



Unit Name	Type	Role	Special	Performance	Frame	Points	
Ez-8 Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shiro Amada	RX-79[G]	3	Giant	-1	-1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
6"	8"	1	9	7d10	+3	+1	2000
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Machine gun	1	24"	6	RF+2 Hits	-	200	
Light Shield	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 Idealist
 When HP<50% gain +1 Block vs each enemy weapon.
 When this unit is destroyed gain [M+3].
 Pilot Trait I



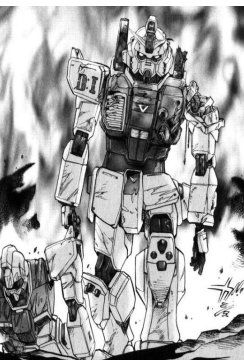
Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Karen Joshua	RX-79[G]	3	Giant	-1	-1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
6"	8"	1	9	7d10	+3	+1	2000
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle	1	32"	3	RF+2	6	300	
Light Shield	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 Gain +1 Hit (+2 with PEN 0 Weapons) when you attack
 Lower Tier Pilots, Captains, and Kaiju.
 Pilot Trait I
 Seasoned Veteran



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Terry Sanders Jr.	RX-79[G]	3	Giant	-1	-1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
6"	8"	1	9	7d10	+3	+1	2000
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Artillery Cannon	1	48"	4	RF-2	1	500	
Light Shield	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 Gunnery Expert
 When this unit activates gain either:
 +1 Hit when Shooting or +8" Max Shooting Range this turn.
 Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Matt Healy	RX-79[G]	3	Giant	-1	-1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
6"	8"	1	9	7d10	+3	+1	2000
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Machine Gun	1	24"	6	RF+2 Hits	-	200	
Light Shield	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 At the start of the Round give an ally within LOS or Sensors range a Focus
 action to use on its next turn.
 Pilot Trait I
 Tactician



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Ground Type [G]	MS	Battler		1	1	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79[G]	3	Giant		2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
6"	8"	1	8	5d10	+	+	1600
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Machine Gun	1	24"	6	RF+2 Hits	-	200	
Shield	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 After Melee push target out of Engagement range

Gundam [G] & GM [G]	Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG
You may swap their primary weapon with one of these four options	Machine Gun	1	24"	6	RF+2 Hits	-	200
	Artillery Cannon	1	48"	4	RF-2	1	500



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Sniper [G]	MS	Sniper		1	1	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79SP	2	Giant		2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	8"	1	10	2d10	+	+	1600
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Beam Sniper Rifle (P)	2	48"	4	RF-2	8	300	
Beam Saber	1	Melee	-	-	8	500	
Close Combat [CC]	-	Melee	-	-	-	500	

Mecha & Pilot Traits
 For +10pts equip a GM Ground Type [G] with a single use Missile Barrage.

Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG
Missile Barrage	1	40"	5	RF+1 Hit	2	400
Weapons	EQ Slots	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka	1	32"	3	RF+1	2	800
Beam Rifle	1	32"	3	RF+2	6	300

Mecha & Pilot Traits
 Weapon's Rack Backpack
 The Gundam [G] equips Missile Barrage or an extra weapon for +10pts