RB-79 Ball [S]

Unit Name	Type	Role	Special	Performance	Frame	Points
RB-79 Ball [S]	MA	Firepower		0	1	10
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	RB-79	1	Mighty	1	1	-3
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	11"	2	8	0d10	+2	+0	800

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Small Cannon [K]	1	48"	5	RF-2	-	200
		-				
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Ball Type K [S]

Unit Name	Type	Role	Special	Performance	Frame	Points
Ball Type K [S]	MA	Firepower		0	1	60
Skilled Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Shiro Amada	RB-79K	2	Mighty	1	2	-1
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	10"	2	8	0d10	+2	+0	1000

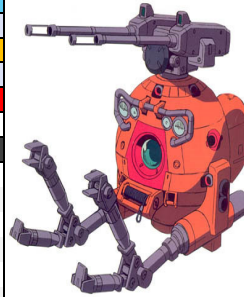| Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Small Cannon [K]	2	48"	5	RF-1	-	200
		-				
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless

Ace RB-79 Ball [S]

Unit Name	Type	Role	Special	Performance	Frame	Points
Ace RB-79 Ball [S]	MA	Firepower		0	1	90
Ace Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Ace	RB-79	1	Mighty	1	1	-3
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	11"	2	8	0d10	+2	+0	800

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Small Cannon [K]	1	48"	5	RF-2	-	200
		-				
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-
Deadeye	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.	Pilot Trait II

Fish Eye [G]

Unit Name	Type	Role	Special	Performance	Frame	Points
Fish Eye [G]	MA	Firepower		0	1	20
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	RB-79N	2	Mighty	1	1	-2
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
10"	11"	2	8	0d10	+2	+0	800

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Harpoon Launcher	1	16"	4	RF+3 Hits	1	200
Critical Hits are worth 3 Hits						
Small Claws	1	Melee	ATK+1 Hit	Finisher+1	1	300
		-				
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

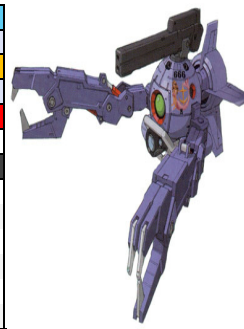| Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit
When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-	Amphibious

Core Booster (Sayla Mass)

Unit Name	Type	Role	Special	Performance	Frame	Points
Core Booster	Vehicle	Interceptor		2	1	250
Skilled Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Sayla Mass	FF-X7Bst	3	Mighty	4		1
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
10"	18"	1	8	2d10	+6	+0	500

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft MPC [E]	2	32"	4	RF+2	5	200
		-				
Small Missile Pod [X]	1	32"	6	RF+3 Hits	2	100
Single Use						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

Mecha & Pilot Traits		
Newtype II	Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I

Core Booster (Sleggar Law)

Unit Name	Type	Role	Special	Performance	Frame	Points
Core Booster	Vehicle	Interceptor		2	1	200
Ace Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Sleggar Law	FF-X7Bst	3	Mighty	4		1
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
10"	18"	1	8	2d10	+6	+0	500

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft MPC [E]	2	32"	4	RF+2	5	200
		-				
Small Missile Pod [X]	1	32"	6	RF+3 Hits	2	100
Single Use						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

Mecha & Pilot Traits		
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Cool Under Fire

FF-6 / FF-S3 — Saberfish

Unit Name	Type	Role	Special	Performance	Frame	Points
Saberfish	Vehicle	Interceptor		0	1	20
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	FF-X7Bst	2	Mighty	3	-1	-2
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	16"	1	7	1d10	+5	+0	300

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft Missiles [X]	2	32"	4	-	1	100
			Reusable			
S.Ramming Speed [CC]	-	Melee	-	-	-	400
			After attacking lose 1000 HP			

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Tin Cod [G]

Unit Name	Type	Role	Special	Performance	Frame	Points
Tin Cod [G]	Vehicle	Interceptor		0	1	10
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	FF-X7Bst	1	Mighty	2	-1	-4
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	14"	1	7	1d10	+5	+0	300

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Aircraft Missiles [X]	1	32"	3	-	1	100
			Reusable			
S.Ramming Speed [CC]	-	Melee	-	-	-	400
			After attacking lose 1000 HP			

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit

Fly Manta [G]

Unit Name	Type	Role	Special	Performance	Frame	Points
Fly Manta [G]	Vehicle	Raid		0	1	10
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	FF-X7Bst	3	Mighty		-1	-4
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	16"	1	7	2d10	+4	+0	300

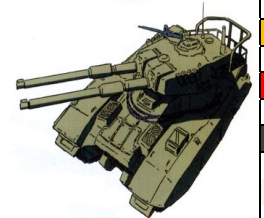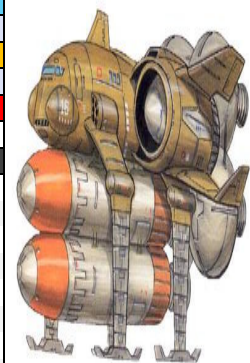| Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft Missiles [X]	2	32"	4	-	1	100
			Reusable			
S. Bombing Run [X]	1	8"	10	-	1	100
			Rear Arc Only			
S.Ramming Speed [CC]	-	Melee	-	-	-	400
			After attacking lose 1000 HP			

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Public Class [S]

Unit Name	Type	Role	Special	Performance	Frame	Points
Public Class [S]	Vehicle	Raid			1	10
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Pilot	FF-X7Bst	3	Mighty		-1	-4
Sensors	**Fly**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
8"	16"	1	7	2d10	+4	+0	300

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
S. Antiship Missile [X]	1	48"	3	RF-1	3	600
			Single Use | +1 Hit vs Size 2+ Units			
TL Aircraft Missiles [X]	2	32"	4	-	1	100
			Reusable			
S.Ramming Speed [CC]	-	Melee	-	-	-	400
			After attacking lose 1000 HP			

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit

Type-61 Tank [G]

Unit Name	Type	Role	Special	Performance	Frame	Points
Type-61 Tank [G]	Vehicle	Firepower		1	1	25
Basic Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federation Forces	-	2	Mighty	-1	-1	-6
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
18"	8"	3	7	1d10	+0	+0	1000

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Small Cannon [K]	2	48"	5	RF-1	-	200
			-			
S. Close Combat [CC]	-	Melee	-	-	3P	200
			Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-
Tracked Vehicle	This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Trait -I

M61A5 Tank [G]

Unit Name	Type	Role	Special	Performance	Frame	Points
M61A5 Tank [G]	Vehicle	Firepower		1	1	75
Skilled Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zaku Hunter Team	-	2	Mighty	-1	-1	-6
Sensors	**Move**	**Actions**	**Shooting**	**Melee**	**Evade d10**	**ARM Sv**	**HP**
18"	8"	3	7	1d10	+0	+0	1000

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Small Cannon [K]	2	48"	5	RF-1	-	200
			-			
S. Close Combat [CC]	-	Melee	-	-	3P	200
			Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit
This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Trait -I	Tracked Vehicle
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert

Unit Name	Type	Role	Special	Performance	Frame	Points
Dopp [G]	Vehicle	Interceptor		0	1	15
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeon Pilot	-	2	Mighty	2	-1	-3
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	7	1d10	+5	+0	300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft Missiles [X]	2	32"	4	-	1	100
Reusable						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Unit Name	Type	Role	Special	Performance	Frame	Points
Garma's Dopp [G]	Vehicle	Interceptor		0	1	50
Skilled Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Garma Zabi	-	2	Mighty	2	-1	-3
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	7	1d10	+3	+0	300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft Missiles [X]	2	32"	4	-	1	100
Reusable						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Inspiring Pilot

Unit Name	Type	Role	Special	Performance	Frame	Points
Gobble [S]	Vehicle	Raid		0	1	20
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeon Pilot	-	5	Mighty		-1	-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	7	2d10	+4	+0	300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
S. Antiship Missile [X]	1	48"	3	RF-1	3	600
*Single Use	+1 Hit vs Size 2+ Units*						
TL Aircraft Missiles [X]	2	32"	4	-	1	100
Reusable						
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
*Single Use	Enemy target must reroll 9s & 10s on Evade*						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

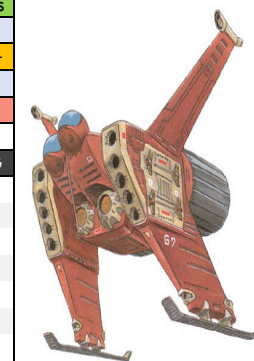| Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Unit Name	Type	Role	Special	Performance	Frame	Points
Gattle [S]	Vehicle	Raid			1	10
Basic Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeon Pilot	-	3	Mighty		-1	-4
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	7	2d10	+2	+0	300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
S. Antiship Missile [X]	1	48"	3	RF-1	3	600
*Single Use	+1 Hit vs Size 2+ Units*						
TL Aircraft Missiles [X]	2	32"	4	-	1	100
Reusable						
S.Ramming Speed [CC]	-	Melee	-	-	-	400
After attacking lose 1000 HP						

Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit

Unit Name	Type	Role	Special	Performance	Frame	Points
Magella Tank [G]	Vehicle	Firepower		1	1	25
Basic Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeon Pilot	-	3	Mighty	-1	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	3	7	1d10	+0	+0	1000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Magella Cannon [K]	3	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)						
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits		
Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-
Tracked Vehicle	This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Trait -I
Flying Tank Gun	Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	-

Unit Name	Type	Role	Special	Performance	Frame	Points
Magella Tank [G]	Vehicle	Firepower		1	1	75
Skilled Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+
Bone Abust	-	3	Mighty	-1	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	3	7	1d10	+0	+0	1000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Magella Cannon [K]	3	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)						
S. Close Combat [CC]	-	Melee	-	-	3P	200
Push a target backwards 3" for each failed Save						

| Mecha & Pilot Traits		
Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-	Support Unit
This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Trait -I	Tracked Vehicle
Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	-	Flying Tank Gun
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Cunning Pilot

Zaku I (top-left)
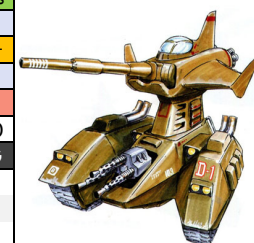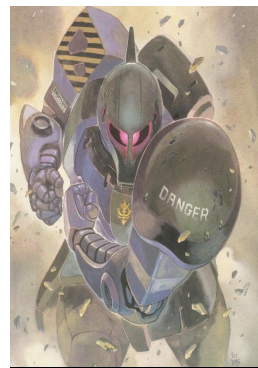
Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku I	MS	Battler		1	1	10
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-05B	2	Giant		1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+3	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Support Unit	Your support units cannot outnumber your Mechs. They cannot contest CPs. They cannot take any upgrades or downgrades.	-

Zaku I Commander (top-right)

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku I Commander	MS	Battler		1	1	50
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Topp (08th MS Team)	MS-05B	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+3	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Knuckle Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
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

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	Tactician

Zaku I (middle-left)

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku I	MS	Battler		1	1	90
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Norris Packard	MS-05Q	2	Giant		1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+3	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Killer Knuckle	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						

Mecha & Pilot Traits

Legacy MS Expert	This unit gains +1 Hit against enemies with a higher Performance level.	Pilot Trait I
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

Zaku I Commander (middle-right)

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku I Commander	MS	Battler		1	1	120
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Garret Schmitzer	MS-05B	5	Giant		1	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+1	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Raketen Bazooka [K]	2	32"	4	-	3	900
+1 Hit vs Size 3+						
Shield [S2]	1	-	+2 Blocks	-	-	-
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s on ATK & DEF						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

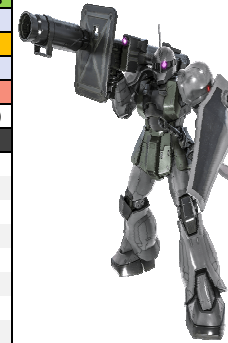| This unit gains +1 Hit against enemies with a higher Performance level.	Pilot Trait I	Legacy MS Expert
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Seasoned Veteran

Agg [G] (bottom-left)

Unit Name	Type	Role	Special	Performance	Frame	Points
Agg [G]	MS	Raid		1	1	10
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	EMS-05	2	Giant		1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	1	8	4d10	+3	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Drill Hands	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on ATK						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						

Agg (ML) [G] (bottom-right)

Unit Name	Type	Role	Special	Performance	Frame	Points
Agg (ML) [G]	MS	Raid		1	1	15
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	EMS-05	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	1	8	4d10	+3	+0	1600

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Drill Hand	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
Single Use						
Missile Salvo [X]	1	48"	5	-	3	300
Single Use						