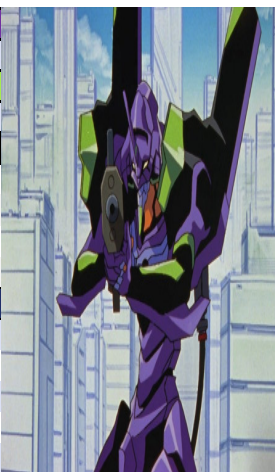


Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 01</i>	5	6	MS	Melee	Indomitable	6	EVA-01	Size 2	3	500
<b>Skilled Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Shinji Ikari	10"	1	13d10	10	+3	9500	+5	17"	6	3
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Pallet Rifle (U)	3	32"	7	RF+3 Hits	-	200	Overwatch IV			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Rip & Tear	-	Melee	ATK+1 Crit	-	2	500	Usable when Berserk   Crit Hits are worth 3 Hits			
<b>Mecha &amp; Pilot Traits</b>										
Berserk Evangelion	Trait+V	After using Spirit in the Machine ignore all Action penalties, gain Melee ATK+2 Hits. Lose all weapons, gain Rip & Tear.								
Spirit in the Machine	Trait+III	With glowing eyes the machine begins to move on its own. Once per game gain +1 d10 Blocks for the rest of the turn.								
High Sync Ratio [AT] II	Trait+V	+1 Block per enemy weapon   +1 Focus action on your turn   Permanent -1 Action after failing an Armor Save.								
Spontaneous Regeneration	-	While Berserk this unit may repair one Battle Damage after inflicting melee DMG on an Angel.								
The Third Child	Pilot Trait I	Gain [M+1] when this unit activates.								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 00</i>	5	5	MS	Sniper	Indomitable	6	EVA-00	Size 2	3	350
<b>Skilled Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Rei Ayanami	14"	1	6d10	13	+3	10000	+4	14"	7	2
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Eva Sniper Rifle (P)	3	48"	4	-	3	500	Ignore target's Cover bonus			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Mecha &amp; Pilot Traits</b>										
The First Child	Pilot Trait I	When this unit activates gain a Focus action; additionally if the nearest ally is 16+ away gain [M+1].								
Sync Ratio [AT] I	-	+1 Block per enemy weapon   Permanent -1 Action if you take 1000+ DMG in a turn.								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 02</i>	5	7	MS	Battler	Indomitable	6	EVA-02	Size 2	2	500
<b>Ace Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Asuka Soryuu Langley	10"	1	10d10	12	+3	10000	+6	15"	7	3
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Sonic Glaive (U)	3	Melee	ATK+1 Hit	DEF+1 Block	5	500	Reroll 1s on Defense			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Mecha &amp; Pilot Traits</b>										
High Sync Ratio [AT] II	Trait+V	+1 Block per enemy weapon   +1 Focus action on your turn   Permanent -1 Action after failing an Armor Save.								
The Second Child	Pilot Trait II	This unit may use two different Pilot Skills per turn.   On Rounds 1, 3 & 5 gain +1 Action.								



The Evangelion units above share the following traits										
Neutralize AT Field	-	[Free Action] Once per Round roll 3d10, each 5+ lowers a [Barrier] by -1 Block. Burn a Focus action for +2d10.								
12,000 Plates of Armor	Trait+VI	This unit only rolls Armor Saves versus attacks with ARM PEN 6+   Battle Damage cannot disable this trait.								
Internal Battery Limit	Trait-XX	This unit permanently shuts down at the start of the 4th Round unless it goes Berserk.								

Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Gargantuan	Low Cost	Total Points
<i>Sachiel</i>	3	3	MS	Attacker	Heavy Arms	8	3rd Angel	Size 2	10	500
Angel	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Toughness	Speed
-	6"	2	6d10	8	+1	6000	-1	4"	4	-5
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Cross Explosion	6	80"	3	RF+6	9	500	[M-4] AOE: 4" Wide Line			
Piledriver Arms	2	Melee	ATK+1 Hit	-	4	500	Each Crit Hit gives +1 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Kaiju Traits										
Sachiel AT Field [Barrier]	Trait+XXX	[M-2] +3 Blocks Vs PEN<9 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
Slow and Laborious	Trait-V	You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power.								
Crushing Strength II	Trait+V	At the end of this unit's turn choose an enemy in Melee; they make an Armor Save vs PEN 7.								
Absolute Terror	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								



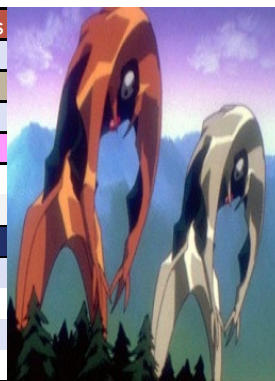
Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Gargantuan	Low Cost	Total Points
<i>Shamshel</i>	3	4	MS	Raid		3	4th Angel	Size 2	8	500
Angel	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Toughness	Speed
-	6"	1	5d10	10	+	4000	+4	15"	1	
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Energy Tentacle (P)	3	8"	6 Hits	-	7	100	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Kaiju Traits										
AT Field [Barrier]	Trait+XX	[M-2] +2 Blocks Vs PEN<8 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
Kaiju Throw	Trait+III	[Action] Once per turn hurl a unit 8" into a unit or terrain. Terrain is destroyed while Units lose 2000 HP or [M-2].								
Lashing Energy	Trait+V	At the end of this unit's turn choose an enemy in Melee; they make an Armor Save vs PEN 7.								
Swooping Entrance	Trait+I	This unit gains +5" Movement & Ignore Elevation in the first round of battle.								
Absolute Terror	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								



Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Colossal	Low Cost	Total Points
<i>Gaghel</i>	3	6	MS	Melee		2	6th Angel	Size 3	8	500
Angel	Senses	Actions	Melee	Shooting	ARM Save	HP	Evade d10	Move	Toughness	Speed
-	10"	1	13d10	9	+1	6500	+3	14"	3	
Weapons	EQ Slots	Max Range	Attacks	Close Range	ARM PEN	DMG	Special			
Giant Jaws	2	Melee	ATK+2 Hits	-	4	500	[M-1] Blindside Attack			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Kaiju Traits										
AT Field [Barrier]	Trait+XX	[M-2] +2 Blocks Vs PEN<8 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
Absolute Terror	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								



Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Gargantuan	Low Cost	Total Points
<i>Israfil</i>	2	7	MS	Melee		2	7th Angel	Size 2	3	500
<b>Angel</b>	<b>Senses</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Toughness</b>	<b>Speed</b>
-	10"	1	11d10	9	+2	5600	+	3"	7	-2
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Small Cross Explosions	2	32"	3	RF+3	6	300	-			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Kaiju Traits</b>										
Synchronized Twins	-	You must take two of these units when deploying. On their turn they cannot move more than 8" away from each other.								
Combine and Recombine	Trait+X	These units must be destroyed in the same round. If not, replace the model with full HP at the start of the next round.								
AT Field [Barrier]	Trait+XX	[M-2] +2 Blocks Vs PEN<8 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
Slow and Laborious	Trait-V	You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power.								



Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Gargantuan	Low Cost	Total Points
<i>Bardiel</i>	5	7	MS	Battler	Indomitable	0	13th Angel	Size 2	12	750
<b>Basic Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Toji Suzuhara	10"	1	10d10	12	+3	10500	+4	6"	8	-2
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Rip & Tear	-	Melee	ATK+1 Crit	-	2	500	Usable when Berserk   Crit Hits are worth 3 Hits			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Kaiju Traits</b>										
AT Field [Barrier]	Trait+XX	[M-2] +2 Blocks Vs PEN<8 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
12,000 Plates of Armor	Trait+VI	This unit only rolls Armor Saves versus attacks with ARM PEN 6+   Battle Damage cannot disable this trait.								
Berserk Bardiel	Trait+V	When HP<50% or the enemy has an Eva gain: Skill Defense Blocks 2 Shots per [M].								
Sudden Elongation	Trait+II	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.								
Absolute Terror	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								



Name	Frame	Performance	Type	Role	Special	Equipment	Angel No.	Gargantuan	Low Cost	Total Points
<i>Zeruel</i>	5	7	MS	Raid	Heavy Arms	15	14th Angel	Size 2	8	1000
<b>Unstoppable Angel</b>	<b>Senses</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Toughness</b>	<b>Speed</b>
(Tier 2)	10"	2	7d10	12	+2	9000	+	2"	7	-7
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Cross Explosion	6	80"	3	RF+6	9	500	[M-4] AOE: 4" Wide Line			
Cross Explosion	6	80"	3	RF+6	9	500	[M-4] AOE: 4" Wide Line			
Monoedge Arms	3	Melee	-	-	7	500	Reroll 1s & 2s on Attack			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Kaiju Traits</b>										
Zeruel AT Field [Barrier]	Trait+XL	[M-2] +4 Blocks Vs PEN<10 Weapons this Round   Does not stack with Shields   Battle Damage cannot disable.								
Slow and Laborious	Trait-V	You may not make sharp turns. Full Throttle/Charge cannot ignore elevation or use any Power.								
Nightmare Angel	Trait+X	Gain [M+1] at the end of each round. Bonus [M+2] if there are 3+ enemy models within 32"								
Sudden Elongation	Trait+II	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.								
Absolute Terror	Trait+III	Once per game roll 1d10 and gain +X Blocks this turn equal to the result.								
Wrath and Judgement	Kaiju Trait II	You may target units engaged in Melee. On your turn gain +2 Hits when Shooting OR +1 Hit per Crit when Shooting.								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 01</i>	5	6	MS	Melee	Indomitable	3	EVA-01	Size 2	6	600
<b>Skilled Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Shinji Ikari (EP 19)	10"	1	13d10	10	+3	9500	+5	17"	6	3
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Rip & Tear	-	Melee	ATK+1 Crit	-	2	500	Usable when Berserk   Crit Hits are worth 3 Hits			
<b>Mecha &amp; Pilot Traits</b>										
Spirit in the Machine	Trait+III	With glowing eyes the machine begins to move on its own. Once per game gain +1 d10 Blocks for the rest of the turn.								
Berserk Evangelion	Trait+V	After using Spirit in the Machine ignore all Action penalties, gain Melee ATK+2 Hits. Lose all weapons, gain Rip & Tear.								
Spontaneous Regeneration	-	While Berserk this unit may repair one Battle Damage after inflicting melee DMG on an Angel.								
The Third Child	Pilot Trait I	Gain [M+1] when this unit activates.								
Desperation Attack	Trait+III	If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.								
High Sync Ratio [AT] IV	Trait+XV	+1 Block per enemy weapon   +2 Focus actions on your turn								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 00</i>	5	5	MS	Battler	Indomitable	4	EVA-00	Size 2	8	300
<b>Skilled Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Rei Ayanami (EP 06)	10"	1	9d10	11	+3	10500	+	6"	8	-2
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
Great Shield	1	-	+2 Blocks	-	-	-	+2 Block vs PEN 0			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Mecha &amp; Pilot Traits</b>										
Sync Ratio [AT] I	-	+1 Block per enemy weapon   Permanent -1 Action if you take 1000+ DMG in a turn.								
Unwavering Loyalty	Pilot Trait I	When HP<50% gain +1 Block vs each enemy weapon.   When this unit is destroyed gain [M+3].								



Name	Frame	Performance	Type	Role	Special	Equipment	Model	Gargantuan	Low Cost	Total Points
<i>Evangelion Unit 02</i>	5	7	MS	Battler	Indomitable	6	EVA-02	Size 2	2	400
<b>Skilled Pilot</b>	<b>Sensors</b>	<b>Actions</b>	<b>Melee</b>	<b>Shooting</b>	<b>ARM Save</b>	<b>HP</b>	<b>Evade d10</b>	<b>Move</b>	<b>Reinforce</b>	<b>Speed</b>
Asuka Soryuu L. (EP 19)	10"	1	10d10	12	+3	10000	+6	15"	7	3
<b>Weapons</b>	<b>EQ Slots</b>	<b>Max Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>ARM PEN</b>	<b>DMG</b>	<b>Special</b>			
TL Giant Bazooka (U)	3	40"	3	RF+2	2	800	+1 PEN vs Warships			
Progressive Knife (P)	3	Melee	-	-	4	500	Each Crit Hit gives +2 PEN			
Smash [CC]	-	Melee	-	-	-	500	After Melee push target out of Engagement range			
<b>Mecha &amp; Pilot Traits</b>										
Sync Ratio [AT] I	-	+1 Block per enemy weapon   Permanent -1 Action if you take 1000+ DMG in a turn.								
Driven	Pilot Trait I	Bonus [M+1] when you attack in Melee on your turn.   Return Fire gives +1 HIT with all weapons.								



<b>The Evangelion units above share the following traits</b>										
Neutralize AT Field	-	[Free Action] Once per Round roll 3d10, each 5+ lowers a [Barrier] by -1 Block. Burn a Focus action for +2d10.								
12,000 Plates of Armor	Trait+VI	This unit only rolls Armor Saves versus attacks with ARM PEN 6+   Battle Damage cannot disable this trait.								
Internal Battery Limit	Trait-XX	This unit permanently shuts down at the start of the 4th Round unless it goes Berserk.								