



Name	Type	Role	Special	Performance	Frame	Points	
Armed Fighbird	S.Robot	Melee	Indomitable	4	4	500	
<b>Ace Pilot</b>	<b>Power</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>	
Yutaro Katori	-	10	Giant		3		
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	14"	1	8	11d10	+5	+2	7900
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Flame Sword	3	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK   [M-2] Full Power - Reroll 3s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
Flare Missiles [X]	4	32"	8	RF+3 Hits	3	200	
Two Uses							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

#### Mecha & Pilot Traits

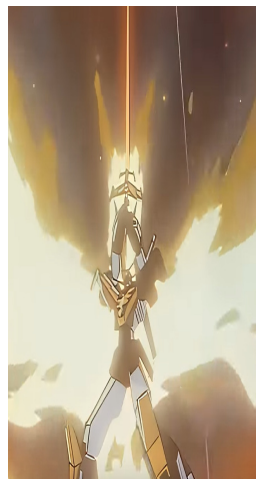
Great Gattai	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X
Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Jet Granbird	S.Robot	Firepower	Indomitable	4	4	500	
<b>Ace Pilot</b>	<b>Power</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>	
Yutaro Katori	-	9	Giant	1	3		
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	12"	2	11	5d10	+4	+2	7900
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Gran Cannon [E]	5	48"	5	RF-2	7	400	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Chest Beam [E]	1	24"	4	RF+2	6	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Wing Slicer	1	Melee	-	-	4	400	
[M-1] This attack Blindsides one target							

#### Mecha & Pilot Traits

	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X	Great Gattai
	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I	Hot Blooded
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Name	Type	Role	Special	Performance	Frame	Points	
Great Fighbird	S.Robot	Melee	Indomitable	7	4	500	
<b>Ace Pilot</b>	<b>Power</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>	
Yutaro Katori	-	13	Giant		4	1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	14"	1	10	13d10	+6	+2	9300
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Great Flame Sword	5	Melee	ATK+2 Hits	-	5	300	
Reroll 1s & 2s on ATK   [M-2] Full Power - Reroll 3s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
Chest Beam [E]	1	24"	4	RF+2	6	300	
Flare Missiles [X]	4	32"	8	RF+3 Hits	3	200	
Two Uses							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

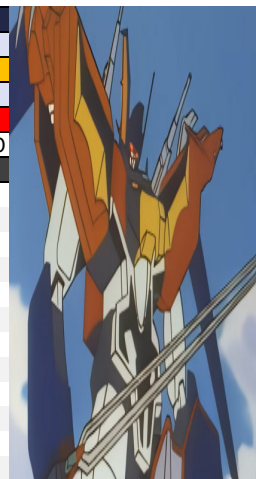
#### Mecha & Pilot Traits

Final Firebird Attack	[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100.	-
Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Draias Tri-Beast Gattai	S.Robot	Battler	Heavy Arms	5	5	500	
<b>Ace Pilot</b>	<b>Power</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>	
Draias	-	16	Giant	1	4	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	12"	2	13	9d10	+1	+1	10000
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Devil Blade	6	Melee	ATK+2 Hits	Finisher+2	5	400	
Devil Fork [M-2] Opponent takes 200 DMG for each Block they rolled							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Chest Beam [E]	1	24"	4	RF+2	6	300	
Fires of Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
Overwatch VII   AOE 1" Wide Line							
Rocket Punch [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

#### Mecha & Pilot Traits

	In Round 5 gain +4 Power.	Trait +V	Minus Energy Transformation
	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II	Megalomaniac





Name	Type	Role	Special	Performance	Frame	Points	
Da Garn X	S.Robot	Interceptor	Indomitable	4	4	500	
<b>Ace Commander</b>	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Seiji Takasugi	-	9	Giant	1	1	-2	
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	12"	1	10	6d10	+6	+1	6500
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
Close Combat [CC]	-	Melee	-	-	5P	300	
		<i>Push a target backwards 3" for each failed Save</i>					
Earth Flash [E]	2	16"	5	-	5	200	
		<i>[M-2] to use   AOE: 8" Wide Circle</i>					
Earth Cannon [E]	2	48"	4	RF-1	7	400	
		<i>[M-1] to use</i>					
Earth Buster [E]	3	80"	3	RF+3 Hits	8	700	
		<i>[M-3] to use   AOE: 3" Wide Line   Power = 0 Permanently</i>					
<b>Mecha &amp; Pilot Traits</b>							
Great Gattai	<i>[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.</i>					Trait +X	
Unwavering Loyalty	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].					Pilot Trait I	
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I	
Da Garn Formation Attack	<i>[M-3] Once per game borrowing the power of Land Bison and Star/Pegasus Saber, Da Garn's [CC] attack gains +3 Critical Hits &amp; Finisher+3</i>					-	

Name	Type	Role	Special	Performance	Frame	Points	
Great Da Garn GX	S.Robot	Firepower	Heavy Arms	7	4	-	
<b>Ace Commander</b>	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Seiji Takasugi	-	17	Giant	1	3	-	
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	12"	3	13	6d10	+4	+1	6500
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
GX Buster [E]	2	64"	3	RF+3 Hits	8	700	
		<i>[M-3] to use   AOE: 3" Wide Line   Requires 2 Actions</i>					
GX Buster Vulcans [K]	2	48"	8	RF+4 Hits	-	200	
		<i>Overwatch IV   Requires 2 Actions</i>					
G Ballista [X]	2	48"	3	RF-1	4	1000	
		<i>Single Use   +4 Hits vs Size 2+ Units</i>					
Gran Cannon [E]	5	48"	5	RF-2	7	400	
		<i>[M-1] to use</i>					
G Vulcans [K]	4	32"	8	RF+4 Hits	-	200	
		<i>Overwatch IV</i>					
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
		<i>[M-1] to use</i>					
Close Combat [CC]	-	Melee	-	-	5P	300	
		<i>Push a target backwards 3" for each failed Save</i>					
<b>Mecha &amp; Pilot Traits</b>							
	<i>[M-1 &amp; HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.</i>					-	Power of Legend
	+1 to Precision and Barrage (Max 3).					Pilot	Furious Fusillade
	Barrage lets you change your weapons Rapid Fire to RF+1					Pilot Trait II	



Name	Type	Role	Special	Performance	Frame	Points	
Seven Changer	S.Robot	Battler	Assault	7	3	500	
<b>Ace Commander</b>	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yanchar	-	9	Giant	1	3	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	12"	2	13	9d10	+5	+1	4400
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
		<i>[M-1] to use</i>					
Smash [CC]	-	Melee	-	-	5P	300	
		<i>Push a target backwards 3" for each failed Save</i>					
Drill Lances [K]	3	16"	6	RF+3 Hits	6	300	
		<i>[M-1] to use</i>					
Hyper B.Cannons [E]	2	24"	6	RF+4 Hits	4	200	
		<i>Overwatch IV</i>					
Missile Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
		<i>Two Uses</i>					
<b>Mecha &amp; Pilot Traits</b>							
Seven Forms	Choose 2 at the start of each Round: Gain [Blindside] on your next Attack Gain a Focus Action   +1 Hit with [CC] Weapons   Move+5"   Move+5"					Trait +X	
Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]					Pilot Trait II	

Name	Type	Role	Special	Performance	Frame	Points	
Red Geist	S.Robot	Sniper	Indomitable	6	4	500	
<b>Ace Pilot</b>	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Redlone	-	8	Giant	1	2	-5	
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
30"	12"	1	13	6d10	+3	+1	7200
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Red Geist Rifle [E]	6	48"	4	RF+2	8	300	
		<i>[M-1] to use</i>					
Shield [S2]	1	-	+2 Blocks	-	-	-	
		<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>					
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
		<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>					
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400	
		<i>[M-1] to use</i>					
<b>Mecha &amp; Pilot Traits</b>							
	While transformed gain: Move+5 & Fly   Melee Block (5+ to 7+)					Trait +III	Winged Transformation
	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)					Pilot Trait II	Reaper

