AEUG (Anti Earth Union Group) temporary Version 2.0 Unit stats

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Notes:

Will only list weapon stats for weapons that can/do differ from the generic Weapon baseline stats listed in the rulebook, were not included in the Rule book, or have an unusual/unclear name.   Also yes, you must pay +10 points for the Volley (<V>) and Sniper (<Sn>) Tags.

Same with abilities, though will note when certain abilities like "Fire Support" only affect certain Weapons (ex: Fire Support(240mm Cannons) <Passive> (20 pts)).

Unless the Unit has only mounted equipment, will only list Base Cost. Also the Command Tag (<C>) costs 10 points to "Equip" on a Unit.

Ranged Weapon format: [Name (Cost) | Class | Equip | Tags | Shots | ACC | CRIT | Range | DAM   ]

CC Weapon format: [Name (Cost) | Equip | Tags | DEX | Attack | ACC | CRIT | DAM   ]

The Beam Rifle/Sabre may act as either weapon (ie Beam Rifle and Beam Sabre) when equipped.

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* <u>Dijeh <S> <C></u> * Base Cost = 180 pts

Movement/Boost: 8"/16"
Integrity: 7
Armor: 3/4+
Shield: Small (20 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 300mm Clay Bazooka (80 pts)
- [Hyper Mega Launcher (50 pts) | Beam | M | RS, P | 1 | 2+ | 4+ | 24" - 48" | 4   ]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Naginata (50 pts)

Abilities:
- Beam Flayer <Passive> (10 pts)
- Weapon Pack <Passive> (10 pts)
- Panoramic Cockpit <Passive> (20 pts)

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* Gelgoog * Base Cost = 120 pts

Movement/Boost: 6"/12"
Integrity: 4
Armor: 2/5+

Shield: Heavy (60 pts)

Weapons:
- [Carried] Zeonic Beam Rifle (50 pts)
- [Carried] 360mm Giant Bazooka (90 pts)
- CCW: [Carried] Beam Naginata (50 pts)

Abilities:
- Beam Flayer <Passive> (10 pts)

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* GM II * Base Cost = 120 pts

Movement/Boost: 6"/12"
Integrity: 4
Armor: 2/5+
Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [170mm Cannon (50 pts) | High Calibre | C | RQ, P | 1 | 3+ | 5+ | 24" – 48" | 3   ]
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Carried] 90mm GM Rifle (20 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Solid Defence <Passive> (10 pts)
- Panoramic Cockpit <Passive> (20 pts)

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* GM Cannon II * Base Cost = 120 pts

Movement/Boost: 4"/8"
Integrity: 6
Armor: 2/5+
Shield: Medium (40 pts)

Weapons:
- [Carried] 90mm GM Rifle (20 pts)
- [Beam Cannons (80 pts) | Beam | M | RS, P, B | 1 | 3+ | 5+ | 12" – 36" | 4   ]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Solid Defence <Passive> (10 pts)

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* GM Custom * Base Cost = 140 pts

Movement/Boost: 7"/14"
Integrity: 5
Armor: 2/5+
Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 90mm GM Rifle (20 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Solid Defence <Passive> (10 pts)

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* GM III * Base Cost = 170 pts

Movement/Boost: 8"/16"
Integrity: 6
Armor: 3/4+
Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Mounted] Shoulder Missile Pods (50 pts)
- [Hip Missile Pods (55 pts) | Explosive | M | RQ, P, LA | 2 | 4+ | 5+ | 12" – 36" | 3   ]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Solid Defence <Passive> (10 pts)
- Panoramic Cockpit <Passive> (20 pts)
- Anti-Beam Coating <Passive> (10 pts)

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* Gundam Mk. II <C> * Base Cost = 180 pts

Movement/Boost: 10"/20"
Integrity: 6
Armor: 2/5+
Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 300mm Clay Bazooka (80 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Mounted] Vulcan Gun Pod (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Panoramic Cockpit <Passive> (20 pts)
- Flying Armor/Mode <Active> (30 pts)
- Movable Frame <Passive> (20 pts)

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* Hyaku Shiki <C> * Base Cost = 220 pts

Movement/Boost: 8"/16"
Integrity: 10
Armor: 4/3+

Shield: None

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 300mm Clay Bazooka (80 pts)
- [Carried] Mega Bazooka Launcher (110 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Anti-Beam Coating <Passive> (10 pts)
- Movable Frame <Passive> (20 pts)
- Energy Siphon(Unit: Methuss ; Weapon: Mega Bazooka Launcher) <Passive> (20 pts)

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* Methuss <C> * Base Cost = 150 pts

Movement/Boost: 6"/12"
Integrity: 6
Armor: 3/4+

Shield: None

Weapons:
- [Mounted] Advanced Beam Guns (50 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Flying Mode [Advanced Beam Guns] <Active> (30 pts)
- Panoramic Cockpit <Passive> (20 pts)

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* Nemo * Base Cost = 170 pts

Movement/Boost: 8"/16"
Integrity: 6
Armor: 3/4+

Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle (50 pts)
- [170mm Cannon (50 pts) | High Calibre | C | RQ, P | 1 | 3+ | 5+ | 24" – 48" | 3   ]
- [Carried] 300mm Clay Bazooka (80 pts)
- [Carried] 90mm GM Rifle (20 pts)
- [Mounted] 60mm Vulcans (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Solid Defence <Passive> (10 pts)
- Panoramic Cockpit <Passive> (20 pts)

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* Neo Core Fighter * Base Cost = 145 pts ; Total Cost = 200 pts

Movement/Boost: 12"/24"
Integrity: 3
Armor: 2/5+

Weapons:
- [Missile Launchers (45 pts) | Explosive | M | RQ, P | 2 | 5+ | 6 | 6" - 24" | 2   ]
- [Mounted] 60mm Vulcans (10 pts)
- CCW: None

Abilities:
- Aircraft <Passive> (0 pts)

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* Rick Dias <C> * Base Cost = 190 pts

Movement/Boost: 7"/14"

Integrity: 8

Armor: 4/3+

Shield: None

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 300mm Clay Bazooka (80 pts)
- [Beam Pistols (40 pts) | Beam | C | P | 1 | 3+ | 5+ | 0" – 12" | 3   ]
- [Mounted] 55mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Extra Fuel <Passive> (1x 10 pts)
- Panoramic Cockpit <Passive> (20 pts)

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* Schuzrum Dias <C> * Base Cost = 210 pts

Movement/Boost: 9"/18"

Integrity: 8

Armor: 4/3+

Shield: None

Weapons:
- [Carried] Beam Rifle (50 pts)
- [Carried] 300mm Clay Bazooka (80 pts)
- [Beam Pistols (40 pts) | Beam | C | P | 1 | 3+ | 5+ | 0" – 12" | 3   ]
- [Binder Beam Cannons (80 pts) | Beam | M | RS, P, B | 1 | 3+ | 5+ | 12" – 36" | 4   ]
- [Mounted] 55mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Extra Fuel <Passive> (1x 10 pts)
- Panoramic Cockpit <Passive> (20 pts)
- Hit & Run <Passive> (20 pts)

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* <u>Zeta Gundam</u> * Base Cost = 240 pts

Movement/Boost: 10"/20"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:
- [Carried] Beam Rifle/Sabre (110 pts)
- [Grenade Launchers (30 pts) | Explosive | M | RQ, P | 1 | 3+ | 6 | 6" – 24" | 2   ]
- [Hyper Mega Launcher (50 pts) | Beam | C | RS, P | 1 | 2+ | 4+ | 24" - 48" | 4   ]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:
- Grappling Hook <Active> (20 pts)
- Bio Sensor/Panoramic Cockpit <Passive> (20 pts)
- Waverider/Flying Mode [Beam Rifle, Grenade Launchers, Hyper Mega Launcher] <Active> (30 pts)

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* <u>ZZ Gundam <C></u> * Base Cost = 200 pts

Movement/Boost: 8"/16"

Integrity: 8

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:
- [Double Beam Rifle (70 pts) | Beam | C | P | 2 | 3+ | 5+ | 12" – 36" | 3   ]
- [High Mega Beam Cannon (80 pts) | Beam | M | P, B, D | 1 | 2+ | 3+ | 18" – 48" | 8   ]
- [21-Tube Missile Launchers (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 16" - 24" | 2   ]
- [Double 60mm Vulcan Guns (15 pts) | Low Calibre | M | PB | 4 | 5+ | / | 0" – 12" | 1   ]
- [Hyper Beam Cannons/Sabres (160 pts) | Beam | M | RS, P, B | 1 | 3+ | 5+ | 12" – 36" | 4   ]
- CCW: [Hyper Beam Cannons/Sabres (- pts) | C | P | +1 | 3 | 3+ | 4+ | 5   ]

Abilities:
- Bio Sensor/Panoramic Cockpit <Passive> (20 pts)
- Extra/Mighty Shield <Passive> (1x 20 pts)
- Core Block System(Neo Core Fighter) <Passive> (10 pts)
- Dual Purpose Weapon(Hyper Beam Cannons/Sabres) <Passive> (-10 pts)
  - The designated weapon cannot be used in "Shoot" or "Aimed Shot" actions while it is currently equipped as a Close Combat Weapon.
- Fortress Mode <Active> (40 pts)
  - When this ability is used, separate this unit into two units, the "Core Base" and "Core Top", and place them within 6" of this unit and temporarily remove this unit, the "ZZ Gundam", from play. Any pre-existing effects of the "Damage Chart" for the ZZ Gundam are not applied to these two units (although, if any of these units has any pre-existing Damage Chart effects from a previous transformation these are reapplied to it.)   Any damage done to the "Integrity" of the ZZ Gundam is separated amongst the two units at the player's discretion.

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* <u>Core Base</u> * Base Cost = 200 pts ; Total Cost = 395 pts

Movement/Boost: 12"/24"

Integrity: 4

Armor: 4/3+

Weapons:
- [Hyper Beam Cannons (80 pts) | Beam | M | RS, P, B | 1 | 3+ | 5+ | 12" – 36" | 4   ]
- [21-Tube Missile Launchers (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 16" - 24" | 2   ]
- [Mounted] 60mm Vulcans (10 pts)
- CCW: None

Abilities:
- Aircraft <Passive> (0 pts)
- Bio Sensor/Panoramic Cockpit <Passive> (20 pts)
- Core Block System(Neo Core Fighter) <Passive> (10 pts)
- MS Mode <Active> (20 pts)
  - When this ability is used, place the ZZ Gundam into play within 6" of the Core Base or Core Top and remove the "Core Base" and "Core Top" from play. The total damage done to the integrity of the removed units is immediately applied to the ZZ Gundam. Additionally, any "Damage Chart" effects obtained by the removed units are not applied to the ZZ Gundam (although, if it has any pre-existing Damage Chart effects these are reapplied to it.) This ability may not be used if the "Core Base" or "Core Top" are destroyed (or not in the battle) or are not within 6" of each other.

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* <u>Core Top</u> * Base Cost = 200 pts

Movement/Boost: 12"/24"
Integrity: 4
Armor: 4/3+

Weapons:
- [Double Beam Rifle (70 pts) | Beam | C | P | 2 | 3+ | 5+ | 12" – 36" | 3   ]
- CCW: None

Abilities:
- Aircraft <Passive> (0 pts)
- Bio Sensor/Panoramic Cockpit <Passive> (20 pts)
- Core Block System(Neo Core Fighter) <Passive> (10 pts)
- MS Mode <Active> (20 pts)
  - When this ability is used, place the ZZ Gundam into play within 6" of the Core Base or Core Top and remove the "Core Base" and "Core Top" from play. The total damage done to the integrity of the removed units is immediately applied to the ZZ Gundam. Additionally, any "Damage Chart" effects obtained by the removed units are not applied to the ZZ Gundam (although, if it has any pre-existing Damage Chart effects these are reapplied to it.) This ability may not be used if the "Core Base" or "Core Top" are destroyed (or not in the battle) or are not within 6" of each other.