

Earth Federation Forces temporary Version 2.0 Unit stats

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, as shown in the Guncannon and GM Sniper stat blocks.

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]

Excluded "Anti-MS Squad" Unit due to Infantry overhaul/inclusion. Some Units use the "Later U.C." Armor chart.

"Atomic Bazooka" Weapon has the "2xB" Tag; this represents it has the Blast Tag with an 12" (2x6") radius instead of a normal 6" radius.

* Anksha * Base Cost = 160 pts

Movement/Boost: 7"/14"

Integrity: 6

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Mounted] Beam Rifles (50 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Flight Mode [Beam Rifles] <Active> (30 pts)

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* Ball * Base Cost = 50 pts ; Total Cost = 120 pts

Movement/Boost: 3"/6"

Integrity: 2

Armor: 2/5+

Shield: None

Weapons:

- [180mm Cannon (50 pts) | Explosive | M | RQ, P | 1 | 3+ | 5+ | 24" – 48" | 3]
- CCW: None

Abilities:

- Hit & Run <Passive> (20 pts)
- Space Craft <Passive> (0 pts)

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* Ball K Type * Base Cost = 50 pts ; Total Cost = 160 pts

Movement/Boost: 3"/6"

Integrity: 2

Armor: 2/5+

Shield: None

Weapons:

- [Twin 180mm Cannons (70 pts) | High Calibre | M | RQ, P | 2 | 3+ | 5+ | 24" – 48" | 3]
- CCW: None

Abilities:

- Hit & Run <Passive> (20 pts)
 - Grapple Hook <Active> (20 pts)
 - Space Craft <Passive> (0 pts)
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* Bloodhound Hover Truck <S> * Base Cost = 55 pts ; Total Cost: 85 pts

Movement/Flank: 5"/10"

Integrity: 2

Armor: 1/6+

Weapons:

- [Mounted] 20mm Vulcan Gun (10 pts)
- CCW: None

Abilities:

- Scout <Passive> (10 pts)
 - Troop Carrier <Active> (1x 10 pts)
 - Hover <Passive> (0 pts)
- =====

* Core Fighter * Base Cost = 130 pts ; Total Cost: 170 pts

Movement/Boost: 10"/20"

Integrity: 1

Armor: 4/3+

Weapons:

- [Mounted] 25mm Vulcan Gun (10 pts)
- [AA Missiles (30 pts) | Explosive | M | RQ, B, LA | 2 | 5+ | 6 | 6" – 24" | 2]
- CCW: None

Abilities:

- Aircraft <Passive> (0 pts)
- =====

* Core Fighter II * Base Cost = 150 pts ; Total Cost: 190 pts

Movement/Boost: 12"/24"

Integrity: 2

Armor: 4/3+

Weapons:

- [Small Beam Guns (40 pts) | Beam | M | P | 1 | 3+ | 5+ | 0" – 12" | 3]
- CCW: None

Abilities:

- Aircraft <Passive> (0 pts)
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* Core Fighter II FB * Base Cost = 170 pts ; Total Cost: 210 pts

Movement/Boost: 14"/28"

Integrity: 2

Armor: 4/3+

Weapons:

- [Small Beam Guns (40 pts) | Beam | M | P | 1 | 3+ | 5+ | 0" – 12" | 3]
- CCW: None

Abilities:

- Aircraft <Passive> (0 pts)
 - Space Craft <Passive> (0 pts)
- =====

* EWAC Zack * Base Cost = 120 pts

Movement/Boost: 5"/10"

Integrity: 5

Armor: 2/5+

Shield: Light (20 pts)

Weapons:

- [Carried] 120mm Zaku MG Kai (30 pts)
- [3-Tube Missile Pods (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 6" – 24" | 2]
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Extra Fuel <Active> (1x 10 pts)
 - Scout <Passive> (10 pts)
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* GM * Base Cost = 130 pts

Movement/Boost: 5"/10"

Integrity: 5

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Spray Gun (40 pts)
- [Carried] 90mm MG (20 pts)
- [Carried] 100mm MG (30 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 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 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)
- =====

* GM Cannon * Base Cost = 130 pts

Movement/Boost: 4"/8"

Integrity: 6

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Spray Gun (40 pts)
- [Carried] 90mm MG (20 pts)
- [Carried] 100mm MG (30 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [240mm Cannon (80 pts) | Explosive | M | RQ, 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 Cannon II * Base Cost = 150 pts

Movement/Boost: 4"/8"

Integrity: 7

Armor: 4/3+

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 Command <C> * Base Cost = 150 pts

Movement/Boost: 6"/12"

Integrity: 6

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Gun (50 pts)
- [Carried] 90mm MG (20 pts)
- [Carried] 100mm MG (30 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)
 - Parachute Pack <Passive> (20 pts)
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* GM Custom <C> * Base Cost = 170 pts

Movement/Boost: 8"/16"

Integrity: 6

Armor: 3/4+

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 Ground Type <S> * Base Cost = 170 pts

Movement/Boost: 6"/12"

Integrity: 7

Armor: 4/3+

Shield: Light (20 pts)

Optional Shield: Medium (40 pts)

Weapons:

- [Carried] S-000011 Beam Rifle (50 pts)
 - [Rocket Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Carried] 100mm MG (30 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [6-Tube Missile Launcher (70 pts) | Explosive | C | RQ, P, B | 2 | 4+ | 5+ | 12" – 36" | 3]
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Parachute Pack <Passive> (20 pts)
 - Weapon Pack <Passive> (10 pts)
 - Net Gun/Grapple Hook <Active> (20 pts)
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* GM Kai/Type-C * Base Cost = 160 pts

Movement/Boost: 7"/14"

Integrity: 6

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] Beam Spray Gun (40 pts)
- [Carried] 90mm GM Rifle (20 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [180mm Cannon (55 pts) | Explosive | C | RQ, P, B | 1 | 3+ | 5+ | 24" – 48" | 3]
- [Long-Range Beam Rifle (60 pts) | Beam | C | RS, P, Sn | 1 | 2+ | 4+ | 24" – 48" | 4]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
- =====

* GM Sniper <S> * Base Cost = 170 pts

Movement/Boost: 6"/12"

Integrity: 7

Armor: 4/3+

Shield: Light (20 pts)

Weapons:

- [Long-Range Beam Rifle (60 pts) | Beam | C | RS, P, Sn | 1 | 2+ | 4+ | 24" – 48" | 4]
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Hunter(Long-Range Beam Rifle) <Passive> (20 pts)
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* GM Sniper II * Base Cost = 170 pts

Movement/Boost: 7"/14"

Integrity: 7

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Carried] S-000011 Beam Rifle (50 pts)
 - [Rocket Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Carried] 90mm MG (20 pts)
- [Carried] 100mm MG (30 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [75mm Sniper Rifle (40 pts) | Low Calibre | C | RQ, Sn | 1 | 3+ | 6 | 12" – 48" | 2]
- [Long-Range Beam Rifle (60 pts) | Beam | C | RS, P, Sn | 1 | 2+ | 4+ | 24" – 48" | 4]
- [Mounted] Vulcan Gun Pod (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Hunter(Long-Range Beam Rifle and 75mm Sniper Rifle) <Passive> (2x 20 pts)
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* Guncannon <C> * Base Cost = 160 pts

Movement/Boost: 3"/6"

Integrity: 9

Armor: 4/3+

Weapons:

- [Carried] Beam Rifle (50 pts)
- [240mm Cannons (80 pts) | Explosive | M | RQ, P, B | 1 | 3+ | 5+ | 12" – 36" | 4]
- [Mounted] Spray Missiles (50 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: MS Fists (0 pts)

Abilities:

- Fire Support(240mm Cannons or Spray Missiles) <Passive> (20 pts)
 - Core Block System(Core Fighter) <Passive> (10 pts)
 - Limited Armament(240mm Cannons or Spray Missiles) <Passive> (-10 pts)
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* Guncannon Mass Production Type * Base Cost = 140 pts

Movement/Boost: 4"/8"

Integrity: 7

Armor: 3/4+

Shield: None

Weapons:

- [Carried] 90mm MG (20 pts)
- [Carried] 100mm MG (30 pts)
- [240mm Cannons (80 pts) | Explosive | M | RQ, P, B | 1 | 3+ | 5+ | 12" – 36" | 4]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: MS Fists (0 pts)

Abilities:

- Fire Support(240mm Cannons) <Passive> (20 pts)

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* RX-78-2 Gundam * Base Cost = 220 pts

Movement/Boost: 8"/16"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Mounted] 60mm Vulcan Gun (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)
- Optional CCW: [Carried] Gundam Hammer (20 pts)
- Optional CCW: [Beam Javelin (40 pts) | C | PS | +4 | 1 | 3+ | 4+ | 4]

Abilities:

- Solid Defence <Passive> (10 pts)
 - Core Block System(Core Fighter) <Passive> (10 pts)
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* Gundam "Alex" <C> * Base Cost = 230 pts

Movement/Boost: 9"/18"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

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

Abilities:

- Solid Defence <Passive> (10 pts)
 - Panoramic Cockpit <Passive> (20 pts)
 - Chobham Armor <Passive> (30 pts)
 - Magnetic Coating <Passive> (30 pts)
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* Gundam Dendrobium "Stamen" * Base Cost = 230 pts

Movement/Boost: 9"/18"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Panoramic Cockpit <Passive> (20 pts)
 - Beam Jitte <Passive> (30 pts)
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* Gundam Dendrobium "Orchis" * Base Cost = 270 pts

Unit Type: Mobile Armor

Movement/Boost: 6"/12"

Armor: 5/3+

Integrity:

- Head: 2
- Torso: 8
- Arms: 3
- Legs: 3

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Mega Beam Cannon (130 pts) | Beam | M | RS, P, B | 1 | 2+ | 4+ | 18" – 48" | 8]
- [108-Tube Micro Missile Pod (80 pts) | Explosive | M | RS, MT, B | 5 | 5+ | 6 | 6" – 24" | 2]
- [3-Tube Large Missile Pod (80 pts) | Explosive | M | RQ, P, B | 2 | 4+ | 5+ | 12" – 36" | 3]
- CCW: [Hyper Beam Sabre (70 pts) | M | P | +1 | 3 | 3+ | 4+ | 5]
- Optional CCW: [Large Claw (40 pts) | M | PS | +0 | 2 | 3+ | 4+ | 5]

Abilities:

- Solid Defence <Passive> (10 pts)
- Panoramic Cockpit <Passive> (20 pts)
- Beam Jitte <Passive> (30 pts)
- I-Field(Super Heavy) <Passive> (4x 10pts)
- Spare/Mighty Shield <Passive> (1x 20 pts)
- Space Craft <Passive> (0 pts)
- Claw/Grapple Hook <Active> (20 pts)
- Core Mobile Suit(Gundam Dendrobium "Stamen") <Passive> (30 pts)
 - If this Unit is reduced to zero integrity roll a D6: On a 4+ the pilot transfers to the designated Core Mobile Suit Unit, which may be placed anywhere 6" from this Unit; it also retains any Carried Weapons and DAM and Damage to this Unit's Torso. (Do not roll on the Destruction Table.) On a result of 1-3, the Unit is destroyed as normal. (Roll on the Destruction Table.)

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* Gundam Ground Type <S> <C> * Base Cost = 180 pts

Movement/Boost: 6"/12"

Integrity: 8

Aarmor: 4/3+

Shield: Light (20 pts)

Weapons:

- [Carried] S-000011 Beam Rifle (50 pts)
 - [Rocket Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Carried] 100mm MG (30 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [180mm Cannon (55 pts) | Explosive | C | RQ, P, B | 1 | 3+ | 5+ | 24" – 48" | 3]
- [Mounted] Vulcan Gun (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)
- Optional CCW: [Carried] Gundam Hammer (20 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Parachute Pack <Passive> (20 pts)
 - Weapon Pack <Passive> (10 pts)
 - Net Gun/Grapple Hook <Active> (20 pts)
 - Smoke Launcher <Active> (20 pts)
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* Gundam Ez-8 <S> <C> * Base Cost = 200 pts

Movement/Boost: 7"/14"

Integrity: 9

Aarmor: 4/3+

Shield: Light (20 pts)

Weapons:

- [Carried] S-000011 Beam Rifle (50 pts)
 - [Rocket Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Carried] 100mm MG (30 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [180mm Cannon (55 pts) | Explosive | C | RQ, P, B | 1 | 3+ | 5+ | 24" – 48" | 3]
- [12.7mm Vulcan Gun and 35mm MGs (15 pts) | Low Calibre | M | PB | 4 | 5+ | / | 0" – 12" | 1]
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Solid Defence <Passive> (10 pts)
 - Parachute Pack <Passive> (20 pts)
 - Weapon Pack <Passive> (10 pts)
 - Net Gun/Grapple Hook <Active> (20 pts)
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* Gundam F91 <C> * Base Cost = 280 pts

Movement/Boost: 14"/28"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Variable Speed Beam Rifles (70 pts) | Beam | M | P | 2 | 3+ | 5+ | 12" – 36" | 3]
- [Carried] Beam Rifle (50 pts)
- [Carried] Beam "Launcher" Bazooka (110 pts)
- [Mega Machine Cannons (60 pts) | Medium Calibre | M | RQ | 1d6 | 4+ | 6 | 12" – 36" | 1]
- [Mounted] Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Beam Shield(Medium) <Passive> (2x 10 pts)
 - Spare/Mighty Shield <Passive> (1x 20 pts)
 - Bio Computer/Panoramic Cockpit <Passive> (20 pts)
 - Heat Radiation(Variable Speed Beam Rifles) <Active> (3x 10 pts)
 - Heat Radiation(Beam "Launcher" Bazooka) <Passive> (2x 10 pts)
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* Gundam GP02 "Physalis" <C> * Base Cost = 260 pts

Movement/Boost: 9"/18"

Integrity: 12

Armor: 5/3+

Shield: Super Heavy (80 pts)

Weapons:

- [Atomic Bazooka (90 pts) | Explosive | C | P, 2xB, D | 1 | 2+ | 3+ | 6" – 30" | 8]
- [Carried] Beam Bazooka (110 pts)
- [MLRS (90 pts) | Explosive | M | RS, B, MT, V | 5 | 5+ | 6 | 6" – 24" | 2]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Limited Armament(Atomic Bazooka or Beam Bazooka & MLRS) <Passive> (-10 pts)
 - Mighty Shield <Passive> (1x 20 pts)
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* Gundam GP01 "Zephyranthes" * Base Cost = 220 pts

Movement/Boost: 8"/16"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 90mm MG (20 pts)
- [180mm Cannon (55 pts) | Explosive | C | RQ, P, B | 1 | 3+ | 5+ | 24" – 48" | 3]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Beam Jitte <Passive> (30 pts)
 - Core Block System(Core Fighter II) <Passive> (10 pts)
 - Chobham Armor <Passive> (30 pts)
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* Gundam GP01-Fb "Zephyranthes" Full Vernier * Base Cost = 240 pts

Movement/Boost: 10"/20"

Integrity: 10

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 90mm MG (20 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Beam Jitte <Passive> (30 pts)
 - Core Block System(Core Fighter II FB) <Passive> (10 pts)
 - Space Craft <Passive> (0 pts)
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* Guntank * Base Cost = 150 ; Total Cost: 295 pts

Movement/Boost: 5"/5"

Integrity: 8

Aarmor: 4/3+

Shield: None

Weapons:

- [40mm Bop Missile Launchers (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 6" – 24" | 2]
- [180mm Cannons (60 pts) | Explosive | M | RQ, P, V | 1 | 3+ | 5+ | 24" – 48" | 3]
- CCW: [Mounted] MS Fists (0 pts)

Abilities:

- Fire Support(180mm Cannons) <Passive> (20 pts)
 - Core Block System(Core Fighter) <Passive> (10 pts)
 - Tracked <Passive> (0 pts)
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* Guntank Mass Production Type <S> * Base Cost = 120 pts ; Total Cost: 245

Movement/Boost: 5"/5"

Integrity: 6

Aarmor: 3/4+

Shield: None

Weapons:

- [40mm Bop Missile Launchers (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 6" – 24" | 2]
- [120mm Cannons (50 pts) | Explosive | M | RQ, P, V | 1 | 3+ | 6 | 12" – 48" | 2]
- CCW: [Mounted] MS Fists (0 pts)

Abilities:

- Fire Support(120mm Cannons) <Passive> (20 pts)
 - Turreted <Passive> (0 pts)
 - Tracked <Passive> (0 pts)
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* Jegan * Base Cost = 160 pts

Movement/Boost: 9"/18"

Integrity: 5

Armor: 2/5+

Shield: Medium (40 pts)

Weapons:

- [Beam Repeater Rifle (45 pts) | Beam | C | P | 1 | 3+ | 5+ | 6" – 24" | 3]
- [Carried] Jegan Bazooka (80 pts)
- [Mounted] 2-Tube Missile Launchers (50 pts)
- [Grenade Rack (25 pts) | Explosive | Mounted | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Mounted] Vulcan Gun Pod (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Rapid Fire Beams/Fire Support(Beam Repeater Rifle) <Passive> (20 pts)
- Panoramic Cockpit <Passive> (20 pts)
- Solid Defense <Passive> (10 pts)

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* Mudrock Gundam <C> * Base Cost = 210 pts

Movement/Boost: 8"/16"

Integrity: 9

Armor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
- [Carried] 90mm MG (20 pts)
- [Carried] 380mm Hyper Bazooka (90 pts)
- [Grenade Launcher (25 pts) | Explosive | M | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [300mm Cannons (90 pts) | Explosive | M | RS, P, B | 1 | 2+ | 4+ | 12" – 36" | 5]
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Fire Support(300mm Cannons) <Passive> (20 pts)
 - Solid Defence <Passive> (10 pts)
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* RX-93 Nu Gundam <C> * Base Cost = 280 pts

Movement/Boost: 12"/24"

Integrity: 12

Aarmor: 4/3+

Shield: Medium (40 pts)

Weapons:

- [Carried] Beam Rifle (50 pts)
 - [Grenade Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- [Carried] New 380mm Hyper Bazooka (90 pts)
- [Shield Beam Cannon (40 pts) | Beam | M | P | 1 | 3+ | 5+ | 0" – 12" | 3]
- [Mounted] Shield Missile Launchers (50 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Large Beam Sabre (70 pts) | C | P | +3 | 3 | 3+ | 4+ | 4]
- Optional CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Psycoframe Cockpit <Passive> (40 pts)
 - Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.) In addition, this unit has a sight and attack radius of 360 degrees.
- Funnel Launcher <Active> (20+300[Funnels] pts)
 - This Funnel Launcher follows all the rules on page 38 and has the following stats: [Capacity = 2 | Range = 36" | Control = 2].
- Fin Funnel Barrier <Passive> (50 pts)
 - If a "Nu Gundam Fin Funnels" Swarm is within 6" of this unit, this unit takes one (1) less total damage from "Beam", "Explosive", "Low Calibre", "Medium Calibre" and "High Calibre" class weapons used in "Shoot" attacks against it. In addition, when this unit performs a "Shield Break", do not remove this unit's shield (the changing the "Shield Type" and "Shield Bonus" to None and removing of appropriate modifiers) and instead the "Nu Gundam Fin Funnels" within 6" of this unit receives 1 DAM.
- Dummy Launcher/Smoke Screen <Active> (10 pts)

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* Nu Gundam Fin Funnels* Base Cost = 70 pts ; Total Cost: 150

Movement/Boost: 6"/ -

Integrity: 3

Armor: 1/6+

Weapons:

- [Funnel Beams (80 pts) | Beam | M | P | 1x Integrity | 3+ | 5+ | 0" – 12" | 3]
- CCW: None

Abilities:

- Funnel Swarm <Passive> (0 pts)
- =====

* Silver Bullet * Base Cost = 160 pts

Movement/Boost: 7"/14"

Integrity: 6

Armor: 3/4+

Shield: Medium (40 pts)

Weapons:

- [Beam Repeater Rifle (45 pts) | Beam | C | P | 1 | 3+ | 5+ | 6" – 24" | 3]
- [Beam Launcher Carbine (80 pts) | Beam | C | RS, P, B | 1 | 2+ | 4+ | 12" – 24" | 5]
- [Beam Cannons (70 pts) | Beam | M | RS, P | 1 | 3+ | 5+ | 12" – 36" | 4]
- [Mounted] Missile Tubes (50 pts)
- [Mounted] 60mm Vulcan Guns (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Rapid Fire Beams/Fire Support(Beam Repeater Rifle) <Passive> (20 pts)
 - INCOM System <Passive> (10 pts)
 - If this unit targets an opposing unit with an ability effect "Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)" ignore that effect for the duration of this unit's attack.
 - Wired Hand/Grapple Hook <Active> (20 pts)
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* Type 61 MBT <\$> * Base Cost = 50 pts ; Total Cost = 120 pts

Movement/Flank: 4"/8"

Integrity: 2

Armor: 1/6+

Weapons:

- [150mm Cannons (50 pts) | High Calibre | M | RQ, P | 1 | 3+ | 5+ | 24" - 48" | 3]
- [Mounted] 12.7mm MG (10 pts)
- CCW: None

Abilities:

- Tracked <Passive> (0 pts)
- Turreted <Passive> (0 pts)
- Massed Fire(150mm Cannons) <Passive> (10 pts)