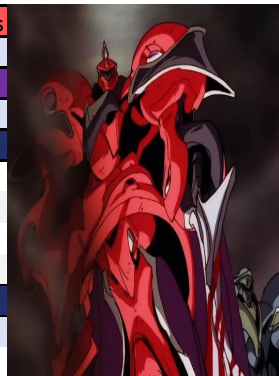


Name	Frame	Performance	Type	Role	Special	Equipment	Creator	Giant	Low Cost	Total Points
Escaflowne	4	3	MS	Melee	Indomitable	2	Ispano	Size 0	13	500
Ace Pilot	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Van Fanel	6"	1	11d10	8	+1	2000	+4	9"	-2	-1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Giant Dueling Sword	2	Melee	ATK+2 Hits	DEF+1 Block	1	500	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
The Cursed Dance	Trait+XV	Gain +1 HIT for every [M-2] this unit spends on Skill Defense this Round Lose -1 Action if you are below 100% HP.								
Transform Mode	Trait+III	Transform at the start of your turn: +5 Move Ignore elevation Melee Block (5+ to 7+).								
Vision of the Future	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								
Close Combat Expert	Pilot Trait I	In the Melee Clash you gain +1 Hit on Attack and +1 Block on Defense.								
Skilled Swordsman	Trait+V	Enemies in Melee have a -1 Accuracy penalty to Hit (i.e. 5+ to 6+) against this unit.								
Quest for Vengeance	Pilot Trait I	Bonus [M+1] when you attack in Melee on your turn. Return Fire gives +1 HIT with all weapons.								



Name	Frame	Performance	Type	Role	Special	Equipment	Creator	Giant	Low Cost	Total Points
Scherazade	3	3	MS	Melee	Indomitable	2	Asturia	Size 0	11	300
Ace Pilot	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Allen Schezar	6"	1	10d10	7	+1	1500	+4	9"	-2	-1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Giant Dueling Sword	2	Melee	ATK+2 Hits	DEF+1 Block	1	500	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Chivalrous	Pilot Trait I	When HP<50% gain +1 Block vs each enemy weapon. When this unit is destroyed gain [M+3].								
Master Swordsman	Trait+X	Enemies in Melee have a -1 Accuracy penalty to Hit & Block (i.e. 5+ to 6+) against this unit.								
Close Combat Expert	Pilot Trait I	In the Melee Clash you gain +1 Hit on Attack and +1 Block on Defense.								





Name	Frame	Performance	Type	Role	Special	Equipment	Creator	Giant	Low Cost	Total Points
<i>Alseides</i>	2	3	MS	Battler	Assault	3	Zaibach	Size 0	1	300
Ace Pilot	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Dilandau	6"	2	6d10	9	+	1200	+3	15"	1	3
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Liquid Metal Sword	1	Melee	-	-	3	500	[M-1] Blindside Attack			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Crima Claw	1	8"	3 Hits	-	3	500	[M-1] Blindside Attack Lose 500 HP for Range+8"			
Flamethrower	1	16"	4	RF+4 Hits	-	100	Overwatch V AOE 1" Wide Line			
Mecha & Pilot Traits										
Invisibility Cloak	Trait+V	[M-1] This round while outside enemy Sensors Blindside Attack & +2 Block per weapon but lose Flight & Full Throttle.								
Merciless Melee	Pilot Trait II	In the Melee Clash you gain +2 Hits on Attack. You can Melee Clash a 2nd time, but it must be versus a new target.								



Name	Frame	Performance	Type	Role	Special	Equipment	Creator	Giant	Low Cost	Total Points
<i>Alseides</i>	2	2	MS	Attacker		3	Zaibach	Size 0	6	100
Basic Pilot	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Zaibach Soldier	6"	1	5d10	7	+	800	+3	13"		-1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Liquid Metal Sword	1	Melee	-	-	3	500	[M-1] Blindside Attack			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Crima Claw	1	8"	3 Hits	-	3	500	[M-1] Blindside Attack Lose 500 HP for Range+8"			
Flamethrower	1	16"	4	RF+4 Hits	-	100	Overwatch V AOE 1" Wide Line			
Mecha & Pilot Traits										
Invisibility Cloak	Trait+V	[M-1] This round while outside enemy Sensors Blindside Attack & +2 Block per weapon but lose Flight & Full Throttle.								