	Opener 9+	8"	6d10	3+	200	PP6+
	[PP Saves = 200 DMG					

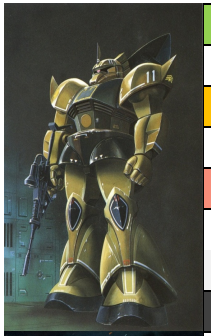
+100pts Gyan Hi-Mobility
Replace Chevalier Saber with Beam Lance. Gain Boost+1



Mecha & Pilot Traits

Cunning Pilot	This unit has additional passive pilot upgrades (Already included in profile)	Trait +V

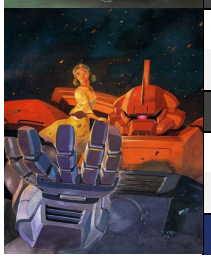
Elite Pilot Swaps							
Ace Pilots [Elite 3]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Thomas Kurtz	Swift Strike	3+	3+	7+	4+	4+	+100pts
Shin Matsunaga	Intuition II	4+	4+	5+	3+	3+	+150pts
Johnny Ridden	Daring II	3+	4+	5+	3+	4+	+150pts
Uma Lightning	Fearsome	5+	4+	6+	3+	3+	+50pts
Gyan Armory							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Needle Missiles [X]	CIWS 7+	16"	6d10	5+	100	ST5+	+20pts
	[One Use] [MB Saves = 200 DMG]						
Bayonet Beam Gun [E]	CIWS 9+	12"	5d10	5+	300	AP6+	+40pts
	[One Use] [AP Saves = 500 DMG]						
Beam Glaive	Duelist 9+	8"	6d10	5+	300	AP8+	+100pts
		-					
Beam Lance	Pierce 9+	8"	6d10	5+	500	AP8+	+100pts
		-					
Chevalier Saber	Duelist 9+	4"	5d10	5+	400	AP8+	+50pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gelgoog	Versatile	2	1	0	45	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR24"|CR8"	4"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	5d10		5+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog Beam Rifle [E]	Crit 10+	32"	6d10	5+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Naginata	Counter 9+	4"	5d10	5+	400	AP8+
		-				

-50pts Gelgoog Ground Type - Replace [S2] Shield with [S1] Shield



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gelgoog Hi-Mobility	Versatile	2	1	0	120	350
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Johnny Ridden	LR24"|CR8"	4"	3500			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	1	5d10		4+
[S2] Shield	*Shield Bonus +2 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Gelgoog Beam Rifle [E]	Crit 10+	32"	6d10	3+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Naginata	Counter 9+	4"	5d10	4+	400	AP8+
		-				

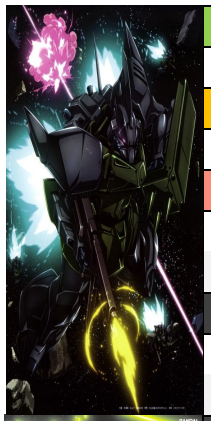
+0pts - Uma Lightning Replace with Beam Rifle with Giant Bazooka





+150pts Char's Gelgoog - Gain Boost+1 and NT Flash II (Cost not Inculded)		
Newtype Flash II	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X

Johnny Ridden's Pilot Trait (Cost included in profile)		
When you use Zeal gain a free Accelerate action.	Trait +XV	Daring IV



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gelgoog Marine	Guardian	2	1	0	75	150
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Cima Fleet	LR24"|CR16"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	6d10		4+
[S1] Knuckle Shield	*Shield Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
MMP-80 M.Gun [K]	Barrage 10+	24"	6d10	5+	200	MB6+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Machine Cannons [K]	CIWS 8+	16"	4d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
		-				

+100pts - Cima Garahau Gelgoog Marine Cdr - Remove [S1] Shield & MMP-80 M.Gun. Gain [S2] Shield & Repeating Beam Rifle.



Elite Pilot Swaps

Ace Pilot [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Char Aznable	NT Flash II	3+	4+	4+	3+	5+	+100pts
Cima Garahau	-	3+	5+	5+	3+	5+	-
Uma Lightning	Fearsome	5+	4+	6+	3+	3+	+50pts
Gabby Hazard	-	3+	3+	6+	3+	4+	+50pts

Gelgoog Armory - Note Gelgoog Beam Rifle is worth 50pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Repeating Beam Rifle [E]	Bullseye 9+	36"	7d10	3+	200	AP5+	+150pts
		-					
MMP-80 M.Gun [K]	Barrage 10+	24"	6d10	3+	200	MB6+	+50pts
[MB Save = 200 DMG]							
Machine Cannons [K]	CIWS 8+	16"	4d10	3+	200	MB4+	+10pts
[One Use] [MB Saves = 200 DMG]							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Beam Naginata	Counter 9+	4"	5d10	4+	400	AP8+	+50pts
		-					





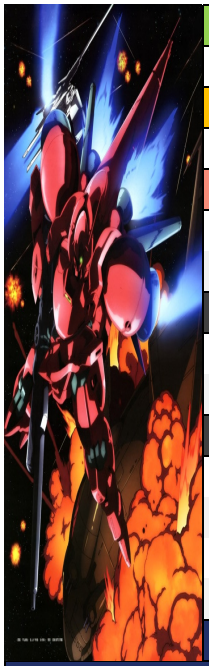
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gelgoog Jager	Sniper	2	1	0	45	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR36"|CR-	4"	4400			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	1	3d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Repeating Beam Rifle [E]	Bullseye 9+	36"	8d10	5+	200	AP5+
		-				
Beam Spot Gun [E]	CIWS 9+	20"	6d10	5+	200	AP5+
[One Use] [AP Saves = 500 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gelgoog Cannon	Firepower	2	1	0	45	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR32"|CR-	4"	3500			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	3+	1	4d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Hi-Power B.Cannon [E]	Siege 9+	40"	5d10	3+	300	AP7+
		-				
Gelgoog Beam Rifle [E]	Crit 10+	32"	7d10	3+	300	AP7+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Naginata	Counter 9+	4"	6d10	5+	400	AP8+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gerbera Tetra	Raid	2	2	0	155	450
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Cima Garahau	LR28"|CR-	8"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Nimble Flyer	8d10	5+	1	4d10		5+
-	-					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Tetra Beam M.Gun [E]	Barrage 9+	32"	7d10	5+	200	AP6+
[AP Saves = 500 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Machine Cannons [K]	CIWS 8+	16"	5d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
		-				

+50pts - Sturm Booster - Boost 2

Mecha & Pilot Traits

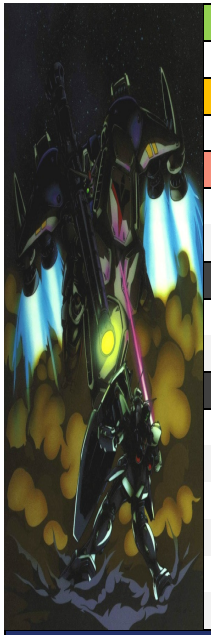
Opportunist	+1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within [CR] Sensors of an enemy.	Bonus Obj.

Elite Pilot Swaps

Ace Pilot [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Shin Matsunaga	Intuition II	4+	4+	5+	3+	3+	+150pts
Thomas Kurtz	Swift Strike	3+	3+	7+	4+	4+	+100pts
Brennis Ox	Deadeye II	3+	3+	5+	3+	3+	+200pts
Jacobius Node	Deadeye	3+	5+	4+	4+	5+	+100pts

Gelgoog Armory - Note Gelgoog Beam Rifle is worth 50pts

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Hi-Power B.Cannon [E]	Siege 9+	40"	5d10	3+	300	AP7+	+80pts
		-					
Missile Salvo [X](3)	Siege 10+	32"	7d10	3+	300	MB6+	+30pts
[Three Uses]							
Giant Bazooka [K]	Siege 10+	28"	6d10	3+	400	BR7+	+50pts
		-					
Tetra Beam M.Gun [E]	Barrage 9+	32"	7d10	3+	200	AP6+	+150pts
[AP Saves = 500 DMG]							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Twin Beam Sabers	Crit 9+	4"	8d10	5+	200	AP8+	+60pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Physalis GP02-BB	Firepower	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Anavel Gato	LR28"|CR-	4"	5300			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	4d10	3+	-	5d10		3+
[S3] Tower Shield	*Shield Bonus +3 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
GP02 Beam Bazooka [E]	Siege 9+	28"	8d10	4+	400	AP7+
		-				

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Large Beam Saber	Crit 9+	4"	8d10	4+	300	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	8d10	4+	100	ST6+
		-				

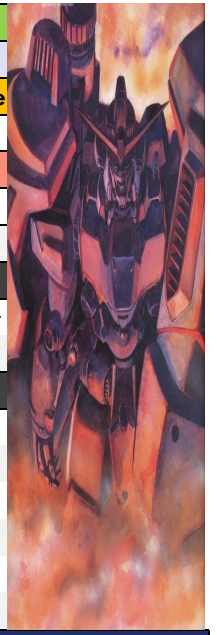
Mecha & Pilot Traits		
The Nightmare of Solomon	[Combat Action] Destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.	Bonus Obj.
Steel Resolve IV	This unit rolls +1 Rally Save when it activates	Trait +XX

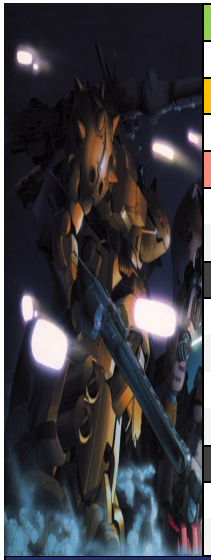
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Physalis GP02-MLRS	Firepower	2	2	0	155	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Anavel Gato	LR28"|CR-	4"	5300			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	4d10	3+	-	5d10		3+
[S3] Tower Shield	*Shield Bonus +3 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
MLRS Rockets [X](3)	IDF 10+	40"	7d10	4+	300	MB7+
	[Three Uses]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	7d10	4+	100	MB4+
	[One Use] [MB Saves = 200 DMG]					
Large Beam Saber	Crit 9+	4"	8d10	4+	300	AP8+
		-				
Shield Smash [CC]	Counter 8+	4"	8d10	4+	100	ST6+
		-				

Mecha & Pilot Traits		
[Combat Action] 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 +XX	Steel Resolve IV





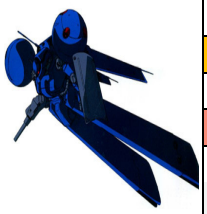
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Xamel [G]	Firepower	2	1	0	75	250
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Delaz Fleet	LR40"|CR-	4"	4700			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	4+	-	4d10		5+
Slow & Laborious	*Max 1 Accel | Cannot [Fly]*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Xamel Cannon [K]	IDF 9+	48"	6d10	5+	300	MB7+
	[Indirect Fire R:20" up to Max Weapon Range]					
Fire SPT Missiles [X](2)	Opener 10+	40"	8d10	5+	200	MB5+
	[Two Uses][MB Save = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Ramming Speed [Crash]	Bullseye 8+	8"	8d10	5+	500	ST5+
	After attacking [HP-2200]					

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							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Antiship Rifle [K]	Bullseye 9+	40"	6d10	4+	200	BR7+	+60pts
		-					
MLRS Rockets [X]	IDF 10+	40"	7d10	4+	300	MB7+	+50pts
	[One Use]						
GP02 Beam Bazooka [E]	Siege 9+	28"	8d10	4+	400	AP7+	+150pts
		-					
Sturm Faust Salvo [X]	Crit 9+	28"	9d10	4+	300	BR4+	+20pts
	[One Use]						
TL Giant Bazooka [K]	Siege 10+	28"	8d10	4+	400	BR7+	+100pts
		-					
<u>Only usable if your opponent agrees to allow it.</u>							
Atomic Bazooka	Overkill 8+	48"	6d10	4+	500	AP9+	+500pts
	[One Use][Burst 16" Radius Circle]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
TL Missile Pod [X]	Barrage 9+	16"	9d10	4+	200	MB4+	+50pts
	[One Use]						

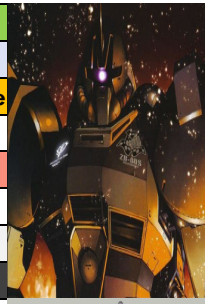


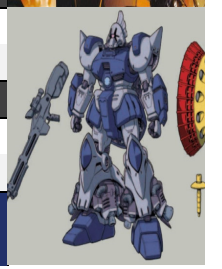
Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Dra-C [S]	Battler	1	1	0	40	50
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Delaz Fleet	LR-|CR16"	8"	1700			6+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	4+	-	5d10		5+
Ambusher	*Ambush: This unit can reinforce on any Table Edge*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Machine Gun [K]	Barrage 10+	28"	3d10	5+	200	MB6+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Beam Saber	Crit 9+	4"	6d10	5+	200	AP8+
-						
+0pts Dra-C Heavy Gain Shield Gatling, TL Missile Pod, Sturm Faust Salvo						





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Galbady Alpha	Battler	2	1	0	45	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR12"	8"	3500			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		5+
[S1] Small Shield	*Shield Bonus +1 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Gelgoog Beam Rifle [E]	Crit 10+	32"	5d10	5+	300	AP7+
-						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Chevalier Saber	Duelist 9+	4"	5d10	5+	400	AP8+
-						
'+90pts Galbady Alpha Hi-Mobility - Gain Boost+1 Replace rifle with Repeating Beam Rifle, gain Needle Missiles [X](2)						







Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Kampfer	Battler	1	2	0	30	300
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR16"	8"	2000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	5+	-	6d10		5+
-	-					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Sturm Faust Salvo [X]	Crit 9+	28"	6d10	5+	300	BR4+
[One Use]						
TL Giant Bazooka [K]	Siege 10+	28"	5d10	5+	400	BR7+
-						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Shotgun [K]	Barrage 9+	16"	8d10	5+	100	ST8+
[ST Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	7d10	5+	200	AP8+
-						
Chain Mine	Overkill 9+	8"	6d10	5+	400	BR7+
[One Use][BR Saves = 500DMG]						

Elite Pilot Swaps							
Skilled Pilot [Elite 2]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Mikhail Kaminsky	Daring II	4+	3+	6+	3+	5+	+100pts
Filius Stream	-	4+	3+	7+	4+	3+	+50pts
Armory (ATK-1d10 for the Dra-C)							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Shield Gatling [K]	Barrage 10+	28"	5d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Repeating Beam Rifle [E]	Bullseye 9+	36"	6d10	5+	200	AP5+	+150pts
-							
TL Giant Bazooka [K]	Siege 10+	28"	5d10	5+	400	BR7+	+100pts
-							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Sturm Faust Salvo [X]	Crit 9+	28"	8d10	5+	300	BR4+	+20pts
[One Use]							
TL Missile Pod [X]	Barrage 9+	16"	8d10	5+	200	MB4+	+50pts
[One Use]							
Needle Missiles [X]	CIWS 7+	16"	6d10	5+	100	ST5+	+20pts
[One Use] [MB Saves = 200 DMG]							
Chain Mine	Overkill 9+	8"	6d10	5+	400	BR7+	+50pts
[One Use][BR Saves = 500DMG]							



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Act Zaku	Versatile	1	2	0	75	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Mallet Sanguine	LR20"|CR12"	4"	2900			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	5d10	3+	-	5d10		3+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Beam Rifle [E]	Crit 10+	32"	6d10	5+	200	AP6+
		-				
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Twin Heat Hawks	Crit 9+	4"	6d10	3+	500	AP7+
		-				



-50pts replace Twin Heat Hawks with Beam Saber

+100pts Act Zaku gains [S2] Shield & Ambush Trait

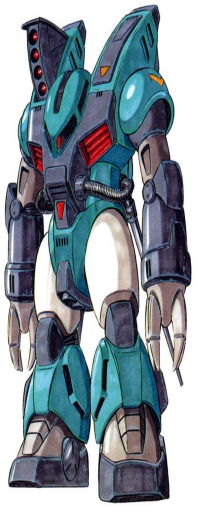
[S2] Shield	*Shield Bonus +2 DEF*

Pilot Trait for Mallet Sanguine (included in profile)

Limiter Release	This unit has additional passive pilot upgrades (Already included in profile)	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gasshia	Guardian	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Pezun Pilot	LR20"|CR12"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL Spray Missile Gun [X]	Barrage 9+	36"	6d10	5+	100	MB7+
[Two Uses] [MB Saves = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Hammergun	Siege 9+	12"	3d10	5+	500	PP7+
		-				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	400	BR6+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gigan	Guardian	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Pezun Pilot	LR28"|CR12"	4"	3200			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Tracked Vehicle MS	2d10	5+	-	4d10		5+
-		-				

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Artillery Cannon [K]	IDF 10+	40"	3d10	5+	300	MB7+
[Indirect Fire R:20" up to Max Weapon Range]						
Minigun [K]	Barrage 9+	28"	5d10	5+	200	MB5+
[MB Save = 200 DMG]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Ramming Speed [Crash]	Bullseye 8+	8"	6d10	5+	500	ST5+
After attacking [HP-2200]						

Elite Pilot Swaps

Battle Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Zeon Remnants Elite	-	4+	5+	6+	5+	5+	-

Act Zaku Armory

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Beam Rifle [E]	Crit 10+	32"	5d10	5+	200	AP6+	+10pts
		-					
Zaku Machine Gun [K]	Barrage 9+	28"	4d10	5+	200	MB5+	+50pts
[MB Save = 200 DMG]							
Zaku Bazooka [K]	Siege 10+	32"	4d10	5+	400	BR6+	+50pts
		-					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Beam Saber	Crit 9+	4"	5d10	5+	200	AP8+	+10pts
		-					
Twin Heat Hawks	Crit 9+	4"	5d10	5+	500	AP7+	+60pts



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Z'Gok [A]	Versatile	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR12"	4"	3500			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
Missile Salvo [X]	Siege 10+	32"	5d10	5+	300	MB6+
[One Use]						



Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
TL MPC [E]	Counter 9+	16"	5d10	5+	200	AP6+
		-				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	400	BR6+
		-				

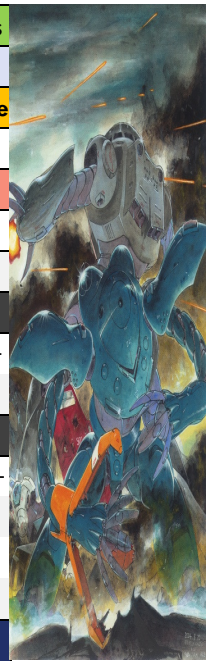
+0pts Z'Gok E - Replace TL MPC with Rapid Fire MPC

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Hy-Gogg [A]	Versatile	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR12"	4"	3500			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
Rapid Fire MPC [E]	Barrage 10+	28"	7d10	5+	100	AP5+
[AP Saves = 500 DMG]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Cannons [K]	CIWS 8+	16"	3d10	5+	200	MB4+
[One Use] [MB Saves = 200 DMG]						
Iron Nail [CC]	Crit 8+	4"	4d10	5+	400	BR6+
		-				

+100pts gain Antiship Missile





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Acguy [A]	Guardian	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR20"|CR16"	4"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	5d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Spray Missile Gun [X]	Barrage 9+	36"	5d10	5+	100	MB9+
[Three Uses] [MB Saves = 200 DMG]						

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Mega Particle Gun [E]	Counter 9+	16"	4d10	5+	200	AP6+
		-				
Iron Nail [CC]	Crit 8+	4"	4d10	5+	400	BR6+
		-				

Mecha & Pilot Traits

Infiltrator	+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.

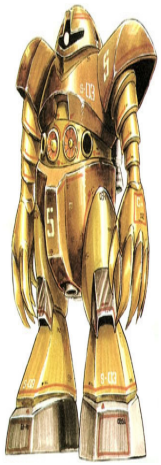
Elite Pilot Swaps

Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Points
Cyclops Team	-	4+	5+	7+	4+	5+	-
Zeon Remnants Elite	-	4+	5+	6+	5+	5+	-

Z'Gok, Hy-Gogg and AC Guy Armory

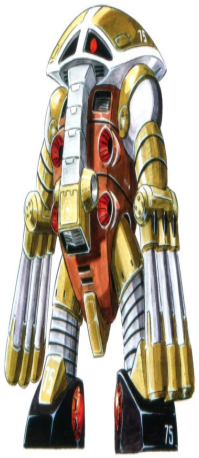
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Antiship Missile [X]	Bullseye 10+	48"	3d10	5+	700	BR7+	+100pts
[One Use] [Min. Range 20"]							
Missile Salvo [X]	Siege 10+	32"	5d10	5+	300	MB6+	+10pts
[One Use]							
Rapid Fire MPC [E]	Barrage 10+	28"	7d10	5+	100	AP5+	+60pts
[AP Saves = 500 DMG]							

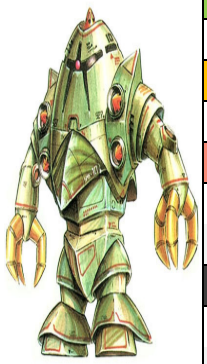
Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
TL MPC [E]	Counter 9+	16"	5d10	5+	200	AP6+	+60pts
		-					
Torpedo Pod [X]	Barrage 9+	16"	5d10	5+	200	MB4+	+10pts
[One Use]							

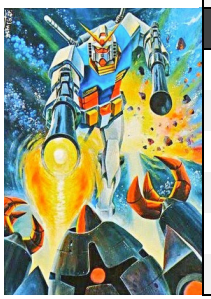


Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Gogg [A]	Firepower	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR28"|CR4"	4"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	2d10	5+	-	3d10		5+
-	-					
Long Range 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**
TL MPC [E]	Counter 9+	16"	6d10	5+	200	AP6+
		-				
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	500	BR7+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Juaggu [A]	Firepower	1	1	0	20	350
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR28"|CR-	4"	5300			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	2d10	5+	-	3d10		5+
[A1] Armor	*Armor Bonus +1 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Tri-Missile Salvo [X](2)	Siege 9+	32"	7d10	5+	300	MB6+
[Two Uses]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Quad MPC [E]	Counter 8+	16"	6d10	5+	200	AP6+
		-				
Smash [CC]	Siege 10+	4"	6d10	5+	400	PP6+

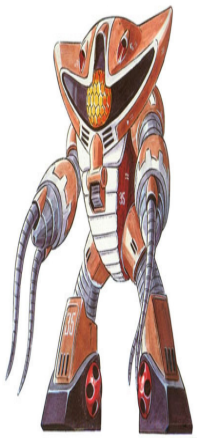






Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zock [A]	Firepower	1	1	0	20	250
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR28"|CR-	4"	5900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	2d10	5+	-	3d10		5+
[A1] Armor	*Armor Bonus +1 DEF*					
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Phonon Maser [E]	Bullseye 10+	48"	5d10	5+	500	AP5+
[Req. 3 Combat/Move Actions]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Quad MPC [E][360]	Counter 8+	16"	6d10	5+	200	AP6+
		-				
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	500	BR7+
		-				

Elite Pilot Swaps							
Battle-Tested [Elite 1]	**Special**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**	**Points**
Zeon Remnants Elite	-	4+	5+	6+	5+	5+	-
Armory							
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Phonon Maser [E]	Bullseye 10+	48"	5d10	5+	500	AP5+	+20pts
[Req. 3 Combat/Move Actions]							
TL Tri-Missile Salvo [X](2)	Siege 9+	32"	7d10	5+	300	MB6+	+200pts
[Two Uses]							
Missile Salvo [X]	Siege 10+	32"	6d10	5+	300	MB6+	+10pts
[One Use]							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Quad MPC [E]	Counter 8+	16"	6d10	5+	200	AP6+	+110pts
		-					
TL MPC [E]	Counter 9+	16"	6d10	5+	200	AP6+	+60pts
		-					
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	500	BR7+	+60pts
		-					



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Aggu Guy [A]	Battler	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR12"	8"	5000			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	4d10	5+	-	5d10		5+

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 7+	16"	5d10	5+	100	MB4+
[One Use] [MB Saves = 200 DMG]						
TL Long Heat Whip	Duelist 8+	16"	5d10	5+	200	AP6+
		-				
Smash [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Jurick [A]	Battler	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	CR8"	8"	6800			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
FA Mobile Suit DEF	3d10	5+	-	5d10		5+

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E]	Counter 8+	16"	6d10	5+	200	AP6+
		-				
Heavy Iron Nail [CC]	Crit 8+	4"	5d10	5+	500	BR7+
		-				

MSM-06





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Agg [A]	Battler	1	1	0	20	50
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR16"	8"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Tracked Vehicle MS	3d10	5+	-	4d10		5+
-			-			

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Laser Torch [E]	Counter 9+	12"	6d10	5+	100	AP4+
No Underwater penalties						
Twin Drill Hands	Pierce 9+	4"	7d10	5+	200	AP6+
		-				

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

Armory							
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**	**Points**
Laser Torch [E]	Counter 9+	12"	6d10	5+	100	AP4+	+20pts
No Underwater penalties							
Missile Pod [X](5)	Barrage 9+	16"	6d10	5+	200	MB4+	+50pts
[Five Uses] [MB Saves = 200 DMG]							
Drill Hand	Pierce 9+	4"	6d10	5+	200	AP6+	+20pts
		-					
Twin Drill Hands	Pierce 9+	4"	7d10	5+	200	AP6+	+70pts
		-					

+0pts Agg (ML)
Replace Twin Drill Hands with Drill Hands.
Gain Missile Pod [X](5)



Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Psycommu Zaku [S]	Raid	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon NT Pilot	LR28"|CR-	8"	2900			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**
Wired Beam Hands [E]	Barrage 10+	36"	5d10	5+	300	AP5+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Ramming Speed [Crash]	Bullseye 8+	8"	6d10	5+	500	ST5+
After attacking [HP-2200]						

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Bishop Zaku [S]	Firepower	1	1	0	20	100
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon NT Pilot	LR28"|CR-	4"	2900			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	3d10	5+	-	3d10		5+
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Wired Beam Hands [E]	Barrage 10+	36"	6d10	5+	300	AP5+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Smash [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Zeong [S]	Raid	2	1	0	120	400
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Char Aznable	LR28"|CR-	8"	5600			4+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Suit DEF	6d10	3+	-	3d10		5+
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Beam Cannons [E]	Siege 10+	40"	5d10	3+	300	AP6+
		-				
Wired Beam Hands [E]	Barrage 10+	36"	6d10	3+	300	AP5+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Smash [CC]	Siege 10+	4"	6d10	4+	400	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.
Newtype Flash II	[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +X

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Elmeth [S]	Sniper	2	1	0	90	300
Skilled Pilot [Elite 2]	**Sensors**	**Move**	**Armor HP**			**Morale**
Lalah Sune	LR40"|CR-	4"	3500			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	5d10	4+	-	2d10		5+
Long Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
TL Beam Cannons [E]	Siege 10+	40"	6d10	4+	300	AP6+
		-				
Elmeth Bits [E]	Barrage 9+	48"	5d10	4+	200	AP6+
[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]						
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			
Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.		Bonus Obj.	Entwined with Tragedy
When this unit uses Flash, the nearest enemy makes 2 Rout Saves		Trait +XV	Newtype Pressure II



Mobile Fortress	Combat Role	Frame	P. Tier	Size	VP	Points
Big Zam	Firepower	2	1	1	80	500
Battle-Tested [Elite 1]	**Sensors**	**Move**	**Armor HP**			**Morale**
Dozle Zabi	LR28"|CR-	4"	9500			5+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Mobile Fortress DEF	1d10	5+	1	3d10		5+
I-Field[Barrier][360]	*HP 9000 vs [E] ATK. Loses -500 HP each Round.*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Big Zam MPC [E]	AOE 9+	48"	6d10	5+	700	AP6+
	[Three Uses]					
Quad MA MPC [E][360]	Siege 10+	40"	8d10	5+	300	AP7+
	Rear Arc Full ATK					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Needle Missiles [X]	CIWS 7+	16"	7d10	5+	100	ST5+
	[One Use] [MB Saves = 200 DMG]					
Massive Smash [CC]	Siege 10+	4"	7d10	5+	500	PP7+
		-				

Mecha & Pilot Traits

Once the Big Zam is mass produced..

[Combat Action] Destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.

Bonus Obj.

Mobile Fortress	Combat Role	Frame	P. Tier	Size	VP	Points
Big Zam (MP)	Firepower	1	1	0	20	200
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR28"|CR-	4"	6200			7+
Defenses	**[LR] DEF**	**TN**	**Havoc**	**[CR] DEF**		**TN**
Mobile Fortress DEF	1d10	5+	-	3d10		5+
[A1] Armor	*Armor Bonus +1 DEF*					

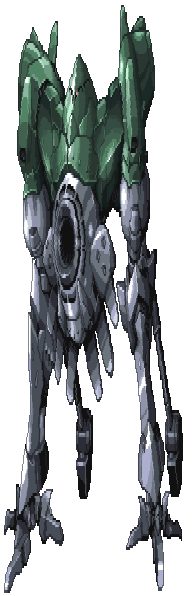
Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Big Zam MPC [E]	AOE 9+	48"	4d10	5+	700	AP6+
	[Three Uses]					
Missile Salvo [X](3)	Siege 10+	32"	6d10	5+	300	MB6+
	[Three Uses]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Smash [CC]	Siege 10+	4"	6d10	5+	400	PP6+
		-				

Mecha & Pilot Traits

[Combat Action] Destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.

Bonus Obj.

Once the Big Zam is mass produced..





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Bigro [S]	Battler	1	1	0	20	150
Basic Pilot	**Sensors**	**Move**	**Armor HP**			**Morale**
Zeon Pilot	LR-|CR16"	8"	4100			7+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	4d10	5+	-	4d10		5+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Mobile Armor MPC [E]	Siege 10+	40"	2d10	5+	400	AP7+
		-				
AA Missiles [X](2)	Counter 8+	32"	3d10	5+	100	MB6+
	[Two Uses]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Big Claws [CC]	Counter 9+	4"	6d10	5+	300	MB6+
		-				

Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Bigruf	Battler	1	1	0	70	200
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Robert Gilliam	LR-|CR16"	8"	3800			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	4d10	4+	-	4d10		4+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Mobile Armor MPC [E]	Siege 10+	40"	2d10	3+	400	AP7+
		-				
TL Spray Missile Gun [X]	Barrage 9+	36"	5d10	3+	100	MB7+
	[Two Uses] [MB Saves = 200 DMG]					
Close Range Weapons	**Trigger**	**Range**	**Attack**	**TN**	**DMG**	**Save**
Big Claws [CC]	Counter 9+	4"	6d10	5+	300	MB6+
		-				





Mobile Suit (MS)	Combat Role	Frame	P. Tier	Size	VP	Points
Val Varo [S]	Battler	2	1	1	125	500
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Kelly Layzner	LR-|CR20"	8"	7700			5+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	4d10	3+	-	4d10		5+
[A1] Armor	*Armor Bonus +1 DEF*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Val Varo MPC [E]	Siege 9+	40"	6d10	5+	300	BR7+
	[One Use]					
TL Mobile Armor MPC [E]	Siege 10+	40"	5d10	5+	400	AP7+
		-				
AA Missiles [X]	Counter 8+	32"	5d10	5+	100	MB6+
	[One Use]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Machine Cannons [K]	CIWS 8+	16"	6d10	5+	200	MB4+
	[One Use] [MB Saves = 200 DMG]					
Electro Stunner	Barrage 9+	16"	9d10	5+	100	ST7+
	[Stun Saves = 200 DMG]					
Val Varo Claws [CC]	Counter 9+	8"	8d10	5+	300	MB6+
		-				

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	P. Tier	Size	VP	Points
Neue Ziel [S]	Guardian	2	1	1	125	750
Ace Pilot [Elite 3]	**Sensors**	**Move**	**Armor HP**			**Morale**
Anavel Gato	LR20"|CR12"	8"	6500			3+
Defenses	**[LR] DEF**	**TN**	**Boost**	**[CR] DEF**		**TN**
Mobile Armor DEF	3d10	3+	-	4d10		3+
I-Field[Barrier][360]	*HP 9000 vs [E] ATK. Loses -500 HP each Round.*					

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Heavy Beam Cannon [E]	Siege 10+	40"	5d10	4+	400	AP7+
		-				
Wired Beam Guns [E]	Barrage 9+	32"	5d10	4+	200	AP5+
	[AP Saves = 500 DMG] | [Gain Blindside but use Indirect Fire]					
Wired Claws	Crit 9+	20"	6d10	4+	300	BR7+
		-				
NZ Micromissiles [X]	Barrage 8+	28"	7d10	4+	100	MB8+
	[One Use] [MB Saves = 200 DMG]					

Close Range Weapons	Trigger	Range	Attack	TN	DMG	Save
Quad MPC [E][360]	Counter 8+	16"	7d10	4+	200	AP6+
		-				
Hidden Beam Sabers	Counter 8+	4"	6d10	4+	200	AP8+
	[Once per game this weapon gains Tactical Advantage]					
Massive Ram [Crash]	Bullseye 8+	8"	8d10	4+	600	ST6+
	After attacking [HP-2200]					



Mecha & Pilot Traits			
[Combat Action] 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 +XX	Steel Resolve IV

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 = -25x[Frame+Performance]VP
Skilled = -15[Frame+Performance]VP
Battle-Tested= -10x[Frame+Performance]VP
i.e. An Ace Pilot in a Frame 1 Performance 1 machine worth 60VP
The unit with a basic pilot is now worth 10VP = 60 - 25x[Frame1+Performance 1]

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.

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 = +25x[Frame+Performance]VP
Skilled = +15x[Frame+Performance]VP
Battle-Tested= +10x[Frame+Performance]VP
i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 35VP.
They become a Skilled Pilot worth 95VP = 35+ 15x[Frame2+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

Appearance	Battle-Tested [Elite 1]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF
MSG 0079	Dozle Zabi	-	5+	5+	5+	5+	5+
MSG 0079	Garma Zabi	-	5+	5+	3+	5+	5+
War in the Pocket 0080	Bernie Wiseman	-	5+	4+	5+	4+	5+
War in the Pocket 0080	Cyclops Team	-	4+	5+	7+	4+	5+
Startdust Memory	Delaz Fleet	-	5+	5+	6+	4+	5+
Startdust Memory	Cima Fleet	-	5+	5+	7+	4+	4+
MSG Unicorn	Yonem Kirks	-	3+	5+	7+	5+	5+
Various	Zeon Remnants Elite	-	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	-	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**	**L-ATK**	**C-ATK**	**[M+]**	**L-DEF**	**C-DEF**
MSG 0079	M'Quve	-	5+	3+	5+	5+	3+
MSG 0079	Lalah Sune	NT Pressure II	4+	5+	3+	4+	5+
War in the Pocket 0080	Mikhail Kaminsky	Daring II	4+	3+	6+	3+	5+
Stardust 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+	7+	3+	3+
Encounters in Space (PS2)	Mallet Sanguine	-	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	-	4+	3+	7+	4+	3+

Ace Pilots [Elite 3]	Special	L-ATK	C-ATK	[M+]	L-DEF	C-DEF	Appearance
Char Aznable	NT Flash II	3+	4+	4+	3+	5+	MSG 0079
Ramba Ral	Guts II	5+	4+	3+	3+	4+	MSG 0079
Black Tri-Stars	-	4+	4+	4+	4+	5+	MSG 0079
Anavel Gato	Fearsome IV	4+	4+	3+	3+	3+	Stardust Memory 0083
Cima Garahau	-	3+	5+	5+	3+	5+	Stardust Memory 0083
Norris Packard	Steel Resolve II	5+	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	Deadeye II	3+	3+	5+	3+	3+	Mobile Suit Variations
Eric Mansfield	-	4+	3+	7+	4+	3+	Mobile Suit Variations
Shin Matsunaga	Intuition II	4+	4+	5+	3+	3+	Mobile Suit Variations
Gabby Hazard	-	3+	3+	6+	3+	4+	Mobile Suit Variations
Robert Gilliam	Deadeye	3+	5+	5+	4+	4+	Mobile Suit Variations
Thomas Kurtz	Swift Strike	3+	3+	7+	4+	4+	Mobile Suit Variations
Gerald Sakai	-	3+	3+	7+	4+	4+	Mobile Suit Variations
Johnny Ridden	Daring II	3+	4+	5+	3+	4+	Mobile Suit Variations
Uma Lightning	Fearsome	5+	4+	6+	3+	3+	MSV-R Ridden
Jacobius Node	Deadeye	3+	5+	4+	4+	5+	MSV-R Ridden
Lance Garfield	-	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 Tier 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 6pts.
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+.

3. You can purchase Pilot Upgrades from the table below which raises the unit's cost.
Some upgrades will give a special ability often upgrading your pilot skills.
A Level II ability of an upgrade also gives +2 pilot points. A Level IV ability also gives +4 pilot points
WARNING: A Pilot may only have a single upgrade trait.
WARNING: A unit can have at most 10 pilot points.

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 = +25x[Frame+Performance]VP
Skilled = +15x[Frame+Performance]VP
Battle-Tested= +10x[Frame+Performance]VP
i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.
They become a Skilled Pilot worth 105VP = 45+ 15x[Frame 2+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	Mecha Master
Make any of the below traits Level II for +50pts. It grants +2 Pilot Points		
Make any of the below traits Level IV for +100pts instead. It grants +4 Pilot Points		
[Flash] This Turn your weapon's Trigger becomes [360][Counter 9+]. If it already had Counter, improve TN by 1 (i.e. 9+ to 8+)	Trait +V	Newtype Flash
When this unit uses Flash, the nearest enemy makes 2 Rout Saves	Trait +X	Newtype Pressure
After the Finisher Phase this unit makes 1 Rally Save	Trait +V	Hot Blooded
[Valor] Each failed Saves is +500 DMG (AP 1000 -> 1500). Barrage weapons are instead +100 DMG (MB 200 -> 300)	Trait +X	Burning Soul
When you use Zeal gain a free Accelerate action.	Trait +V	Daring
When using Zeal gain a free Battle-Cry Action	Trait +V	Fearsome
Gain 200 HP for each Save you pass, up to a maximum of 2x Max HP.	Trait +V	Guts
After using Iron Wall if you survive make a Rally Save.	Trait +X	Persevere
You may use [Focus] a 3rd time but only on Long Range Attacks	Trait +X	Deadeye
You may use [Focus] a 3rd time but only on Close Range Attacks	Trait +X	Swift Strikes
Activates when HP<50% or in Round 4+. All ATK & DEF rolls gain +1 die (+1d10)	Trait +X	Killer Instinct
Reroll 1s on Morale Saves	Trait +V	Inspiring Pilot
This unit rolls +1 Rally Save when it activates	Trait +X	Steel Resolve
Twice per Round choose an ally (besides yourself) within LOS or Sensors Range to gain Support ATK+1d10. (Capped at +2)	Trait +X	Tactician

Unit Upgrades

Presented here are some upgrade options for your units for advanced players.

If you are building an army to play against your opponent, if youre points don't match we first recommend upgrading a pilot using the rules on the previous page first. The games that are the most fun tend to have an equal amount of Elite pilots on both sides of the battlefield.

If you want alternate options to spend points on or if you want to properly represent a kitbashed unit check out these upgrade rules as well as the Gundam Build Fighters weapon swap rules on the next page.

Upgrade Unit Stats		
Increase unit's Boost stat by +1 (Max 2)	Trait +V	Boost+1
Increase unit's Power stat by +1 (Max 2)	Trait +X	Power+1
Increase unit's Havoc stat by +1 (Max 2)	Trait +X	Havoc+1
Increase unit's [LR] Sensors by +4"	Trait +V	[LR] Sensors+4"
Increase unit's [CR] Sensors by +4"	Trait +V	[CR] Sensors+4"

Mech Traits		
This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I	Dynamic Entrance
Before battle choose a unit in your army to gain the Ambusher trait.	Trait +II	Logistics Support
During deployment choose 3 units, each of them deploy an additional 4" from the table edge. This ability does not stack.	Trait +III	Operations Support
After using Lock On, all allies within you Long Range Sensors also gain Target Lock vs that Target this Round.	Trait +V	Camera Gun
Enemies within your [CR] Sensor Range cannot acquire Target Lock.	Trait +V	Jamming
Enemies within your [CR] Sensor Range cannot acquire Target Lock. Bullseye can only target this unit if it is the closest.	Trait +X	Cloaking
Once per Game pass 1 Failed [E] Save	Trait +XV	Anti-Beam Coating
Once per Game pass 2 Failed [E] Saves	Trait +X	Gold Anti-Beam Coating

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 and 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+

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Heat Hawk	Crit 9+	4"	2d10	*	500	AP7+	+10pts
		-					
Large Heat Hawk	Crit 9+	4"	2d10	*	600	AP7+	+40pts
		-					
Twin Heat Hawks	Crit 9+	4"	3d10	*	500	AP7+	+60pts
		-					
Heat Saber	Crit 9+	4"	3d10	*	300	AP7+	+10pts
		-					
Heat Sword	Crit 8+	4"	2d10	*	300	AP7+	+10pts
		-					
Twin Heat Swords	Crit 8+	4"	3d10	*	300	AP7+	+60pts
		-					
Heat Halberd	Counter 9+	8"	3d10	*	400	AP6+	+80pts
		-					
Heat Lancer	Pierce 10+	8"	4d10	*	400	AP6+	+80pts
		-					
Heat Kunai	Duelist 8+	8"	1d10	*	300	AP7+	+80pts
		-					
Twin Cold Blade	Crit 7+	4"	3d10	*	300	ST7+	+80pts
		-					
Chevalier Saber	Duelist 9+	4"	1d10	*	400	AP8+	+50pts
		-					
Beam Glaive	Duelist 9+	8"	2d10	*	300	AP8+	+100pts
		-					
Beam Lance	Pierce 9+	8"	2d10	*	500	AP8+	+100pts
		-					
Beam Naginata	Counter 9+	4"	2d10	*	400	AP8+	+50pts
		-					
Beam Saber	Crit 9+	4"	3d10	*	200	AP8+	+10pts
		-					
Twin Beam Sabers	Crit 9+	4"	4d10	*	200	AP8+	+60pts
		-					
Large Beam Saber	Crit 9+	4"	3d10	*	300	AP8+	+30pts
		-					
Chain Mine	Overkill 9+	8"	2d10	*	400	BR7+	+50pts
[One Use][BR Saves = 500DMG]							
Arc Whip	Counter 8+	8"	2d10	*	100	ST8+	+40pts
[Alt Mode: Heat Whip - Save change AP 6+]							
Rocket Anchor (Arc)	Opener 8+	8"	3d10	*	0	PP9+	+40pts
[Pull Yourself][PP/ST Sv = 200DMG][Alt: Arc Wire - ST 7+]							
Stun Kunai	Crit 8+	16"	3d10	*	100	ST6+	+40pts
[Alt Mode: Heat Kunai - Sv change AP6+]							
Vulcans [K]	CIWS 7+	16"	2d10	*	100	MB4+	+10pts
[One Use] [MB Saves = 200 DMG]							
Gatling Vulcan [K]	Barrage 8+	16"	2d10	*	200	MB5+	+20pts
[One Use] [MB Saves = 200 DMG]							

Points	Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save
+50pts	Zaku Machine Gun [K]	Barrage 9+	28"	2d10	*	200	MB5+
	[MB Save = 200 DMG]						
+50pts	MMP-80 M.Gun [K]	Barrage 10+	24"	3d10	*	200	MB6+
	[MB Save = 200 DMG]						
+50pts	Long Barrel M.Gun [K]	Barrage 10+	40"	2d10	*	200	MB5+
	[MB Save = 200 DMG]						
+50pts	Shield Gatling [K]	Barrage 10+	28"	3d10	*	200	MB5+
	[MB Save = 200 DMG]						
+100pts	Minigun [K]	Barrage 9+	28"	3d10	*	200	MB5+
	[MB Save = 200 DMG]						
+100pts	Giant Gatling [K]	Barrage 10+	40"	2d10	*	300	MB5+
	[MB Save = 200 DMG]						
+10pts	Machine Cannons [K]	CIWS 8+	16"	1d10	*	200	MB4+
	[One Use] [MB Saves = 200 DMG]						
+50pts	Artillery Cannon [K]	IDF 10+	40"	1d10	*	300	MB7+
	[Indirect Fire R:20" up to Max Weapon Range]						
+50pts	TL 180mm Cannons [K]	Siege 10+	40"	2d10	*	300	BR4+
	[Alt Fire - Req. 3 Combat/Move Actions: Gain ATK+1d10]						
+180pts	Xamel Cannon [K]	IDF 9+	48"	2d10	*	300	MB7+
	[Indirect Fire R:20" up to Max Weapon Range]						
+50pts	Zaku Bazooka [K]	Siege 10+	32"	2d10	*	400	BR6+
			-				
+50pts	Giant Bazooka [K]	Siege 10+	28"	2d10	*	400	BR7+
			-				
+50pts	Raketen Bazooka [K]	Siege 10+	24"	2d10	*	500	BR6+
			-				
+60pts	TL Rocket Launcher [K]	Siege 10+	28"	3d10	*	400	BR5+
			-				
+60pts	Antiship Rifle [K]	Bullseye 9+	40"	1d10	*	200	BR7+
			-				
+20pts	Sturm Faust Salvo [X]	Crit 9+	28"	4d10	*	300	BR4+
	[One Use]						
+60pts	Spray Missile Gun [X]	Barrage 9+	36"	3d10	*	100	MB9+
	[Three Uses] [MB Saves = 200 DMG]						
+100pts	TL Spray Missile Gun [X]	Barrage 9+	36"	4d10	*	100	MB7+
	[Two Uses] [MB Saves = 200 DMG]						
+10pts	Missile Salvo [X]	Siege 10+	32"	3d10	*	300	MB6+
	[One Use]						
+200pts	TL Tri-Missile Salvo [X](2)	Siege 9+	32"	4d10	*	300	MB6+
	[Two Uses]						
+100pts	Antiship Missile [X]	Bullseye 10+	48"	1d10	*	700	BR7+
	[One Use] [Min. Range 20"]						
+20pts	AA Missiles [X]	Counter 8+	32"	2d10	*	100	MB6+
	[One Use]						
+50pts	Fire SPT Missiles [X]	Opener 10+	40"	4d10	*	200	MB5+
	[One Use][MB Save = 200 DMG]						

Long Range Weapons	Trigger	Range	Attack	TN	DMG	Save	Points
Long Beam Sniper [E]	Bullseye 9+	48"	1d10	*	300	AP7+	+110pts
		-					
Beam Rifle [E]	Crit 10+	32"	3d10	*	200	AP6+	+10pts
		-					
Gelgoog Beam Rifle [E]	Crit 10+	32"	3d10	*	300	AP7+	+50pts
		-					
Repeating Beam Rifle [E]	Bullseye 9+	36"	4d10	*	200	AP5+	+150pts
		-					
Tetra Beam M.Gun [E]	Barrage 9+	32"	3d10	*	200	AP6+	+150pts
	[AP Saves = 500 DMG]						
Beam Spot Gun [E]	CIWS 9+	20"	2d10	*	200	AP5+	+40pts
	[One Use] [AP Saves = 500 DMG]						
Rapid Fire MPC [E]	Barrage 10+	28"	5d10	*	100	AP5+	+60pts
	[AP Saves = 500 DMG]						
Hi-Power B.Cannon [E]	Siege 9+	40"	1d10	*	300	AP7+	+80pts
		-					
TL Beam Cannons [E]	Siege 10+	40"	2d10	*	300	AP6+	+60pts
		-					
Mobile Armor MPC [E]	Siege 10+	40"	1d10	*	400	AP7+	+50pts
		-					
Heavy Beam Cannon [E]	Siege 10+	40"	1d10	*	400	AP7+	+50pts
		-					
Big Zam MPC [E]	AOE 9+	48"	1d10	*	700	AP6+	+200pts
	[Three Uses]						
TL MPC [E]	Counter 9+	16"	3d10	*	200	AP6+	+60pts
		-					
Quad MPC [E]	Counter 8+	16"	3d10	*	200	AP6+	+110pts
		-					
Missile Pod [X]	Barrage 9+	16"	3d10	*	200	MB4+	+10pts
	[One Use] [MB Saves = 200 DMG]						
TL Missile Pod [X]	Barrage 9+	16"	4d10	*	200	MB4+	+50pts
	[One Use]						
Needle Missiles [X]	CIWS 7+	16"	2d10	*	100	ST5+	+20pts
	[One Use] [MB Saves = 200 DMG]						
Grenades [X]	Barrage 10+	12"	3d10	*	200	MB8+	+20pts
	[One Use] [MB Saves = 200 DMG] [AOE 1]						
Grenade Launcher [X]	Counter 8+	16"	2d10	*	300	ST7+	+20pts
	One Use						
Grenade Launcher [X]	Counter 8+	16"	2d10	*	300	ST7+	+20pts
Shotgun [K]	Barrage 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

Versus Mode

In MechaStellar the battle is concluded after 5 Rounds, then you score Victory Points [VP].

Scoring Primary Objectives

•Destroyed enemy units give Victory Points (VP) listed on their profile.
oEnemy units with less than 50% HP are worth ½ VP (round up).
•Gain +5 VP if you declared Revenge or Challenge (regardless of whether they accept).
•Gain +10 VP if your unit defeats the target of its Challenge / Revenge.
•Gain +10 VP for each Control Point you control at the end of the game.

Bonus Objectives

Designer's Note: It's helpful to track bonus objective VP using either pen and paper or extra dice. Each round announce VP out loud because it's a race between you and your opponent!

After both players reveal their army, choose a single Bonus Objective for your entire Army.
You may select one from the list below; however, if any of your units has a built-in Bonus Objective (i.e. Gundam Rising) you must choose one of those instead.
After selecting one, all units in your army gain that Bonus Objective, replacing any listed on their profile.

WARNING: Bonus Objectives are capped at +100VP per game.

Destruction Bonus Objectives		
Gain +7VP when you destroy a unit Bonus +3VP if they were Elite.	Bonus Obj.	Top Gun
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.	Clash of the Titans
Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your challenge target.	Bonus Obj.	Headhunter
[Finisher Phase] Gain +1 VP for each 10 rolled on Finisher Dice. [Finisher Phase] Bonus +10 VP if you destroy the target.	Bonus Obj.	Finishing Blow!
Survival Bonus Objectives		
Gain +25VP for every 2 Elite Pilots surviving at the end of Round 5.	Bonus Obj.	Bonds on the Battlefield
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
Gain +2 VP each time you use Ambush, Flash, Alert or Iron Wall with this unit.	Bonus Obj.	Flawless Insertion
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.	None but the Brave
Control the Battlespace Bonus Objectives		
+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.	Press Forward
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.	Battlefield Domination
[Combat Action] Destroy a CP in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.	Bonus Obj.	Scorched Earth
Gain +3 VP each time you pass a Rally or Rout Save.	Bonus Obj.	Unfaltering Morale