

GUNDAM EZ-8 ガンダムEZ8

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Survivor's Spirit:** +1 to **Armor** when being **Attacked** with **MW**.
- **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**.
- **Vulcan Gun:** It remains unaffected by **Damage** stemming from external **Effects** caused by **Weapon Attacks** on other targets.

INCLUDED WEAPONS

- 35mm Machine Gun - TRW R30 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.

MELEE WEAPONS

- X.B.Sa-G-03 Beam Saber - TMW R6 P2 D2

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

RANGED WEAPONS

- YHI YF-MG100 100mm Machine Gun - TRW R30 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.

- 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**.

- YHI FH-X180 180mm Cannon - TRW R40 P1 D2

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.

GM SNIPER ジム・スナイパー

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**.

MELEE WEAPONS

- X.B.Sa-G-03 Beam Saber - TMW R6 P2 D2

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

RANGED WEAPONS

- BLASH XBR-X-79YK Long-Range Beam Rifle - TRW R70 P2 D2

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 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

GM GROUND 陸戦型ジム

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**.
- **Net Gun:** When it receive a **Melee Attack**, roll 1D6: On a 2-, the enemy will lose 10 **Movement** points during the rest of the turn and its next.

MELEE WEAPONS

- X.B.Sa-G-03 Beam Saber - TMW R6 P2 D2

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

- Twin Beam Spear - TMW R6 P3 D1

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

RANGED WEAPONS

- YHI YF-MG100 100mm Machine Gun - TRW R30 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.

- HWF GMG-MG79-90mm Bullpup Machine Gun - TRW R35 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 FH-X180 180mm Cannon - TRW R40 P1 D2

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.

- 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**.

- YHI 6ML-79MM Missile Launcher - TRW R40 P2 D2

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

- YHI YF-RC180 Railcannon - TRW R40 P3 D1

Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

GUNDAM GROUND 陸戦型ガンダム

A4 M3 Ar4 W6 Mo12

ABILITIES

- **Support Shield:** +1 to **Armor** when being **Attacked** with **RW**.
- **Vulcan Gun:** Gundam EZ-8 remains unaffected by **Damage** stemming from external **Effects** caused by **Weapon Attacks** on nearby targets.
- **Net Gun:** When it receive a **Melee Attack**, roll 1D6: On a 2-, the enemy will lose 10 **Movement** points during the rest of the turn and its next.

MELEE WEAPONS

- X.B.Sa-G-03 Beam Saber - TMW R6 P2 D2

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

- Gundam Hammer - TMW R6 P2 D2

Effects: Hits causes 1 **Damage** and to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.

RANGED WEAPONS

- YHI YF-MG100 100mm Machine Gun - TRW R30 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.

- YHI FH-X180 180mm Cannon - TRW R40 P1 D2

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.

- 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**.

- YHI 6ML-79MM Missile Launcher - TRW R40 P2 D2

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

- YHI YF-RC180 Railcannon - TRW R40 P3 D1

Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

ZAKU I ザクI

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Scavenger's Wit**: At the beginning of a turn, roll 1D6: On a 1, it can scavenge a **Damaged** enemy within 10cm for spare parts, restoring 1 **Wound**.

· **Zaku Assault**: When **Attacking** with a **MW**, its **Movement** gains 5 points until the end of the **Attack**.

MELEE WEAPONS

· **Heat Hawk** - **TMW R6 P3 D2**

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

· **Heat Sword** - **TMW R6 P2 D2**

Effects: Hit rolls of 1 deal 3 **Damage** instead of 2.

RANGED WEAPONS

· **120mm Machine Gun** - **TRW R50 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.

· **Initial Type Bazooka** - **TRW R40 P1 D1**

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

· **Shotgun** - **TRW R20 P2 D2**

Effects: None.

ZAKU II ザクII

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Leg Rockets**: It can perform an extra **Move** each turn.

· **Zaku Assault**: When **Attacking** with a **MW**, its **Movement** gains 5 points until the end of the **Attack**.

INCLUDED WEAPONS

· **MIP-B6 Cracker Grenade** - **TRW R40 P1 D2**

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

MELEE WEAPONS

· **Heat Hawk** - **TMW R6 P3 D2**

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

RANGED WEAPONS

· **120mm Machine Gun** - **TRW R50 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 Ver.8 Machine Gun** - **TRW R30 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**.

ACGUY アッグアイ

A3 M4 Ar4 W7 Mo12

ABILITIES

· **Stealth Approach**: Gains +1 to **Aim** and **Melee** when **Attacking** out of the enemy's target view.

INCLUDED WEAPONS

· **Iron Nail** - **TMW R9 P3 D2**

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

· **105mm Vulcan Gun** - **TRW R30 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.

· **6-tube Missile Launcher** - **TRW R40 P2 D1**

Effects: Roll 1D6: On a 3-, everyone within 10cm of the target receive an automatic hit of **P2 D1**.

· **Mega Particle Cannon** - **TRW R40 P1 D1**

Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

DOM ドム

A4 M2 Ar4 W6 Mo15

ABILITIES

· **High Mobility Thrusters**: It can perform an extra **Move** each turn.

· **Scattering Beam Cannon**: It remains unaffected by **Damage** stemming from external **Effects** caused by **Weapon Attacks** on nearby targets.

MELEE WEAPONS

· **Heat Hawk** - **TMW R6 P3 D2**

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

· **Heat Saber** - **TMW R6 P2 D3**

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

RANGED WEAPONS

· **120mm Machine Gun** - **TRW R50 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.

· **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**.

· **Beam 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**.

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME

GUNTANK ガンタンク

A2 M2 Ar2 W6 Mo10

ABILITIES

- **Transformable Treads:** At the beginning of a turn, it can choose to gain +15 to **Movement** or +2 to **Aim** and **Armor**, granting greater mobility when needed, or enhance its stability for better accuracy and defense.
- **Targeting Assistance System:** Once per turn, it can provide targeting assistance to an ally within 20cm, granting that unit its actual **Aim Attribute**.

INCLUDED WEAPONS

- **Mechanical Arm - TMW R6 P1 D2**
Effects: Hits grants an extra **Move Action** after the **Attack**.
- **120mm Low-Recoil Cannon - TRW R40 P1 D2**
Effects: Hits reduce the target's **Aim** by 1 until the end of the turn.
- **Quadruple Gun Launcher - TRW R50 P2 D1**
Effects: Everyone within 10cm of the target receive an automatic hit of **P2 D1**.

GOUF CUSTOM グフカスタム

A4 M4 Ar5 W7 Mo18

ABILITIES

- **Swift and Agile:** **Moving** through enemies does not require **Tests**.
- **Heat Wire:** It is equipped with a **Heat Wire** that can be used to immobilize an enemy. It can perform an extra **Action** to entangle and immobilize a target at **Range 15**, making the target unable to **Move** for the rest of the turn.
- **Energy Shield:** Once per battle and before receiving a **Ranged Attack**, It can activate the **Energy Shield** to completely block the incoming **Damage**.

INCLUDED WEAPONS

- **Heat Knuckle - TMW R3 P3 D1**
Effects: Temporarily disable the target's **Abilities** for the next turn.
- **Gatling Shield - 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.

MELEE WEAPONS

- **Heat Sword Type D III - TMW R9 P2 D2**
Effects: Hits inflict 1 **Damage** to enemies within 9cm of the bearer.
- **Heat Mace - TMW R6 P1 D3**
Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.

RANGED WEAPONS

- **3-barrel 35mm Machine Gun - TRW R30 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.
- **75mm Gatling Gun - TRW R40 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.
- **120mm Machine Gun - TRW R50 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.

DATA CARDS (back)
データカードズ (リバック)

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
TABLETOP GAME