Unit Name
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
6" 8" 1 9 7d10 +3 +1 2000 Weapons EQ Slots Range Attacks Close Range PEN DMG
Weapons EQ Slots Range Attacks Close Range PEN DMG
Machine gun 1 24" 6 RF+2 Hits - 200
Overwatch IV
Light Shield 1 - +1 Block
Can only Block Shooting Attacks
Beam Saber 1 Melee 8 500
-
Close Combat [CC] - Melee 500
After Melee push target out of Engagement range
Mecha & Pilot Traits
When HP<50% gain +1 Block vs each enemy weapon. Pilot
When this unit is destroyed gain [M+3].

No. of the last of	Unit Name		T	Role	C ! l	Performance	Everes	Points
			Туре		Special			
The state of the s	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
	Wea	oons	EQ Slots	Range	Attacks	Close Range	PEN	DMG
	Artillery Cannon		1	48"	4	RF-2	1	500
	Indirect Fire (R:32" to 40"+Sensors)							
	Light Shield		1	-	+1 Block	-	-	-
	Can only Block Shooting Attacks							
	Beam Saber		1	Melee	-	-	8	500
从一人人 的特殊是					-			
	Close Combat [CC]		-	Melee	-	-	-	500
	After Melee push target out of Engagement range							
Mecha & Pilot Traits								
Cumpary Eypart	When this unit activates gain either:							Pilot
Gunnery Expert	+1 Hit when Shooting or +8" Max Shooting Range this turn.						Trait I	

	Unit N	Vame	Туре	Role	Special	Performance	Frame	Points
II. A SONE WAR IN CO.	GM Ground Type [G]		MS	Battler		1	1	30
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federat	ion 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
	Overwatch IV							
	Shi	eld	1	-	+1 Block	-	-	-
	+1 Block vs PEN 0							
	Beam	Saber	1	Melee	-	-	8	500
					-			
	Close Cor	nbat [CC]	-	Melee	-	-	-	500
	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
	Overwatch IV						
	Artillery Cannon	1	48"	4	RF-2	1	500
	Indirect Fire (R:32" to 40"+Sensors)						

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+	81							
Skilled Pilot Model EQ Slots Size 0 Speed+ Armor+ Cost+	-1							
	1500							
	4							
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	nn							
Weapons EQ Slots Range Attacks Close Range PEN DMG	IX							
Beam Rifle 1 32" 3 RF+2 6 300								
-								
Light Shield 1 - +1 Block								
Can only Block Shooting Attacks								
Beam Saber 1 Melee 8 500								
Close Combat [CC] - Melee 500								
After Melee push target out of Engagement range	U							
Mecha & Pilot Traits								
Gain +1 Hit (+2 with PEN 0 Weapons) when you attack Pilot								
Lower Tier Pilots, Captains, and Kaiju. Seasoned Veter	an							

Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points	
Gundo	ım [G]	MS	Battler	Indomitable	2	3	150	A TO THE
Skille	d 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	
Wea	pons	EQ Slots	Range	Attacks	Close Range	PEN	DMG	
Machi	ne Gun	1	24"	6	RF+2 Hits	-	200	
				Overwatch IV	,			TO THE STATE OF TH
Light	Shield	1	-	+1 Block	-	-	-	
_			Can only	Block Shootin	g Attacks			
Beam	Saber	1	Melee	-	-	8	500	
				-				
Close Cor	mbat [CC]	-	Melee	-	-	-	500	
		After N	lelee push t	arget out of l	Engagement ro	inge		ACT
				Mecha &	Pilot Traits			
At the sto	art of the Ro	ound give	an ally with	nin LOS or Se	nsors range a	Focus	Pilot	T.,
		action to	o use on its	next turn.			Trait I	Tactician

Unit Name		Туре	Role	Special	Performance	Frame	Points	
GM Sniper [G]		MS	Sniper		1	1	30	
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	23
Federat	ion Pilot	RGM-79SP	2	Giant		2	-2	6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	8''	1	10	2d10	+	+	1600	d
Weapons		EQ Slots	Range	Attacks	Close Range	PEN	DMG	(
Beam Snip	er Rifle (P)	2	48"	4	RF-2	8	300	N.
Ignore target's Cover bonus								1
Beam	Saber	1	Melee	-	-	8	500	
				-				A
Close Cor	nbat [CC]	-	Melee	-	-	-	500	AL.
		After M	lelee push to	arget out of	Engagement ro	ange		4

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	١	
Hyper Bazooka	1	32"	3	RF+1	2	800		
	+1 PEN vs Warships							
Beam Rifle	1	32"	3	RF+2	6	300		
			-				•	

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