



Unit Name	Type	Role	Special	Performance	Frame	Points	
White Doll	MS	Interceptor	Indomitable	8	4	750	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Loran Cehak	System-V99	17	Giant	4	-3	1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	18"	1	12	8d10	+7	+1	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Turn A Beam Rifle [E]	6	48"	5	RF+1	7	300	
<i>Max Output - Gain +3 Shots but the weapon is destroyed</i>							
Hyper Hammers [K]	6	16"	7	RF+4 Hits	5P	400	
<i>Push a target backwards 3" for each failed Save</i>							
Shield [S2]	1	-	+2 Blocks	-	-	-	
-							
Turn A Beam Sabers	4	Melee	ATK+2 Hits	-	8	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

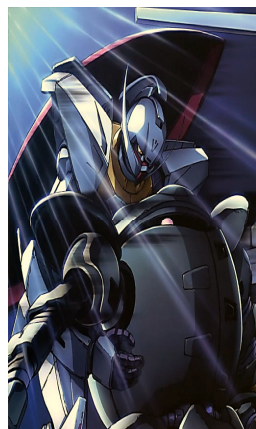
Nano Armor & Self-Repair	[M-1] Regain 500HP at the end of the Round.	-
Spinning Beam Sabers	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Correct Century Lostech	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
∇ I-Field [Barrier]	Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trat for the battle.	Trait +V
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

Unit Name	Type	Role	Special	Performance	Frame	Points	
Turn A Gundam	MS	Interceptor	Indomitable	10	4	1000	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Loran Cehak	System-V99	20	Giant	4	-3	2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	18"	1	13	9d10	+10	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Turn A Beam Rifle [E]	6	48"	5	RF+1	7	300	
<i>Max Output - Gain +3 Shots but the weapon is destroyed</i>							
Torso Beam Shotgun [E]	4	24"	7	RF+1 Hits	5	300	
<i>Overwatch IV Single Use</i>							
Hyper Hammers [K]	6	16"	7	RF+4 Hits	5P	400	
<i>Push a target backwards 3" for each failed Save</i>							
Turn A Beam Sabers	4	Melee	ATK+2 Hits	-	8	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

[M-1] Regain 500HP at the end of the Round.	-	Nano Armor & Self-Repair
Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III	Spinning Beam Sabers
Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV	Correct Century Lostech
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trat for the battle.	Trait +V	∇ I-Field [Barrier]
[M-2] Once per game this unit teleports. Redeploy this unit anywhere on the battlefield that is 16+ inches away from enemy units. Activate in Round 4+ for [M-7]. Gain +3 Blocks per attack action. Ally and enemy units within 16" lose 2000HP at the end of this units turn. When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	-	Teleport
	Trait +XV	Moonlight Butterfly
	Pilot Trait I	Unwavering Loyalty
In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Merciful

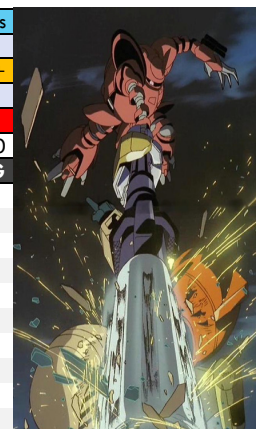




Unit Name	Type	Role	Special	Performance	Frame	Points	
Kapool	MS	Raid		6	1	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sochie Heim	AMX-109	9	Giant	1	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	17"	1	10	6d10	+6	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Handguns [K]		2	16"	4	RF+4 Hits	2	300
<i>Critical Hits are worth 3 Hits</i>							
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200
<i>Two Uses</i>							
Mega Particle Gun [E]		1	24"	4	RF+2	6	300
-							
Iron Nail		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Bravado	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-



Unit Name	Type	Role	Special	Performance	Frame	Points	
Corrin's Kapool	MS	Raid		6	1	300	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Corrin Nander	AMX-109	8	Giant	2	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	19"	1	10	6d10	+6	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Rocket Punch [K]		1	16"	5	RF+1 Hit	2	400
<i>[M-1] This attack Blindsides one target</i>							
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200
<i>Two Uses</i>							
Mega Particle Gun [E]		1	24"	4	RF+2	6	300
-							
Minchi Drill		2	Melee	ATK+1 Hit	-	5	400
<i>Reroll 1s & 2s on Attack</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

[M+2] If you engage or end your turn 5" closer to an enemy	Pilot Trait II	Burning Passion
All weapons gain +1 HIT this turn if you activated due to Return Fire.		
When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-	Amphibious



Unit Name	Type	Role	Special	Performance	Frame	Points	
Borjannon	MS	Battler		6	1	250	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gavane Gooney	MS-06	3	Giant	2	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+6	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
<i>Overwatch IV</i>							
Giant Bazooka [K]		1	32"	4	-	3	700
<i>+1 Hit vs Size 3+</i>							
Heat Hawk		1	Melee	-	-	5	300
<i>Reroll 1s & 2s on ATK</i>							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

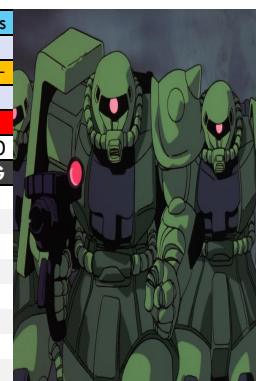
Mecha & Pilot Traits

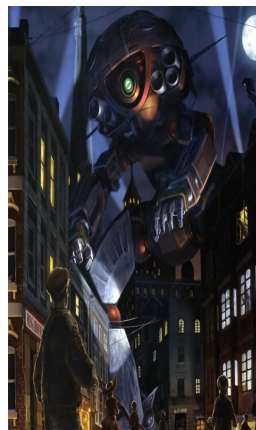
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Borjannon	MS	Battler		6	1	200	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Luzianna Militia	MS-06	3	Giant	2	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+6	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
<i>Overwatch IV</i>							
Giant Bazooka [K]		1	32"	4	-	3	700
<i>+1 Hit vs Size 3+</i>							
Heat Hawk		1	Melee	-	-	5	300
<i>Reroll 1s & 2s on ATK</i>							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Wadom	MS	Firepower	Heavy Arms	8	2	300	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Poe Aijee	AMX-109	8	Massive	1	1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	11"	3	12	5d10	+5	+0	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Antiship MPC [E]	4	48"	5	RF-2	5	400	
[M-1] to use +1 Hit vs Size 3+ +2 PEN vs Size 3+							
TL Missile Salvo [X]	2	48"	7	-	3	300	
Single Use							
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200	
Single Use							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Massive Smash [CC]	-	Melee	-	-	7P	300	

Mecha & Pilot Traits

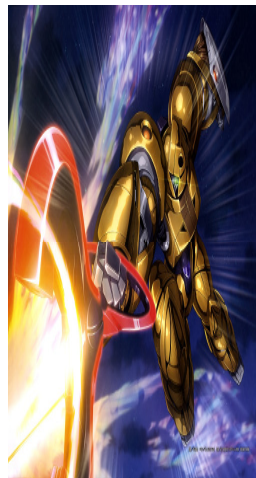
Nano Armor & Self-Repair	[M-1] Regain 500HP at the end of the Round.	-
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Godwin	MS	Firepower		5	1	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Bruno & Jacop	NRS-P701R	2	Giant	-2	-	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	6"	2	11	4d10	+3	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Artillery Cannon [K]	1	48"	5	RF-2	-	400	
Indirect Fire (R:32" to 40"+Sensors)							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

[M+1] If you engage or end your turn 5" closer to an enemy		Pilot Trait I	Hot Blooded
All weapons gain +1 HIT this turn if you activated due to Return Fire.			
When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.		-	Amphibious



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gold Sumo	MS	Interceptor		8	3	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Harry Ord	MRC-F20	18	Giant	2	-1	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	14"	1	12	7d10	+8	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Sumo Beam Gun [E]	5	24"	4	RF+1 Hits	7	300	
Critical Hits are worth 3 Hits							
I-Field Banker	3	16"	6	RF+3 Hits	8S	-	
Can only be blocked by [Barriers] or [M]							
S. I-Field [SO] [Barrier]	4	-	+3 Blocks	-	-	-	
Only Blocks [E]nergy Shots Lose Pilot Traits this game for +5 Blocks this Turn.							
Fan Shield [SO]	4	-	+1 Block	-	-	-	
-							
Heat Fan	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Cool Under Fire	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
Well Trained	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Sumo	MS	Interceptor		8	3	450	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Poe Aijee	MRC-F20	18	Giant	2	-1	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	14"	1	12	7d10	+8	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Sumo Beam Gun [E]	5	24"	4	RF+1 Hits	7	300	
Critical Hits are worth 3 Hits							
I-Field Banker	3	16"	6	RF+3 Hits	8S	-	
Can only be blocked by [Barriers] or [M]							
S. I-Field [SO] [Barrier]	4	-	+3 Blocks	-	-	-	
Only Blocks [E]nergy Shots Lose Pilot Traits this game for +5 Blocks this Turn.							
Fan Shield [SO]	4	-	+1 Block	-	-	-	
-							
Heat Fan	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

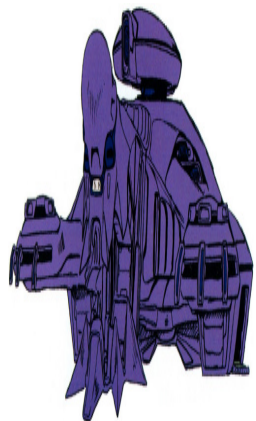
Mecha & Pilot Traits

[M+1] If you engage or end your turn 5" closer to an enemy		Pilot Trait I	Defiant
All weapons gain +1 HIT this turn if you activated due to Return Fire.			

The Sumo Units may take two pistols for +10pts.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Sumo Beam Gun [E]	6	24"	4	RF+2 Hits	7	300
Critical Hits are worth 3 Hits						

The Sumo Units gain Fly and Move+2 for +20pts.



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Almaiya Battleship	Warship	500HP	2	8	3	750	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Dianna Counter	1	24	Titanic	2	5	-2	
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
36"	4"	2	10	5d10	+2	+1	16000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Range MPC [E]	5	80"	3	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Triple MPC [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
Triple MPC [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
Ship Beam Cutter	8	Melee	-	DEF+1 Block	8	500	
		-					
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Soleil Battleship	Warship	1000HP	4	8	3	1000	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Dianna Soreil	3	21	Titanic	2	5	8	
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
48"	4"	2	10	5d10	+2	+1	16000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Range MPC [E]	5	80"	3	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Triple MPC [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
Triple MPC [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
Ship Beam Cutter	8	Melee	-	DEF+1 Block	8	500	
		-					
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V	Minovsky Craft
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX	I-Field [Barrier]
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Devoted Captain

