

## GUNDAM NT-1 ガンダムNT-1

A3 M4 Ar4 W6 Mo15

## ABILITIES

· **Learning Computer:** At the beginning of each turn, it can choose one of the following benefits:

1. Optimized Targeting: Gain +1 to **Aim** for this turn.
2. Adaptive Defense: Gain +1 to **Armor** for this turn.

· **Vernier Thrusters:** It is equipped with advanced **Vernier Thrusters**, granting an additional **Move** during its **Activation**.

· **Choban Armor:** Before deployment, it can be equipped with **Choban Armor**, improving its **Armor** to 5 and downgrading its **Movement** to 10 until it suffers 3 **Wounds**. Then, its **Armor** and **Movement** returns to its natural **Attributes**.

## INCLUDED WEAPONS

· 60mm Vulcan Gun\* - TRW R10 P1 D1

\*Effects: It can be used for an extra **Attack** in its **Activation**.

## MELEE WEAPONS

· **Blash-XB-B-09 Beam Saber** - TMW R6 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· 90mm Gatling Gun - TRW R50 P1 D1

Effects: This **Weapon** can make up to 5 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **BOWA-Norfolk XBR-L Type-3 Beam Rifle** - TRW R50 P2 D1

Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

· **Hyper Bazooka** - TRW R45 P1 D2

Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of P1 D2.

## GM SNIPER II ジム・スナイパー II

A4 M3 Ar3 W6 Mo15

## ABILITIES

· **Sniper Precision:** +1 to **Aim** when **Attacking** with **RW** to a target at a distance of 50 cm or more.

· **Stealth Operative:** +2 to **Armor** when being **Attacked** with **RW**.

· **Vulcan Gun:** It remains unaffected by **Damage** stemming from external **Effects** caused by **Weapon Attacks** on nearby targets.

## INCLUDED WEAPONS

· **Hand Grenade** - TRW R15 P2 D1

Effects: Roll 1D6: On a 4-, everyone within 15cm of the target receive an automatic hit of P1 D1.

## MELEE WEAPONS

· **Beam Saber** - TMW R6 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **Franz EF-KAR98K 75mm Sniper Rifle** - TRW R70 P2 D1

Effects: On a roll of 1 on the **Aim Test**, ignores 2 extra points of the target's **Armor**.

· **YHI YF-MG100 100mm Machine Gun** - TRW R30 P1 D1

Effects: This **Weapon** can make up to 5 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **HWF GMG-MG79-90mm Bullpup Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

## GM COMMAND SPACE TYPE ジム・コマンド宇宙戦仕様

A3 M4 Ar4 W6 Mo15

## ABILITIES

· **Adaptive on the Field:** **Reactions** received will be performed with a penalization of -2 on the roll.

· **Zero-G Precision:** Before performing an **Attack**, roll 1D6: On a 3-, it gains +1 to **Aim** and **Melee** until the end of the **Attack**.

## INCLUDED WEAPONS

· 60mm Vulcan Gun\* - TRW R10 P1 D1

\*Effects: It can be used for an extra **Attack** in its **Activation**.

## MELEE WEAPONS

· **Beam Saber** - TMW R6 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **HFW-GR-MR82-90mm GM Rifle** - TRW R60 P1 D1

Effects: This **Weapon** can make up to 2 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **HWF GMG-MG79-90mm Bullpup Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **BOWA BG-M-79F-3A Beam Gun** - TRW R50 P1 D2

Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

· **BLASH HB-L-03/N-STD Hyper Bazooka** - TRW R40 P2 D1

Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of P2 D1.

## GM COLD DISTRICTS TYPE ジム寒冷地仕様

A3 M4 Ar4 W6 Mo15

## ABILITIES

· **Adaptive on the Field:** **Reactions** received will be performed with a penalization of -2 on the roll.

· **Versatility in Combat:** At the beginning of the turn, it can switch between two different battle modes, choosing either a ranged-focused configuration or a melee-focused configuration until the end of the turn. While in the ranged configuration, it gains +1 to **Aim**. In the melee configuration, it gains +1 to **Melee**.

## INCLUDED WEAPONS

· 60mm Vulcan Gun\* - TRW R10 P1 D1

\*Effects: It can be used for an extra **Attack** in its **Activation**.

## MELEE WEAPONS

· **Beam Saber** - TMW R6 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **GM Machine Gun** - TRW R30 P1 D1

Effects: This **Weapon** can make up to 5 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **HWF GMG-MG79-90mm Bullpup Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.



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## GM COMMAND ジム・コマンド

A3 M4 Ar4 W6 Mo15

## ABILITIES

- **Mid-Range Specialist**: It gains a +1 to **Aim** when using **RW** at a distance between 20 cm and 45 cm.
- **Versatility in Combat**: At the beginning of the turn, it can switch between two different battle modes, choosing either a ranged-focused configuration or a melee-focused configuration until the end of the turn. While in the ranged configuration, it gains +1 to **Aim**. In the melee configuration, it gains +1 to **Melee**.

## INCLUDED WEAPONS

- **60mm Vulcan Gun\*** - TRW R10 P1 D1  
\*Effects: It can be used for an extra **Attack** in its **Activation**.

## MELEE WEAPONS

- **Beam Saber** - TMW R6 P2 D2  
Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

- **HFW-GR-MR82-90mm GM Rifle** - TRW R60 P1 D1  
Effects: This **Weapon** can make up to 2 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **HWF GMG-MG79-90mm Bullpup Machine Gun** - TRW R50 P1 D1  
Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **BOWA BG-M-79F-3A Beam Gun** - TRW R50 P1 D2  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- **BLASH XBR-M-79E Beam Rifle** - TRW R50 P2 D1  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- **BLASH HB-L-03/N-STD Hyper Bazooka** - TRW R40 P2 D1  
Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of **P2 D1**.
- **YHI FH-X180 180mm Cannon** - TRW R40 P2 D1  
Effects: This **Weapon** can make up to 2 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **YHI ERL-1TYPE.Doc-04/380mm Rocket Launcher** - TRW R40 P1 D2  
Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of **P1 D2**.

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## RX-77D GUNCANNON RX-77Dガンキャノン

A4 M2 Ar5 W6 Mo15

## INCLUDED WEAPONS

- **60mm Vulcan Gun\*** - TRW R15 P1 D1  
\*Effects: It can be used for an extra **Attack** in its **Activation**.
- **240mm Cannons** - TRW R70 P2 D1  
Effects: This **Weapon** can make up to 2 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **Punch** - TMW R5 P0 D1  
Effects: None.

## RANGED WEAPONS

- **YHI YF-MG100 100mm Machine Gun** - TRW R30 P1 D1  
Effects: This **Weapon** can make up to 5 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **HWF GMG-MG79-90mm Bullpup Machine Gun** - TRW R50 P1 D1  
Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

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## HYGOGG ハイゴッグ

A3 M4 Ar5 W7 Mo12

## INCLUDED WEAPONS

- **Vice Claw** - TMW R20 P2 D3  
Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.
- **120mm Machine Cannon** - TRW R55 P2 D1  
Effects: This **Weapon** can make up to 3 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
- **(One use only) Hand Missile Unit** - TRW R60 P2 D1  
Effects: Roll 1D6: On a 3-, everyone within 10cm of the target receive an automatic hit of **P2 D1**.
- **Beam Cannon** - TRW R50 P3 D1  
Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.
- **Torpedo Launcher** - TRW R65 P1 D1  
Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

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## Z'GOK-E ズゴックE

A3 M4 Ar5 W7 Mo15

## INCLUDED WEAPONS

- **Vice Claw** - TMW R9 P2 D3  
Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.
- **Torpedo Launcher** - TRW R50 P1 D1  
Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.
- **Beam Cannon** - TRW R30 P3 D1  
Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

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## KÄMPFER ケンプファー

A4 M4 Ar4 W7 Mo15

## ABILITIES

· **Hit-and-Run Tactics:** Once per **Activation**, after performing a **Ranged Attack**, it can immediately **Move**.

## INCLUDED WEAPONS

· **60mm Vulcan Gun\*** - TRW R9 P1 D1

\*Effects: It can be used for an extra **Attack** in its **Activation**.

· **(One use only) Sturm Faust** - TRW R20 P1 D3

Effects: Hits reduce the target's **Armor** by 1 until the end of the turn.

· **(One use only) Chain Mine** - TMW R9 P3 D3

Effects: None.

## MELEE WEAPONS

· **Heat Hawk** - TMW R6 P3 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

· **Beam Saber** - TMW R9 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **Prototype Large Beam Rifle** - TRW R95 P2 D1

Effects: Hit rolls of 1 deal 2 **Damage** instead of 1.

· **Giant Bazookas** - TRW R55 P1 D1

Effects: Hits makes the target immobilized until the end the turn.

· **ZUX-197 Jagdgewehr 192mm Shotgun** - TRW R35 P3 D2

Effects: None.

## ZAKU II KAI ザクII改

A3 M4 Ar4 W6 Mo15

## ABILITIES

· **Rapid Target Acquisition:** It can **Move** before or after performing a **Ranged Attack**.

## INCLUDED WEAPONS

· **Hand Grenade** - TRW R15 P2 D1

Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of P1 D1.

· **(One use only) Sturm Faust** - TMW R20 P1 D3

Effects: Hits reduce the target's **Armor** by 1 until the end of the turn.

## MELEE WEAPONS

· **Heat Hawk** - TMW R6 P3 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

· **Heat Sword Type-BIV** - TMW R9 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **M-120A1 120mm Machine Gun** - TRW R40 P2 D1

Effects: This **Weapon** can make up to 2 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **MMP-80/90mm Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 6 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **H&L-SB25K/280mmA-P Zaku Bazooka** - TRW R40 P1 D2

Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of P1 D2.

## GELGOOG JÄGER ゲルググ(イエーガー)

A4 M4 Ar5 W7 Mo15

## ABILITIES

· **Rapid Assault Tactics:** Once per **Activation**, after performing a **Melee Attack**, it can immediately **Move**.

## INCLUDED WEAPONS

· **Beam Spot Gun** - TRW R10 P1 D1

Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.

· **(One use only) Sturm Faust** - TRW R20 P1 D3

Effects: Hits reduce the target's **Armor** by 1 until the end of the turn.

## MELEE WEAPONS

· **Beam Saber** - TMW R9 P2 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **Beam Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **Giant Bazooka (Rick Dom II)** - TRW R40 P2 D2

Effects: Roll 1D6: On a 3-, deal 1 **Damage**.

## RICK DOM II リック・ドムII

A4 M3 Ar5 W6 Mo12

## INCLUDED WEAPONS

· **Scattering Beam Gun** - TRW R5 P1 D0

Effects: The target loses one of its **Actions** this turn.

· **(One use only) Sturm Faust** - TMW R20 P1 D3

Effects: Hits reduce the target's **Armor** by 1 until the end of the turn.

## MELEE WEAPONS

· **Heat Saber** - TMW R6 P2 D3

Effects: Roll 2D6: On a 2-, the target is eliminated.

· **Large Heat Saber** - TMW R9 P3 D2

Effects: Roll 2D6: On a 2-, the target is eliminated.

## RANGED WEAPONS

· **MMP-80/90mm Machine Gun** - TRW R50 P1 D1

Effects: This **Weapon** can make up to 6 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

· **Giant Bazooka (Rick Dom II)** - TRW R40 P2 D2

Effects: Roll 1D6: On a 1, deal 1 **Damage**.

· **H&L-GB05R/360mm Giant Bazooka** - TRW R45 P1 D2

Effects: Roll 1D6: On a 2-, deal 1 **Damage**.

· **880mmRB-T27 Raketen Bazooka** - TRW R40 P1 D2

Effects: Roll 1D6: On a 5-, everyone within 10cm of the target receive an automatic hit of P1 D1.



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