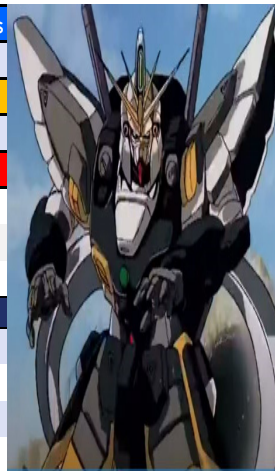


Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Wing Gundam	5	2	MS	Interceptor	Indomitable	7	XXXG-01W	Size 0	4	500
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Heero Yuy	10"	1	7d10	9	+2	5500	+2	11"	3	2
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Buster Rifle	5	64"	3	RF+5	8	500	[M-3] AOE: 3" Wide Line			
Great Shield	1	-	+2 Blocks	-	-	-	+2 Block vs PEN 0			
Beam Saber	1	Melee	-	-	8	500	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Full Gundanium Armor	Trait+IX	This unit only rolls Armor Saves versus attacks with ARM PEN 8+ Battle Damage cannot disable this trait.								
Neo Bird Mode	Trait+I	This unit gains +5" Movement & Ignore Elevation in the first round of battle.								
Machine Cannons	-	For this unit the Fire Vulcans Skill has a Range of 16" but -2 Shots.								
Gundam Pilot	Pilot Trait I	Gain [M+1] when this unit activates.								
Lone Wolf	Pilot Trait I	When this unit activates gain a Focus action; additionally if the nearest ally is 16+" away gain [M+1].								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Gundam Deathscythe	5	2	MS	Attacker	Indomitable	6	XXXG-01D	Size 0	9	500
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Duo Maxwell	18"	1	8d10	9	+1	4500	+4	15"	1	
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Beam Scythe (P)	3	Melee	-	-	5	500	[M-1] Blindside Attack			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Buster Shield	2	16"	3	RF+3 Hits	6	100	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Full Gundanium Armor	Trait+IX	This unit only rolls Armor Saves versus attacks with ARM PEN 8+ Battle Damage cannot disable this trait.								
Jamming	Trait+V	While outside enemy Sensors gain +1 Block per weapon. Enemies cannot target this unit before its first activation.								
Machine Cannons	-	For this unit the Fire Vulcans Skill has a Range of 16" but -2 Shots.								
Gundam Pilot	Pilot Trait I	Gain [M+1] when this unit activates.								
Wisecracking Pilot	Pilot Trait I	Gain +1 Hit (+2 with PEN 0 Weapons) when you attack Lower Tier Pilots, Captains, and Kaiju.								





Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Gundam Sandrock	5	2	MS	Battler	Indomitable	4	XXXG-01SR	Size 0	5	500
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Quatre Raberba Winner	14"	1	8d10	10	+3	7500	+3	11"	6	1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Twin Heat Shotel (U)	3	Melee	ATK+1 Hit	-	5	500	Reroll 1s on Attack & Defense			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Full Gundanium Armor	Trait+IX	This unit only rolls Armor Saves versus attacks with ARM PEN 8+ Battle Damage cannot disable this trait.								
Flash	Trait+I	Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.								
Noble	Pilot Trait I	When HP<50% gain +1 Block vs each enemy weapon. When this unit is destroyed gain [M+3].								
Tactician	Pilot Trait I	At the start of the Round give an ally within LOS or Sensors range a Focus action to use on its next turn.								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Gundam Heavyarms	5	2	MS	Firepower	Heavy Arms	13	XXXG-01H	Size 0	2	500
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Trowa Barton	6"	3	4d10	10	+2	6500	+2	9"	6	
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
TL Micromissiles	2	32"	10	RF+6 Hits	-	100	Single Use Enemy target must reroll 10s on Evade			
Chest Gatlings (P)	3	32"	5	RF+2 Hits	-	200	Overwatch VII			
Giant Gatling (U)	2	40"	5	RF+2 Hits	-	200	Overwatch III			
TL Fire Support Missiles (2)	4	48"	8	RF-6	-	200	Two Uses Indirect Fire (R:32" to 40"+Sensors)			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Killer Knife	1	Melee	-	-	3	500	[M-1] Blindsight Attack			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Full Gundanium Armor	Trait+IX	This unit only rolls Armor Saves versus attacks with ARM PEN 8+ Battle Damage cannot disable this trait.								
Machine Cannons	-	For this unit the Fire Vulcans Skill has a Range of 16" but -2 Shots.								
Gunnery Expert	Pilot Trait I	When this unit activates gain either +1 Hit when Shooting or +8" Max Shooting Range this turn.								
Elusive	Pilot Trait I	Skill Defense Blocks 2 Shots per [M] Vs enemies outside of 16". Gain +1 Block Vs Return Fire.								

Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Shenlong Gundam	5	2	MS	Melee	Indomitable	5	XXXG-01S	Size 0	9	500
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Wufei Chang	6"	1	11d10	8	+1	4500	+4	13"	1	1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Beam Glaive (P)	2	Melee	ATK+1 Hit	DEF+1 Block	6	500	-			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Dragon Fang	1	8"	3 Hits	-	3	500	[M-1] Blindside Attack			
Flamethrower	1	16"	4	RF+4 Hits	-	100	Overwatch V AOE 1" Wide Line			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Full Gundanium Armor	Trait+IX	This unit only rolls Armor Saves versus attacks with ARM PEN 8+ Battle Damage cannot disable this trait.								
Sudden Elongation	Trait+II	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.								
Fighting Sight	Trait+V	Gain Melee+2d10 if your Melee stat is greater than your Opponents.								
Close Combat Expert	Pilot Trait I	In the Melee Clash you gain +1 Hit on Attack and +1 Block on Defense.								
Hunting for a Rival	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	Model	Giant	Low Cost	Total Points
Tallgeese	4	4	MS	Battler	Assault	4	OZ-00MS	Size 0	2	400
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Zechs Merquise	6"	2	7d10	10	+1	3500	+5	15"	3	3
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Tallgeese Dobergun	2	32"	3	RF+2	2	800	+1 PEN vs Warships			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Beam Saber	1	Melee	-	-	8	500	-			
Ramming Speed [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Super Vernier	Trait+II	You may move an additional +5" with Full Throttle.								
The Lightning Count	Pilot Trait II	Gain [M+2] when this unit activates. On Rounds 1, 3 & 5 gain +1 Action.								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Leo	1	3	MS	Battler		2	OZ-06MS	Size 0	4	40
Basic Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Oz Pilot	6"	1	6d10	9	+	400	+3	10"		
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Machine Gun	1	24"	6	RF+2 Hits	-	200	Overwatch IV			
Beam Saber	1	Melee	-	-	8	500	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Leo	1	3	MS	Battler		2	OZ-06MS	Size 0	4	40
Basic Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Oz Pilot	6"	1	6d10	9	+	400	+3	10"		
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Dobergun	1	32"	3	RF+1	2	800	+1 PEN vs Warships			
Beam Saber	1	Melee	-	-	8	500	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Leo Ace Dobergun	1	3	MS	Battler		3	OZ-06MS	Size 0	3	150
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Zechs Merquise	6"	1	6d10	9	+	400	+3	10"		
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Dobergun	1	32"	3	RF+1	2	800	+1 PEN vs Warships			
Melee Shield	1	-	+1 Block	-	-	-	Can only Block Melee or Overwatch Attacks			
Beam Saber	1	Melee	-	-	8	500	-			
Ramming Speed [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
The Lightning Count	Pilot Trait II Gain [M+2] when this unit activates. On Rounds 1, 3 & 5 gain +1 Action.									



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Tragos [G]	1	1	MS	Firepower		3	OZ-06MS	Size 0	2	50
Basic Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Reinforce	Speed
Oz Pilot	18"	2	2d10	8	+	400	+2	12"		1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
TL Artillery Cannon	2	48"	4	RF-1	1	500	Indirect Fire (R:32" to 40"+Sensors)			
Beam Gun	1	24"	3	RF+3	6	300	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Aries	1	3	MS	Raid		3	OZ-07AMS	Size 0	4	50
Basic Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Oz Pilot	6"	1	4d10	9	+	400	+3	13"		-1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Chain Rifle	1	24"	6	RF+2 Hits	-	200	Overwatch IV			
Missile Pod (2)	2	32"	5	RF+2 Hits	2	300	Two Uses			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Giant	Low Cost	Total Points
Aries Commander	1	3	MS	Raid		3	OZ-07AMS	Size 0	4	150
Ace Pilot	Sensors	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move (Fly)	Reinforce	Speed
Lucrezia Noin	6"	1	4d10	9	+	400	+3	13"		-1
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Chain Rifle	1	24"	6	RF+2 Hits	-	200	Overwatch IV			
Missile Pod	1	32"	5	RF+2 Hits	2	300	Single Use			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Mecha & Pilot Traits										
Cool under Fire	Pilot Trait Skill Defense Blocks 2 Shots per [M] Vs enemies outside of 16". Gain +1 Block Vs Return Fire.									
Renowned Pilot	Pilot Trait Gain [M+1] when this unit activates.									

