

Unit	Name	Туре	Role	Special	Performance	Frame	Points
RB-79	Ball [S]	MA	Firepower		0	1	10
Basi	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federa	tion 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							
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	annon [K]	<b>EQ</b>	Range 48"	Attacks 5	Close Range RF-2	PEN -	DMG 200
		EQ 1					
Small C		EQ 1		5			
Small C	annon [K]	-	48" Melee	5 - -		- 3P	200
Small C	annon [K]	-	48" Melee	5 - -	RF-2	- 3P	200

Mecha & Pilot Traits

Support Unit

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





Mecha & Pilot Traits		
our 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 $HP \ge 50\%$ .	Pilot	Reckless

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Ace RB-7	'9 Ball [S]	MA	Firepower		0	1	90
	Ace	Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
10	Federa	tion Ace	RB-79	1	Mighty	1	1	-3
0)	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	11"	2	8	0d10	+2	+0	800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Small C	annon [K]	1	48"	5	RF-2	-	200
					-			
	S. Close C	ombat [CC]	-	Melee	-	-	3P	200
			Push a	target back	cwards 3" fo	r each failed S	ave	
1 4 7.				Ū				
		Mec	ha & Pilot	Traits				
C	Your sup	port units car	nnot outnu	mber your A	Mechs. They	cannot contes	t CPs.	
Support Unit		They car	not take	any upgrad	es or downg	rades.		-
6 1	+1 to Pr	ecision and I	Barrage (/	Max 3). Red	duce Rapid I	ire penalties	by 1.	Pilot
Deadeye	P	recision also	lets you r	nay target ı	units engage	d in Melee.	-	Trait II
				_				

	Points	Frame	Performance	Special	Role	Туре	Name	Unit
N.	20	1	0		Firepower	MA	ye [G]	Fish E
0.00	Cost+	Armor+	Speed+	Size -1	EQ Slots	Model	c Pilot	Basi
	-2	1	1	Mighty	2	RB-79N	tion Pilot	Federo
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	800	+0	+2	0d10	8	2	11"	10"
27	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
	200	1	RF+3 Hits	4	16"	1	Harpoon Launcher	
ala All			h 3 Hits	Hits are wort	Critical			
	300	1	Finisher+1	ATK+1 Hit	Melee	1	l Claws	Smal
				-				
	200	3P	-	-	Melee	-	Combat [CC]	S. Close C
4/		ave	r each failed S	kwards 3" foi	target back	Push o		
			Pilot Traits	Mecha &				
C 11.21		t CPs.	cannot contes	Mechs. They	mber your /	nnot outnu	port units car	Your sup
Support Unit	-		rades	les or downa	any unarad	not take	They can	

They cannot take any upgrades or downgrades.

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

Trait I

**Amphibious** 

	Unit	Unit Name		Role	Special	Performance	Frame	Points	
	Core I	Booster	Type Vehicle	Interceptor	<u> </u>	2	1	250	
	Skille	Skilled Pilot		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	
(C)	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				
- desired to the second	S.Ramming	Speed [CC]	-	Melee	-	-	-	400	
AND THE PARTY OF T	After attacking lose 1000 HP								
		Mech	na & Pilot	Traits					
Newtype II			lmm	une to Blind	side			Trait	
i i i i i i i i i i i i i i i i i i i	NT Flash: Twice per game gain +3 Blocks this turn.								
Elusive	Vs Shooti	na attacks in	nprove the	e bonus to D	odae and C	Guard by 1 (M	(ax 3)	Pilot	
2103170	, , 0110011	ing amacks in	p. 070 III	. DOI:03 10 D	ouge und C	, oai a 5) i (//i	ux 0)	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	1
Core I	Booster	Vehicle	Interceptor		2	1	200	
Ace	Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+	
Slegg	ar Law	FF-X7Bst	3	Mighty	4		1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Oc To
10"	18"	1	8	2d10	+6	+0	500	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Aircra	ft MPC [E]	2	32"	4	RF+2	5	200	
				-				The state of
Small Mis	sile Pod [X]	1	32"	6	RF+3 Hits	2	100	-
				Single Use				
.Ramming	Speed [CC]	-	Melee	-	-	-	400	A STATE OF THE STA
			After att	acking lose 1	1000 HP			
				Mecha &	Pilot Traits			
+1 to Pr	recision and E	Barrage (/	Max 3). Re	duce Rapid I	Fire penalties	by 1.	Pilot Trait I	Gunnery Exp
							Dil .	

FF-6	
	ļ
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FF-S3 SABER FISH	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Sabe	erfish	Vehicle	Interceptor		0	1	20
Basi	: Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federa	Federation Pilot		2	Mighty	3	-1	-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	7	1d10	+5	+0	300
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft	Missiles [X]	2	32"	4	-	1	100
				Reusable			
S.Ramming	Speed [CC]	-	Melee	-	-	-	400
S.Ramming	Speed [CC]	-		- acking lose 1	- 000 HP	-	400
S.Ramming	Speed [CC]	-		- acking lose 1	- 000 HP	-	400

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	Туре	Role	Special	Performance	Frame	Points
Tin Cod [G]		Vehicle	Interceptor		0	1	10
Basi	c 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
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Aircraft /	Missiles [X]	1	32"	3	-	1	100
				Reusable			
S.Ramming	Speed [CC]	-	Melee	-	-	-	400
			After att	acking lose 1	000 HP		



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Support Unit



Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Fly Ma	ınta [G]	Vehicle	Raid		0	1	10	
Basi	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+	
Federa	tion 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	
Wed	Weapons		Range	Attacks	Close Range	PEN	DMG	
TL Aircraft	Missiles [X]	2	32"	4	-	1	100	
				Reusable				
S. Bombi	ng Run [X]	1	8"	10	-	1	100	
			Rear Arc Only					
S.Ramming	Speed [CC]	-	Melee	-	-	-	400	
			After att	acking lose 1	000 HP			
<b>N</b>								

**Mecha & Pilot Traits** 

Support Unit

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Unit	Name	Туре	Role	Special	Performance	Frame	Points
Public Class [S]		Vehicle	Raid			1	10
Basic	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Federa	tion 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
		S	ingle Use	+1 Hit vs S	ize 2+ Units		
TL Aircraft	Missiles [X]	2	32"	4	-	1	100
				Reusable			
S.Ramming	Speed [CC]	-	Melee	-	-	-	400
			After att	acking lose 1	000 HP		



Special Performance Frame Point

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Support Unit



Support Unit

Tracked Vehicle

Į	Unit Name Type-61 Tank [G]		Туре	Role	Special	Performance	Frame	Points
			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
I	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ſ	TL Small (	Cannon [K]	2	48"	5	RF-1	-	200
١					-			
-	S. Close C	ombat [CC]	-	Melee	-	-	3P	200
			Push a	target back	wards 3" for	r each failed S	ave	

Mecha & Pilot Traits

Your support units cannot outnumber your Mechs. They cannot contest CPs.

They cannot take any upgrades or downgrades.

This unit cannot make sharp turns.

Halve the movement bonus from Full Throttle (i.e. 5" to 3").

Oilli	Tame	1750	0	opeciai	1 CHOIIII GIICC	Talle	0	
M61A5	Tank [G]	Vehicle	Firepower		1	1	75	
Skille	d Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+	
Zaku Hu	nter Team	-	2	Mighty	-1	-1	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	8"	3	7	1d10	+0	+0	1000	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Small	Cannon [K]	2	48"	5	RF-1	-	200	
				-				<b>全面《一】摩你们</b>
S. Close C	ombat [CC]	-	Melee	-	-	3P	200	A COLOR OF THE PROPERTY OF THE
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
Your sup	port units car	not outnu	mber your /	Mechs. They	cannot contes	t CPs.		Support Unit
	They car	not take	any upgrad	es or downg	rades.		-	Support Offit
	1	This unit co	nnot make	sharp turns.			Trait -l	Tracked Vehicle
ŀ	Halve the mo	vement bo	nus from Fu	ıll Throttle (i.e	e. 5" to 3").		II ali -i	Tracked Vehicle
+1 to Pi	recision and I	Barrage (/	Max 3). Re	duce Rapid F	ire penalties l	by 1.	Pilot Trait I	Gunnery Expert

Trait -l

Unit Name

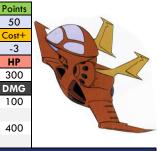


Unit	Name	Туре	Role	Special	Performance	Frame	Points
Dop	p [G]	Vehicle	Interceptor		0	1	15
Basi	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeor	n Pilot	•	2	Mighty	2	-1	ဂု
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8" 14"		1	7	1d10	+5	+0	300
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Aircraft	Missiles [X]	2	32"	4	-	1	100
				Reusable			
S.Ramming	Speed [CC]	-	Melee	-	-	-	400
			After att	acking lose i	1000 HP		
	Mecl	na & Pilot	Traits				

Support Unit

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





50

-3

300

DMG

100

400

-1

+0

PEN

Your support units cannot outnumber your Mechs. They cannot contest CPs. Support Unit Pilot Gain [M+1] or +1 Focus Action when this unit activates. Inspiring Pilot Trait I



	Unit Name Gobble [S]		Туре	Role	Special	Performance	Frame	Points
			Vehicle	Raid		0	1	20
	Basi	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
X	Zeor	n Pilot		5	Mighty		-1	-2
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	7	2d10	+4	+0	300
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	S. Antiship	Missile [X]	1	48"	3	RF-1	3	600
			S	ingle Use	+1 Hit vs S	ize 2+ Units		
	TL Aircraft	Missiles [X]	2	32"	4	-	1	100
					Reusable			
	TL Micror	missiles [X]	2	32"	10	RF+8 Hits	2	100
		:	Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade	
	S.Ramming	Speed [CC]	-	Melee	-	-	-	400
				After att	acking lose 1	000 HP		
		Mod	a & Pilat	Traite				

Mac	ha 9	Dil.	ot Tre	

Support Unit

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

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gatt	le [S]	Vehicle	Raid			1	10
Basi	c Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Zeor	n 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
		S	Single Use	+1 Hit vs S	iize 2+ Units		
TL Aircraft	Missiles [X]	2	32"	4	-	1	100
				Reusable			
S.Ramming Speed [CC]		-	Melee	-	-	-	400
J.Kullilling							
3.Kumming			After att	acking lose 1	000 HP		



## **Mecha & Pilot Traits**

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

Support Unit



Support Unit

Tracked Vehicle

Flying Tank Gun

	Unit Name		Туре	Role	Special	Performance	Frame	Points		
	Magella	Tank [G]	Vehicle	Firepower		1	1	25		
1	Basi	c Pilot	Havoc	EQ Slots	Size -1	Speed+	Armor+	Cost+		
7	Zeor	n 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	"+Sensors)					
	S. Close Combat [CC]		-	Melee	-	-	3P	200		
	Push a target backwards 3" for each failed Save									
		Mech	na & Pilot	Traits						

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

This unit cannot make sharp turns.

Trait -I Halve the movement bonus from Full Throttle (i.e. 5" to 3"). Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.

								_
Unit	Unit Name		Role	Special	Performance	Frame	Points	
Magella	Tank [G]	Vehicle	Firepower		1	1	75	
Skille	d 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	14
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Magella	Cannon [K]	3	48"	5	RF-2	-	400	4
			Indirect Fire	(R:32" to 40	O"+Sensors)			1933
S. Close C	ombat [CC]	-	Melee	-	-	3P	200	
		Push a	ı target bacl	kwards 3" fo	r each failed S	ave		



Trait I

Mecha	&	Pilot	Traits	

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

A	Unit	Name	Туре	Role	Special	Performance	Frame	Points
EE	Za	ku I	MS	Battler		1	1	10
EF KE	Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	ı 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
00	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
**NGFR				(	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					
		Mec	ha & Pilot	Traits				
C	Your sup	port units ca	nnot outnu	mber your A	Mechs. They	cannot contes	t CPs.	
Support Unit	•	They cannot take any upgrades or downgrades.						

1	Points	Frame	Performance	Special	Role	Туре	Name	Unit
A TO	50	1	1		Battler	MS	Zaku I Commander	
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Skilled Pilot	
	-3	1		Giant	3	MS-05B	h MS Team)	Topp (08t
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
CO ST	1600	+0	+3	5d10	9	1	9"	8"
NO FILE	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
9	200	-	RF+3 Hits	7	24"	1	Gun [K]	Machine
787			′	Overwatch IV	(			
	-	-	-	+1 Block	-	1	Shield [SO]	Knuckle S
			or less Shots	ck DMG 300	an only Blo	C		
10/1	300	5	-	-	Melee	1	Hawk	Heat
4/1			ATK	ll 1s & 2s on	Rero			
	300	5P	-	-	Melee	-	mbat [CC]	Close Co
		ave	r each failed S	kwards 3" foi	target back	Push a		
			Pilot Traits	Mecha &	Ī			
T. atata	Pilot	n to use	a Focus actio	S or Sensors	es within LC	give 2 alli	Round starts	When the I
Tactician	Trait I		tions per turn.	at 3 Focus ac	re capped	n. Units a	their next tur	on t



	Unit Name		Туре	Role	Special	Performance	Frame	Points
ĺ	Zaku I		MS	Battler		1	1	90
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	Norris	Packard	MS-05Q	2	Giant		1	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	8"	9"	1	9	5d10	+3	+0	1600
- [	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Killer I	Knuckle	1	Melee	-	-	4	400
			[/	M-1] This at	ttack Blindsid	es one target		
	Shoulder 1	Tackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
	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

Unit Name	Туре	Role	Special	Performance	Frame	Points		
Zaku I Commander	MS	Battler		1	1	120	All Indiana	
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	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	721	
Push a target backwards 3" for each failed Save								
	Mecha & Pilot Traits							
Sensors   Move   Actions   Shooting   Melee   Evade d10   ARM SV   HP								
Trait l						Legacy MS Expert		
Pilot								
Gain [M-	Gain [M+1] or +1 Focus Action when this unit activates.						Seasoned Veteran	



ı	Onli Name		туре	Kole	Special	remormance	rrame	FOITIIS
ı	Agg [G]		MS	Raid		1	1	10
ı	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ı	Zeon Pilot		EMS-05	2	Giant		1	-4
ı	Sensors	Sensors Move		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					
N								
9								
ĕ								

Unit Name		Туре	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	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Drill	Hand	1	Melee	-	-	5	300	
		Reroll 1s & 2s on ATK						
Ramming Speed [CC]		-	Melee	-	-	-	600	
g opeca [cc]		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				



