



Name	Type	Role	Special	Performance	Frame	Points
Gundam Barbatos Lupus	MS	Attacker	Indomitable	5	4	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mikazuki Augus	ASW-G-08	3	Giant	3	-2	-11
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	9	10d10	+7	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Sword Mace	3	Melee	ATK+2 Hits	Finisher+1	2	400
TL Hand Cannons [K]	-	8"	3	RF+3 Hits	-	200
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Nanolaminate Armor (Twin Ahab)	ARM Sv+3 vs [E]nergy Shooting. +1 Block per Attack vs Shooting. Bonus +2 Blocks if attacker is at R:16+"	Trait +XV
Alaya-Vijnana System	Gain +1 Focus action on your turn.	Trait +V
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
Gundam Bael	MS	Attacker	Indomitable	8	4	750
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
McGillis Fareed	ASW-G-01	5	Giant	5	-2	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	20"	1	10	11d10	+9	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bael Swords	5	Melee	ATK+2 Hits	Finisher+2	5	400
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
EM Cannons [K]	-	8"	10	-	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot						

Mecha & Pilot Traits

Nanolaminate Armor (Twin Ahab)	ARM Sv+3 vs [E]nergy Shooting. +1 Block per Attack vs Shooting. Bonus +2 Blocks if attacker is at R:16+"	Trait +XV
Alaya-Vijnana System	Gain +1 Focus action on your turn.	Trait +V
Master of Mobile Suits	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
Well Trained	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Cunning Pilot	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I