MOBILE SUIT GUNDAM: SKIRMISH
"Pulse of the Stars"
A 'Zeta Gundam' Expansion Pack

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Version 1.0

Welcome to the first expansion pack for Mobile Suit Gundam: Skirmish!

This expansion focuses on two things:

1) A new setting and units for the base game, in the setting of "Mobile Suit Zeta Gundam!" Now you can re-enact the largest battles of the Gryps Conflict on your own tabletop!

2) New rules for taking the game beyond Earth. Now you can fight in the depths of space!

CONTENTS:

Space Combat Rules

- Cover still exists in space, however, it is largely in the form of other MS units, asteroids, and space debris.

For example:

- Light: Small asteroids and rocks, small sheets of metal, jumbles of loose debris, etc.

- Medium: Decently sized asteroids, broken arrays and solar panels, enemy units, etc.

- Heavy: Space colony walls, space ships, huge asteroids, huge debris, etc.

- Space has three-dimensional fighting, and this must be simulated in 2D play. To simulate this, 'Light' and 'Medium' Cover is not considered to block 'Line of Sight' in space, as this cover would represent smaller objects that could be easily navigated around. As such, it is now impossible for these covers to 'Obstruct' a target. 'Heavy' cover still blocks 'Line of Sight' and 'Obstructs' targets.

- 'Light' and 'Medium' cover in space may move freely (with the exception of enemy units! They are not yours to move!) The player with the highest priority may move (D6 -1) chosen pieces of 'Light' and/or 'Medium' cover in any desired direction 10" per turn, so long as they are not intersecting any player's model. On a result of zero (0), this ability is shifted to a random opposing player (use a coin toss or D6 split to determine the player).

- It is no longer possible to obtain an 'Elevated Position' Flanking Modifier. There is no height in space!

- In space, all units now follow these select 'Air Units' type rules:

  - All units must make a movement each turn.

  - All units are uninhibited by all terrain types when moving.

  - Units cannot perform the 'moving further distance' and 'evasive manoeuvre' boosting actions in   the direction opposite to where they are facing (no moving directly backwards!).

  - All units may perform 'Jump Terrain' as normal if they possessed that ability initially.

- 'Indirect Fire' is not possible in space. All attacks must be made directly. As such, the 'Spotter' mechanic is also no longer in place.

- 'Deep Strike' is not possible in space.

- Optional Scenario Conditions are more limited, as there is no weather in space. 'Unfamiliar Ground' is still possible, however.

- Partial Destruction "Leg Damage" can still occur, however, it has no effect in space.

- Certain unit types cannot be used in space combat.

- Aquatic units (for example, Gogg.)
- Tanks, Vehicles, and Tank Type MS (for example, Magella Attack Tanks, Hovertrucks, Guntanks.)
- Air Units (excepting 'Core Fighters.')

Playing with more than two players

To better simulate the conditions of the Gryps Conflict, multiple players may fight on the same battlefield (historically, three players would be optimal in this conflict, one for each faction involved in the fighting.)

-       Determine priority by rolling your dice as usual. Each player has priority in each phase in the order of the highest value dice roll. For example, the AXIS player may roll a 4, TITAN a 2, and AEUG a 6; this would make the priority order AUEG first, AXIS second, and TITAN last.

-       Players may target any opposing player during their turn, in any desired order. You do not have to focus your attacks on one specific player.

-       In terms of deployment zones, each extra player can deploy within 10" of an unoccupied edge of 'Play.' If all players desire however, each player may deploy within a 10" radius of the centre of a chosen table quarter instead.

"Anti Earth Union Group" [AUEG] Units

(Anti Earth Union Group) **RGM-79R GM II** <30 points>			
Integrity	*Armour*	*Movement*	*Boost*
3	5 [D6 (4+) (+1)]	16"	4" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <Free>		11	8
GM Bazooka [Medium] (30") <20 points> **{p} [Must reload "See reloading after firing]**		8	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *Harpoon Gun* – Acts as a Bazooka with Weapon Accuracy (12), Weapon Strength (10 {2}) and range [Short] (18") **{p} [Must reload "See reloading after firing"]**. This weapon may be taken in place of the GM Bazooka. <20 points>		Special Rule: *A good defence* – A GM II may reroll once per turn on any failed Shield Check.	

(Anti Earth Union Group) **RGC-83 GM CANNON II** <50 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6 [D6 (4+) (+1)]	12"	4" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
90mm GM Rifle [Medium] (30") <10 points>		11	6
Beam Cannons [Medium] (30") <Free> **{p} [Must reload "See reloading after firing"]**		9	11 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *None*		Special Rule: *None*	

(Anti Earth Union Group) **RGM-79N GM CUSTOM** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6 [D6 (4+) (+1)]	16"	5" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
90mm GM Rifle [Medium] (30") <Free>		11	6
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <10 points>		11	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *None*		Special Rule: *A good defence* – A GM custom may reroll once per turn on any failed Shield Check.	

(Anti Earth Union Group) **RMS-099 RICK DIAS** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	7	16"	6" [D6 (5+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <Free>		11	8
Beam Pistols [Short] (18") <10 points>		10	5
Clay Bazooka [Medium] (30") <20 points> **{p}** *[Must reload "See reloading after firing"]*		8	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<55mm Vulcan Phalanx Gun> [Close] (6") <Free>		9	3
Extra Weapon: *Flare Launcher* – This can be used once per Rick Dias, per game, to enable a guaranteed successful 'deep strike' of an allied unit.		Special Rule: *Speed Demon* – Once per Rick Dias, per game, a Rick Dias can use this special rule to increase their base 'movement' to 22" for one turn.	

(Anti Earth Union Group) **MSA-003 NEMO** <70 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	7 [D6 (3+) (+1)]	18"	6" [D6 (5+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <10 points>		11	8
90mm GM Rifle [Medium] (30") <Free >		11	6
170mm Cannon* [Long] (40") <20 points> **{p}** *[Must reload "See reloading after firing"]*		16	9 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *None* *Acts as a Sniper Rifle		Special Rule: *None*	

(Anti Earth Union Group) **MS-14A GELGOOG** <100 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	8 [D6 (4+) (+2)]	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Zeonic Beam Rifle [Long] (40") <Free>		13	9 {2}
<Beam Naginata> [Close] (6") <Free>		15	8
Extra Weapon: *Gelgoog Shield* – Due to the enormous size of this shield, it must be stowed in order to use the Beam Naginata (Do not apply shield bonus in combat). <Free>		Special Rule: *Beam flayer* - A Gelgoog may roll a D6 (4-6) to determine if it can strike twice with its Beam Naginata. Roll independently for each strike. This can occur in every combat phase.	

(Anti Earth Union Group) **MSK-008 DIJEH** <130 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	9	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Clay Bazooka [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing"]*		8	10 {2}
BR-M-87 Beam Rifle [Long] (40") <Free>		13	9 (2)
<Beam Naginata> [Close] (6") <Free>		15	8
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *None*		Special Rule: *Beam flayer* - A Dijeh may roll a D6 (4-6) to determine if it can strike twice with its Beam Naginata. Roll independently for each strike. This can occur in every combat phase.	

(Anti Earth Union Group) **MSA-005 METHUSS** <80 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	7	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Beam Guns [Short] (18") <Free>		12	8
Grenade Launchers [Short-Medium] (6-30") <10 points>		9	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *None*		Special Rule: *Flight Mode* - A Methuss may opt to transform into its 'flight mode' at the beginning of the player's turn. In this mode, the Methuss increases its base 'movement' to 30" and automatically passes any "Jump Terrain" and "Evasive Manoeuvre" checks. However, the Methuss cannot 'boost' or use any of its weapons in combat and/or perform other actions aside from movement this turn. The Methuss may resume 'combat mode' at the beginning of the player's next turn, undoing these effects.	

(Anti Earth Union Group) **MSN-00100 HYAKU SHIKI** <140 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	8	25"	5" [D6 (3+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Clay Bazooka [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing"]*		8	10 {2}
BR-M-87 Beam Rifle [Long] (40") <Free>		13	9 (2)
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Gun> [Close] (6") <Free>		9	3
Extra Weapon: *Mega Bazooka Launcher* – Acts as a Bazooka with Weapon Accuracy (12), Weapon Strength (12 {3}) and range [Short-Medium] (6-30") {p} *[Must reload "See reloading after firing"]*. This weapon may be taken in place of the Clay Bazooka and Beam Rifle. This weapon may also be equipped for 'free' if the MSA-005 Methuss is also present. <40 points>		Special Rule: *Speed Demon* – Once per game, the Hyaku Shiki can use this special rule to increase their base 'movement' to 32" for one turn. *Beam Resistant Coating* – The Hyaku Shiki reduces the Weapon Strength of all enemy weapons with 'beam' in its name, when used against it in combat by 1.	

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(Anti Earth Union Group) **RX-178 GUNDAM MK-II** <140 points>			
Integrity	*Armour*	*Movement*	*Boost*
6	8 [D6 (4+) (+2)]	22"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <Free >		11	8
Clay Bazooka [Medium] (30") <20 points> **{p}** *[Must reload "See reloading after firing"]*		8	10 {2}
Hyper Bazooka [Medium] (30") <30 points> **{p}** *[Must reload "See reloading after firing"]*		9	11 {3}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Guns> [Close] (6") <Free>		9	3
Extra Weapon: *Flying Armour* – With this equipped, a Gundam Mk-II may, at the beginning of the player's turn, increase its base 'movement' to 30" and automatically pass any "Jump Terrain" and "Evasive Manoeuvre" checks. However, the Gundam Mk-II cannot 'boost' or use any of its weapons in combat and/or perform other actions aside from movement this turn. The Gundam Mk-II may remove the 'flying armour' at the beginning of the player's next turn, undoing these effects. <20 points>		Special Rule: *Movable Frame System*– Enemy Units cannot gain a flanking modifier when targeting the Gundam Mk-II.	

(Anti Earth Union Group) **MSZ-006 ZETA GUNDAM** <160 points>			
Integrity	*Armour*	*Movement*	*Boost*
6	9 [D6 (4+) (+2)]	22"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BOWA.XBR-M87A2 Beam Rifle [Long] (40") <Free >		11	9 {2}
2-Tube Grenade Launcher {Short-Medium} (6-30") <10 points>		9	8
FXA-03M2 Hyper Mega Launcher* [Very Long] (50") <30 points> **{p}** *[Must reload "See reloading after firing"]*		16	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<60mm Vulcan Guns> [Close] (6") <Free>		9	3
Extra Weapon: *Grappling Wire* – Replaces 2-Tube Grenade Launcher Weapon. The Grappling Wire has a range of up to 8". This weapon may be used in place of a standard attack to disarm one opponent of any non-mounted weapon/equipment on a roll of D6 (4+). The opponent cannot utilise that tool for 2 turns. Usable only every 2 turns. <10 points> *Acts as a Sniper Rifle		Special Rule: *Flight Mode* – The Zeta Gundam may opt to transform into its 'flight mode' at the beginning of the player's turn. In this mode, the Zeta Gundam increases its base 'movement' to 30" and automatically passes any "Jump Terrain" and "Evasive Manoeuvre" checks. However, the Zeta Gundam cannot 'boost'. In 'flight mode', the Zeta Gundam may attack enemies with its Beam Sabres, which act as short range Beam Guns in this mode, but no other weapons. The Zeta Gundam may resume 'combat mode' at the beginning of the player's next turn, undoing these effects.	

"Titans" [TITAN] Units

(Titans) **RMS-106 HIZACK** <30 points>			
Integrity	*Armour*	*Movement*	*Boost*
3	5 [D6 (5+) (+1)]	14"	4" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BR-87A Beam Rifle [Long] (40") <10 points>		11	8
120mm Zaku Machine Gun Kai [Medium] (30") <Free>		11	6
3-Tube Missile Pod [Short-Medium] (6-30") <10 points> **{p}**		12	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<Heat Hawk>* [Close] (6") <Free>		13	7
Extra Weapon: *None* *Must be used if equipped with BR-87A Beam Rifle		Special Rule: *Workhorse* – A Hizack can elect to forgo their movement, boosting actions and shield checks for one turn in order to fire either their Beam Rifle or Machine Gun twice that turn.	

(Titans) **RMS-108 MARASAI** <50 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6 [D6 (5+) (+1)]	18"	4" [D6 (5+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BR-87A Beam Rifle* [Long] (40") <Free>		11	8
Feyadeen Rifle [Long] (40") <10 points>		11	9 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Sea Serpent* – The Sea Serpent has a range of up to 8". This weapon may be used in place of a standard attack to paralyse one enemy unit on a roll of D6 (4+). That opponent cannot any actions during this turn. Usable only every 2 turns. <10 points> *This weapon may fire twice per turn.		Special Rule: *None*	

(Titans) **RMS-117 GALBALDY BETA** <40 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	5 [D6 (4+) (+1)]	16"	4" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Zeonic Beam Rifle [Long] (40") <Free>		12	8
Missile Launcher [Short-Medium] (6-30") <10 points> **{p}**		11	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Flare Launcher* – This can be used once per Galbaldy Beta, per game, to enable a guaranteed successful 'deep strike' of an allied unit.		Special Rule: *Honour Guard* – A Galbaldy within 10" of an allied unit may choose to incur damage to its integrity equivalent to that of the intended integrity damage to said allied unit from an enemy attack.	

(Titans) **RMS-154 BARZAM** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6	18"	4" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
BR-87A Beam Rifle*/BOWA Beam Rifle* [Long] (40") <10 points>		11	8
120mm Zaku Machine Gun Kai [Medium] (30") <Free>		11	6
GM Bazooka [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing"]*		8	10 {2}
<60mm Double Vulcan Pod> [Close] (6") <Free>		9	3
Extra Weapon: *Flying Armour* – With this equipped, a Barzam may, at the beginning of the player's turn, increase its base 'movement' to 30" and automatically pass any "Jump Terrain" and "Evasive Manoeuvre" checks. However, a Barzam cannot 'boost' or use any of its weapons in combat and/or perform other actions aside from movement this turn. A Barzam may remove the 'flying armour' at the beginning of the player's next turn, undoing these effects. <20 points> *This weapon may fire twice per turn.		Special Rule: *Generic and unbalanced* – Barzams that fail a boosting action check may no longer attempt another for the remainder of the game.	

(Titans) **RX-110 GABTHLEY** <80 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	8	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Feyadeen Rifle [Long] (40") <Free>		11	9 {2}
Mega Particle Guns [Short-Medium] (6-30") <Free>		9	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
<Claw Arm*> [Close] (6") <20 points>		14	11 {3}
Extra Weapon: *None* *Replaces Beam Sabre if equipped.		Special Rule: *Flight Mode* – A Gabthley may opt to transform into its 'flight mode' at the beginning of the player's turn. In this mode, a Gabthley increases its base 'movement' to 30" and automatically passes any "Jump Terrain" and "Evasive Manoeuvre" checks. However, a Gabthley cannot 'boost'. In 'flight mode', a Gabthley may attack enemies with its Mega Particle Guns, but no other weapons. A Gabthley may resume 'combat mode' at the beginning of the player's next turn, undoing these effects.	

(Titans) **RX-160 BYARLANT** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	7	25"	8" [D6 (3+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Mega Particle Guns [Short-Medium] (6-30") <Free>		9	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Flying Armour* – With this equipped, the Byarlant may, at the beginning of the player's turn, increase its base 'movement' to 35" and automatically pass any "Jump Terrain" and "Evasive Manoeuvre" checks. However, the Byarlant cannot 'boost' or use any of its weapons in combat and/or perform other actions aside from movement this turn. The Byarlant may remove the 'flying armour' at the beginning of the player's next turn, undoing these effects. <20 points>		Special Rule: *None*	

(Titans) **RX-139 HAMBRABI** <80 points>			
Integrity	*Armour*	*Movement*	*Boost*
5	8	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Feyadeen Rifle [Long] (40") <Free>		11	9 {2}
Arm Beam Rifles [Short-Medium] (6-30") <Free>		10	8
Beam Cannons [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing"]*		13	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Sea Serpent* – The Sea Serpent has a range of up to 8". This weapon may be used in place of a standard attack to paralyse one enemy unit on a roll of D6 (4+). That opponent cannot any actions during this turn. Usable only every 2 turns. <10 points>		Special Rule: *Flight Mode* – A Hambrabi may opt to transform into its 'flight mode' at the beginning of the player's turn. In this mode, a Hambrabi increases its base 'movement' to 30" and automatically passes any "Jump Terrain" and "Evasive Manoeuvre" checks. However, a Hambrabi cannot 'boost'. In 'flight mode', a Hambrabi may attack enemies with its Beam Cannons, but no other weapons. A Hambrabi may resume 'combat mode' at the beginning of the player's next turn, undoing these effects.		

(Titans) **RMV-1 GUNTANK II** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6	12"	4" [D6 (6)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
120mm Recoilless Cannon* [Medium] (30") <Free> *[Must reload "See reloading after firing"]*		10	10 {2}
80mm Machine Gun [Short] (18") <Free>		10	5
3-Tube Missile Pod [Medium] (30") <Free> {p}		12	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Smoke Discharger* – With this equipped, a Guntank II may elect deploy smoke at the beginning of an enemy ranged attack. If successful, the enemy is forced to reroll for Weapon Accuracy. This ability can only be used once per Guntank II, per game. <10 points> *Acts as artillery. Capable of indirect attacks.		Special Rule: *Bunker Buster* – If targeting an enemy in cover, reduce the armour modifier of the enemy by 1 during attacks from this unit.		

(Titans) **PMX-003 THE O** <200 points>			
Integrity	*Armour*	*Movement*	*Boost*
6	12	20"	6" [D6 (3+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
The O Beam Rifle* [Long] (40") <Free>		14	11 {3}
<Beam Sabres> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *None* *This weapon may fire twice per turn.		Special Rule: *Sub Arms* – The O, when attacking with its Beam Sabres, can attack up to four times in a single turn, on single or multiple targets within range. Use the formula D6 (-2) to determine the number of times the O may attack. A roll of 1 or less results in only a single attack.		

(Titans) PMX-001 PALACE ATHENE <140 points>

Integrity	Armour	Movement	Boost
5	8 [D6 (4+) (+1)]	14"	4" [D6 (4+)]

Weapon [Class](Range)	Weapon Accuracy	Weapon Strength
Mega Beam Guns [Long] (40")* <Free>	14	10 {2}
Scattering Beam Guns [Short] (18")** <Free>	12	8
Large Missiles# [Medium] (30") <20 points> {p} [Must reload "See reloading after firing"]	11	9 (2)
Small Missiles [Medium] (6-30") <10 points>	12	8
Grenade Launcher [Short-Medium] (6-30") <10 points- May be taken instead of Small Missiles>	14	7
<Mega Beam Sabres> [Close] (6") <Free>	15	9 {2}

Extra Weapon: *None* *This weapon may fire twice per turn. ** This weapon may fire at targets in any direction relative to the Palace Athene, even behind.	Special Rule: *Goddess of War* – The Palace Athene, once per game, may choose to use this ability during the player's turn. When activated, the Palace Athene may fire up to 3 of its ranged weapons during the same turn. For example, Mega Beam Guns, Scattering Beam Guns and Grenade Launcher. *#Multitasker* – While reloading large missiles, the Palace Athene may move and attack as normal, barring the use of large missiles.

(Titans) PMX-002 BOLINOAK SAMMAHN <80 points>

Integrity	Armour	Movement	Boost
3	6 <OPTIONAL: [D6 (3+) (+1)]>	20"	6" [D6 (3+)]

Weapon [Class](Range)	Weapon Accuracy	Weapon Strength
3-Tube Missile Pod [Medium] (30") <Free> {p}	12	8
Beam Guns [Short] (18") <Free> <Requires Shield>*	14	7
<Beam Sabres> [Close] (6") <Free> <Requires Shield>*	15	9 {2}

Extra Weapon: *Shield* – The Bolinoak Sammahn may equip a shield to allow for extra defence and weaponry. <20 Points> *Access to these weapons is lost if the shield is destroyed.	Special Rule: *Sensor Master* – If present in the same battle as either the 'The O' and/or the 'Palace Athene', Bolinoak Sammahn can activate the following effects for those units: -The O: This unit gains +1 to their number of Beam Sabre attacks (See "Sub Arms" rule), for a maximum of 4. - Palace Athene: This unit may use their "Goddess of War" ability up to twice per game. These effects end if the Bolinoak Sammahn is destroyed.

(Titans) RX-178 GUNDAM MK-II <140 points>

Integrity	Armour	Movement	Boost
6	8 [D6 (4+) (+2)]	22"	6" [D6 (4+)]

Weapon [Class](Range)	Weapon Accuracy	Weapon Strength
BOWA.BR-S-85-C2 Beam Rifle [Long] (40") <Free >	11	8
Clay Bazooka [Medium] (30") <20 points> {p} [Must reload "See reloading after firing"]	8	10 {2}
Hyper Bazooka [Medium] (30") <30 points> {p} [Must reload "See reloading after firing"]	9	11 {3}
<Beam Sabre> [Close] (6") <Free>	15	9 {2}
<60mm Vulcan Guns> [Close] (6") <Free>	9	3

Extra Weapon: *Flying Armour* – With this equipped, a Gundam Mk-II may, at the beginning of the player's turn, increase its base 'movement' to 30" and automatically pass any "Jump Terrain" and "Evasive Manoeuvre" checks. However, the Gundam Mk-II cannot 'boost' or use any of its weapons in combat and/or perform other actions aside from movement this turn. The Gundam Mk-II may remove the 'flying armour' at the beginning of the player's next turn, undoing these effects. <20 points>	Special Rule: *Movable Frame System* – Enemy Units cannot gain a flanking modifier when targeting the Gundam Mk-II.

"Axis Zeon" [AXIS] Units

(Axis Zeon) **AMX-003 GAZA-C** <80 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	7	24"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Knuckle Buster Beam Cannon [Medium] (30") <Free> **{p}** *[Must reload "See reloading after firing"]*		8	9 {2}
Beam Gun [Medium] (30") <Free>		11	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *None*		Special Rule: *Flight Mode* – A Gaza may opt to transform into its 'flight mode' at the beginning of the player's turn. In this mode, a Gaza increases its base 'movement' to 30" and automatically passes any "Jump Terrain" and "Evasive Manoeuvre" checks. However, a Gaza cannot 'boost.' A Gaza may resume 'combat mode' at the beginning of the player's next turn, undoing these effects.	

(Axis Zeon) **MS-09R-2 RICK DOM II** <70 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	7	16"	6" [D6 (5+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Knuckle Buster Beam Cannon [Medium] (30") <Free> **{p}** *[Must reload "See reloading after firing"]*		8	9 {2}
Beam Gun [Medium] (30") <Free>		11	8
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Scatter Beam* – Does no damage. This weapon may be used in place of a standard attack to blind one opponent on a roll of D6 (4-6) if the opponent is directly facing the front of the Rick Dom. The opponent suffers -5 Weapon Accuracy for that turn. Usable only once per unit, per game. <Free>		Special Rule: *Speed Demon* – Once per Rick Dom II, per game, a Rick Dom II can use this special rule to increase their base 'movement' to 22" for one turn.	

(Axis Zeon) **MS-14J REGELGU** <70 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	7	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Zeonic Beam Rifle [Long] (40") <20 points>		12	8
Beam Machine Gun [Short] (18") <Free>		10	7
Grenade Launchers [Short-Medium] (6-30") <Free>		9	8
8-Tube Missile Pod [Short-Medium] (6-30") <10 points> **{p}**		12	9 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *None*		Special Rule: *None*	

(Axis Zeon) **MS-14U GELGOOG SPACE TYPE** <80 points>			
Integrity	*Armour*	*Movement*	*Boost*
4	6 [D6 (4+) (+2)]	20"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
110mm Machine Cannon [Short] (18") <Free>		10	5
Zeonic Beam Rifle [Long] (40") <20 points>		12	8
Prototype Large Beam Rifle* [Very Long] (50") <30 points> {p} *[Must reload "See reloading after firing]*		16	9 {2}
360mm Giant Bazooka [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing]*		8	10 {2}
<60mm Vulcan Guns> [Close] (6") <Free>		9	3
<Beam Naginata> [Close] (6") <20 points>		15	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Gelgoog Shield* – Due to the enormous size of this shield, it must be stowed in order to use the Beam Naginata (Do not apply shield bonus in combat). <Free>		Special Rule: *Beam flayer* - A Gelgoog may roll a D6 (4-6) to determine if it can strike twice with its Beam Naginata. Roll independently for each strike. This can occur in every combat phase. *Sniper* - When attacking with a Sniper Rifle type weapon, this unit ignores penalties to this weapon's Weapon Accuracy caused by negative enemy modifiers (such as smoke screens and evasive manoeuvres) or environmental factors (like rain).	

(Axis Zeon) **AMX-004 QUBELEY** <300 points>			
Integrity	*Armour*	*Movement*	*Boost*
6	10	20"	6" [D6 (5+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Beam Guns [Long] (40")* <Free>		14	10 {2}
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Attack Funnels* – Once per game, at the beginning of its turn, the Qubeley may choose to deploy 10 Funnels (May be represented by counters, tokens, etc.) within 6" of the Quebeley in any orientation desired. The Quebeley may not move, shoot, or otherwise attack on the turn this is performed. See below for more information on the funnels.		Special Rule: *Psycommu System* - Enemy Units cannot gain a flanking modifier when targeting the Qubeley.	

(Axis Zeon) **QUBELEY ATTACK FUNNEL**			
Integrity	*Armour*	*Movement*	*Boost*
1	1	10"	/
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Funnel Beam [Medium] (30") <Free>		10	7
Extra Weapon: *None*		Special Rule: *Psycommu Link* – Each Qubeley Attack Funnel must stay within 18" of the Quebeley at any time, otherwise they are removed from play. Qubeley Attack Funnels must be removed from play if the Qubeley is removed from play. This unit is not subject to Morale Checks. Qubeley Attack Funnels count as Helicopters if not fighting in space.	

(Axis Zeon) **MS-18E KÄMPFER** <60 points>			
Integrity	*Armour*	*Movement*	*Boost*
3	5	25"	10" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Jagdgewehr 192mm Shotgun [Short] (18") <Free>		12	9 {2}
Prototype Large Beam Rifle* [Very Long] (50") <20 points> {p} *[Must reload "See reloading after firing]*		16	9 {2}
360mm Giant Bazooka [Medium] (30") <20 points> {p} *[Must reload "See reloading after firing]*		8	10 {2}
<Vulcan Gun> [Close] (6") <Free>		9	3
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Chain Mine* - Generates a large WS 9 {2} explosion at target. Range 8" to 20". Can be thrown over reasonable cover and obstacles. Use a scatter dice +D6" on directional arrow to determine accuracy. Usable only once per unit, per game.		Special Rule: *Sniper* - When attacking with a Sniper Rifle type weapon, this unit ignores penalties to this weapon's Weapon Accuracy caused by negative enemy modifiers (such as smoke screens and evasive manoeuvres) or environmental factors (like rain).	

(Axis Zeon) **MS-21C DRA-C** <40 points>			
Integrity	*Armour*	*Movement*	*Boost*
3	4 [D6 (4+) (+1)]	18"	6" [D6 (4+)]
Weapon [Class](Range)		Weapon Accuracy	Weapon Strength
Mega Gatling Gun* [Short] (18") <10 points>		13	6
<Vulcan Guns> [Close] (6") <Free>		9	3
<Beam Sabre> [Close] (6") <Free>		15	9 {2}
Extra Weapon: *Replaces Vulcan Guns		Special Rule: *None*	