



| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|---------------------------------|----------------|--|----------------|--------------------|-----------------|------------|--|-------------|------------------|--------------|
| <i>Big O</i> | 4 | 3 | Super Titan | Melee | Heavy Arms | 7 | 5 | Size 1 | 4 | 500 |
| Ace Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Roger Smith | 14" | 2 | 10d10 | 8 | +1 | 11000 | + | 7" | 4 | -2 |
| Weapons | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | | |
| Titan Great Shield | 4 | - | +2 Blocks | - | - | - | +2 Blocks vs PEN 0 | | | |
| Sudden Impact | 4 | Melee | ATK+1 Hit | - | 3 | 500 | Crit Hits are worth 3 Hits | | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Moby Dick Anchor | 4 | 16" | 5 Hits | - | - | - | Any Hits will pull you or the target into Engagement | | | |
| O Thunder III | 7 | 40" | 6 | RF+1 Hit | 6 | 100 | Overwatch IV | | | |
| Missile Party II | 4 | 32" | 7 | RF+4 Hits | 2 | 300 | Single Use | | | |
| Laser Vision | 1 | 40" | 3 | - | 5 | 400 | - | | | |
| Chrome Buster II | 8 | 48" | 3 | RF+4 | 7 | 500 | [M-2] AOE: 2" Wide Line Cannot Move this turn. | | | |
| Mecha & Pilot Traits | | | | | | | | | | |
| Cannon Party | - | This unit's Fire Vulcans Skill is only usable once per game but gains +2 HITS if used with Missile Party. | | | | | | | | |
| Final Stage | - | [M-3] In Round 5 you may give Chrome Buster +1 Hit for every extra Power spent. Afterwards HP is set to 100. | | | | | | | | |
| The Show Must Go On! | Trait+V | Starting in Round 5 choose a bonus for this unit: +10 Power OR two free Focus Actions on its turn. | | | | | | | | |
| Negotiator | Pilot Trait II | This unit may use two different Pilot Skills per turn. On Rounds 1, 3 & 5 gain +1 Action. | | | | | | | | |

| The Mega Deus units Big O and Big Duo share the following traits | | |
|--|----------|--|
| Slow and Laborious | Trait-V | You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power. |
| Showtime! | Trait+I | After being deployed to the battlefield this unit gains +1 Block per weapon until its first activation. |
| Cast in the Name of God | Trait+VI | This unit only rolls Armor Saves versus attacks with ARM PEN 6+ Battle Damage cannot disable this trait. |
| Ye Not Guilty | Trait+V | Once per game a [CC] weapon gains ATK+3 Hits & Finisher +3000 DMG. Gain +1 ARM PEN for each unblocked Hit. |

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|---------------------------------|----------------|--|----------------|--------------------|-----------------|------------|---|-------------------|------------------|--------------|
| <i>Big Duo</i> | 4 | 3 | Super Titan | Raid | Heavy Arms | 9 | 8 | Size 1 | 1 | 500 |
| Ace Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move (Fly) | Reinforce | Speed |
| Schwarzwald | 6" | 2 | 5d10 | 10 | +1 | 11000 | + | 11" | 4 | -2 |
| Weapons | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Propeller Hands | 1 | Melee | ATK+1 Hit | DEF+1 Block | 1 | 500 | - | | | |
| Laser Vision | 1 | 40" | 3 | - | 5 | 400 | - | | | |
| Big Duo Rocket Barrage II | 4 | 40" | 6 | RF+2 Hits | 2 | 400 | Three Uses | | | |
| Big Duo Rocket Barrage II | 4 | 40" | 6 | RF+2 Hits | 2 | 400 | Three Uses | | | |
| Megaton Missiles IV | 10 | 48" | 3 | - | 6 | 1000 | Single Use +4 PEN vs Terrain & Size 1+ Units | | | |
| Mecha & Pilot Traits | | | | | | | | | | |
| Swooping Entrance | Trait+I | This unit gains +5" Movement & Ignore Elevation in the first round of battle. | | | | | | | | |
| Overconfident | Pilot Trait I | Skill Defense Blocks 2 Shots per [M] Vs enemies within 16" In Rounds 2+ gain [M+1] on your turn if HP >=50%. | | | | | | | | |
| Quest for Truth | Pilot Trait I | Bonus [M+1] when you attack in Melee on your turn. Return Fire gives +1 HIT with all weapons. | | | | | | | | |

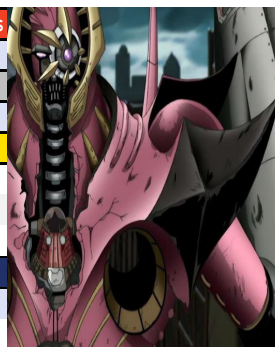


| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|-------------------------|----------------|---|--------------|-----------------|-----------------|-----------|---|-------------|------------------|--------------|
| <i>Big Fau</i> | 4 | 3 | Super Titan | Attacker | Heavy Arms | 6 | 11 | Size 1 | | 650 |
| Ace Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Alex Rosewater | 18" | 2 | 7d10 | 9 | +1 | 11000 | + | 9" | 4 | -3 |
| Weapons | | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Saw Cuffs | 1 | Melee | - | - | 4 | 500 | Each Crit Hit gives +1 PEN | | | |
| Rocket Drill II | 4 | 8" | 3 Crit Hits | - | 4 | 200 | Each Crit gives +1 PEN | | | |
| Rocket Drill II | 4 | 8" | 3 Crit Hits | - | 4 | 200 | Each Crit gives +1 PEN | | | |
| Laser Periscope | 4 | 40" | 6 | RF+1 Hit | 4 | 100 | Overwatch IV | | | |
| Laser Periscope | 4 | 40" | 6 | RF+1 Hit | 4 | 100 | Overwatch IV | | | |
| Heavy Laser Cannon | 10 | 40" | 6 | - | 10 | 400 | [M-1] | | | |
| Mecha & Pilot Traits | | | | | | | | | | |
| Energy Shield [Barrier] | Trait+XX | [M-2] +2 Blocks Vs PEN<8 Weapons this Round Does not stack with Shields Battle Damage cannot disable. | | | | | | | | |
| Amphibious | - | When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves. | | | | | | | | |
| Megalomaniac | Pilot Trait II | When you activate choose a bonus for this turn: +1 PEN OR +100 DMG. Bonus [M+1] each time you destroy a unit. | | | | | | | | |

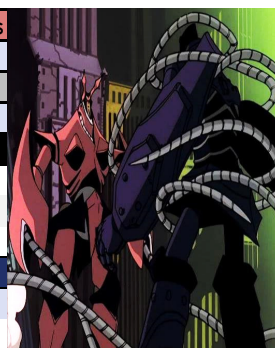


| The MegaDeus units Big Fau and Big Duo Inferno share the following traits | | | | | | | | | | |
|---|----------|--|--|--|--|--|--|--|--|--|
| Slow and Laborious | Trait-V | You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power. | | | | | | | | |
| Showtime! | Trait+I | After being deployed to the battlefield this unit gains +1 Block per weapon until its first activation. | | | | | | | | |
| Cast in the Name of God | Trait+VI | This unit only rolls Armor Saves versus attacks with ARM PEN 6+ Battle Damage cannot disable this trait. | | | | | | | | |

| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|------------------------|----------------|---|--------------|-----------------|-----------------|-----------|---|-------------------|------------------|--------------|
| <i>Big Duo Inferno</i> | 4 | 3 | Super Titan | Attacker | Heavy Arms | 2 | 8 | Size 1 | 4 | 350 |
| Skilled Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move (Fly) | Reinforce | Speed |
| Alan Gabriel | 6" | 2 | 7d10 | 9 | +1 | 11000 | + | 15" | 4 | |
| Weapons | | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Giant Drill | 4 | Melee | ATK+1 Hit | - | 5 | 500 | Each Crit Hit gives +1 PEN | | | |
| Laser Vision II | 4 | 40" | 4 | - | 6 | 400 | - | | | |
| Mecha & Pilot Traits | | | | | | | | | | |
| Swooping Entrance | Trait+I | This unit gains +5" Movement & Ignore Elevation in the first round of battle. | | | | | | | | |
| Headhunter | Pilot Trait I | Gain +1 Hit (+2 with PEN 0 Weapons) when you attack Tier 1-2 Pilots, Captains, and Kaiju. | | | | | | | | |

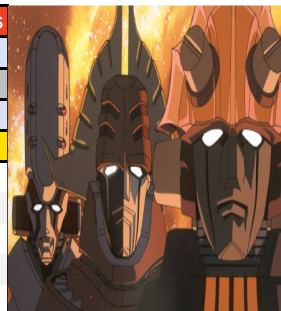


| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|------------------------|----------------|---|--------------|-----------------|-----------------|-----------|---|-------------|------------------|--------------|
| <i>Dorothy 1</i> | 3 | 2 | Super Titan | Battler | | 2 | 3 | Size 1 | 4 | 150 |
| Skilled Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Beck | 6" | 1 | 6d10 | 9 | +1 | 9000 | + | 8" | 3 | -1 |
| Weapons | | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | |
| Claws [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Drill Hands | 1 | Melee | - | - | 4 | 500 | Each Crit Hit gives +1 PEN | | | |
| Immobilizing Tentacles | 2 | 8" | 3 Hits | - | 1 | Stun | [M-1] Blindside Attack | | | |
| Mecha & Pilot Traits | | | | | | | | | | |
| Slow and Laborious | Trait-V | You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power. | | | | | | | | |
| Mechanical Genius | Pilot Trait I | When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG. | | | | | | | | |





| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|------------------------------|----------------|---|----------------|--------------------|-----------------|------------|--|-------------|------------------|--------------|
| <i>Big O (Mass Produced)</i> | 4 | 3 | Super Titan | Melee | Heavy Arms | 5 | 5 | Size 1 | 6 | 250 |
| Basic Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Megadeus Army | 6" | 2 | 10d10 | 8 | +1 | 11000 | + | 7" | 4 | -2 |
| Weapons | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | | |
| Titan Great Shield | 4 | - | +2 Blocks | - | - | - | +2 Blocks vs PEN 0 | | | |
| Sudden Impact | 4 | Melee | ATK+1 Hit | - | 3 | 500 | Crit Hits are worth 3 Hits | | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Moby Dick Anchor | 4 | 16" | 5 Hits | - | - | - | Any Hits will pull you or the target into Engagement | | | |
| Laser Vision | 1 | 40" | 3 | - | 5 | 400 | - | | | |
| Missile Party II | 4 | 32" | 7 | RF+4 Hits | 2 | 300 | Single Use | | | |
| Cannon Party | - | This unit's Fire Vulcans Skill is only usable once per game but gains +2 HITs if used with Missile Party. | | | | | | | | |



| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|--------------------------------|----------------|------------------|----------------|--------------------|-----------------|------------|---|-------------------|------------------|--------------|
| <i>Big Duo (Mass Produced)</i> | 4 | 3 | Super Titan | Raid | Heavy Arms | 4 | 5 | Size 1 | 7 | 250 |
| Basic Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move (Fly) | Reinforce | Speed |
| Megadeus Army | 6" | 2 | 5d10 | 10 | +1 | 11000 | + | 11" | 4 | -2 |
| Weapons | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | | |
| Big Duo Rocket Barrage II | 4 | 40" | 6 | RF+2 Hits | 2 | 400 | Three Uses | | | |
| Laser Vision | 1 | 40" | 3 | - | 5 | 400 | - | | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |

| Name | Frame | Performance | Type | Role | Special | Equipment | Power | Massive | Low Cost | Total Points |
|--------------------------------|----------------|--|----------------|--------------------|-----------------|------------|---|-------------|------------------|--------------|
| <i>Big Fau (Mass Produced)</i> | 4 | 3 | Super Titan | Attacker | Heavy Arms | 3 | 8 | Size 1 | 6 | 250 |
| Basic Pilot | Sensors | Actions | Melee | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Megadeus Army | 6" | 2 | 7d10 | 9 | +1 | 11000 | + | 9" | 4 | -3 |
| Weapons | Power | Max Range | Attacks | Close Range | ARM PEN | DMG | Special | | | |
| Fists [CC] | - | Melee | - | - | - | 500 | After Melee push target out of Engagement range | | | |
| Saw Cuffs | 1 | Melee | - | - | 4 | 500 | Each Crit Hit gives +1 PEN | | | |
| Rocket Drill II | 4 | 8" | 3 Crit Hits | - | 4 | 200 | Each Crit gives +1 PEN | | | |
| Laser Periscope | 4 | 40" | 6 | RF+1 Hit | 4 | 100 | Overwatch IV | | | |
| Amphibious | - | When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves. | | | | | | | | |



The Mega Deus units above share the following traits

Slow and Laborious Trait-V You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power.
 Cast in the Name of God Trait+VI This unit only rolls Armor Saves versus attacks with ARM PEN 6+ | Battle Damage cannot disable this trait.