

BARBATOS バルバトス

A3 M4 Ar3 W6 Mo15

ABILITIES

- **Adaptive Armor**: +1 to **Armor** when being **Attacked** with **MW**.
- **Berserker Fury**: When its **Wounds** drop to 4 or less, it enters to **Berserker Fury**, gaining +1 to **Melee** and **Damage** with all **Attacks**.

MELEE WEAPONS

- **Mace** - **TMW R6 P2 D2**

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

- **Long Sword** - **TMW R9 P2 D2**

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

- **Gauntlet** - **TMW R3 P3 D2**

Effects: None.

- **Large Special Mace** - **TMW R6 P2 D2**

Effects: Hits inflict 1 **Damage** to enemies within 6cm of the bearer.

RANGED WEAPONS

- **Smoothbore Gun** - **TRW R50 P1 D1**

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

- **GR-Es02 Wire Claw** - **TRW R25 P1 D1**

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

- **Arm Mortar** - **TRW R30 P1 D2**

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

- **170mm Autocannon** - **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.

BARBATOS LUPUS REX バルバトス・ルプス・レクス

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Adaptive Armor**: +1 to **Armor** when being **Attacked** with **MW**.
- **Berserker Fury**: When its **Wounds** drop to 4 or less, it enters to **Berserker Fury**, gaining +1 to **Melee** and **Damage** with all **Attacks**.

INCLUDED WEAPONS

- **Tail Blade** - **TMW R6 P2 D2**

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

- **Rex Nails** - **TMW R3 P2 D2**

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

MELEE WEAPONS

- **Ultra Large Mace** - **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.

- **VGR-H01 9.8 Battle Axe** - **TMW R6 P2 D2**

Effects: Hits inflict 1 **Damage** to enemies within 6cm of the bearer.

- **Anti-Ship Lance Mace** - **TMW R9 P3 D2**

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

RANGED WEAPONS

- **200mm 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.

BARBATOS LUPUS バルバトス・ルプス

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Adaptive Armor**: +1 to **Armor** when being **Attacked** with **MW**.
- **Berserker Fury**: When its **Wounds** drop to 4 or less, it enters to **Berserker Fury**, gaining +1 to **Melee** and **Damage** with all **Attacks**.

MELEE WEAPONS

- **Sword-Mace** - **TMW R6 P2 D2**

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

- **Twin Mace** - **TMW R6 P2 D2**

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

- **Variable Mace** - **TMW R3 P* D***

*Effects: On each **Attack**, choose between **P1 D3** or **P2 D2**.

- **New Long Sword** - **TMW R9 P2 D3**

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

- **Valkyria Buster Sword** - **TMW R6 P2 D3**

Effects: Hits inflict 1 **Damage** to enemies within 6cm of the bearer.

RANGED WEAPONS

- **Arm Rocked Launcher** - **TRW R40 P1 D1**

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

- **200mm 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.

- **Large Railgun** - **TRW R70 P2 D1**

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

BARBATOS 6TH FORM バルバトス6THフォーム

A3 M4 Ar5 W6 Mo15

ABILITIES

- **Adaptive Armor**: +1 to **Armor** when being **Attacked** with **MW**.
- **Berserker Fury**: When its **Wounds** drop to 4 or less, it enters to **Berserker Fury**, gaining +1 to **Melee** and **Damage** with all **Attacks**.

MELEE WEAPONS

- **Wrench Mace** - **TMW R6 P2 D3**

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

- **Arm Mortar** - **TRW R30 P1 D2**

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

- **170mm Autocannon** - **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.

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ASTAROTH バトルバース

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Stealthy Approach:** +1 to **Armor** when being **Attacked** if it starts its turn out of enemy's view.
- **Agile Mecha:** **Moving** through enemies does not require **Tests**.

INCLUDED WEAPONS

- Sub-Knuckle - **TMW R3 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.

MELEE WEAPONS

- Knife - **TMW R3 P2 D2**

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

- Demolition Knife - **TMW R9 P2 D2**

Effects: Hits inflict 1 **Damage** to enemies within 9cm of the bearer.

RANGED WEAPONS

- Rifle - **TRW R40 P2 D1**

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

ASTAROTH ORIGIN アスタロトオリジン

A3 M4 Ar4 W6 Mo18

ABILITIES

- **Adaptive Configuration:** At the beginning of its **Activation**, Astaroth Origin can choose one of the next configurations:
1. Offensive Mode: +1 to **Melee** for this turn.
2. Defensive Mode: +1 to **Armor** for this turn.
- **Agile Mecha:** **Moving** through enemies does not require **Tests**.

MELEE WEAPONS

- Sledgehammer - **TMW R9 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.

- γ Nanolaminate Sword - **TMW R9 P2 D2**

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

RANGED WEAPONS

- 150mm Shotgun - **TRW R30 P1 D1**

Effects: Hit rolls of 1 deal 4 **Damage** instead of 1.

ASTAROTH R. アスタロト・リナシメント

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Adaptive Configuration:** At the beginning of its **Activation**, Astaroth Rinascimento can choose one of the next configurations:
1. Offensive Mode: +1 to **Melee** for this turn.
2. Defensive Mode: +1 to **Armor** for this turn.
- **Agile Mecha:** **Moving** through enemies does not require **Tests**.

INCLUDED WEAPONS

- Enlarged Sub-Knuckle - **TMW R3 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.

MELEE WEAPONS

- Knife - **TMW R3 P2 D2**

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

- Demolition Knife - **TMW R9 P2 D2**

Effects: Hits inflict 1 **Damage** to enemies within 9cm of the bearer.

- Bastard Chopper - **TMW R9 P* D3**

*Effects: Ignores half of the target's **Armor** (rounded up).

RANGED WEAPONS

- Rifle - **TRW R40 P2 D1**

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

VIDAR ビダール

A4 M3 Ar4 W6 Mo15

ABILITIES

- **Stealth Cloak:** +1 to **Armor** when being **Attacked** with **RW**.
- **Melee Mastery:** When receiving an **Attack** with a **MW**, roll 1D6: On a 3-, the **Attack** suffers -1 to **Melee**. In addition, when **Attacking** with a **MW**, roll 1D6: On a 3-, the **Attack** gains +1 to **Melee**.

INCLUDED WEAPONS

- Hunter's Edge - **TMW R3 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.

- Handgun - **TRW R30 P2 D1**

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

MELEE WEAPONS

- Burst Saber - **TMW R6 P2 D2**

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

RANGED WEAPONS

- 110mm Rifle - **TRW R50 P2 D1**

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

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GRAZE EIN グレイズ・アイン

A3 M4 Ar5 W6 Mo15

ABILITIES

• **Berserker:** When its **Wounds** drop to 4 or less, it enters a Berserker state, gaining +1 to **Aim** and **Melee** with all **Attacks**.

INCLUDED WEAPONS

• **Drill Kick** - TMW R3 P1 D3

Effects: Hit rolls of 1 ignores 2 extra points of the target's **Armor**.

• **Screw Punch** - TMW R3 P1 D3

Effects: Hit rolls of 1 deal 1 extra **Damage**.

• **Custom Large Axe** - TMW R6 P2 D2

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

• **Pile Bunker** - TMW R3 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.

• **40mm Retractable Shoulder 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.

SCHWALBE GRAZE シュヴァルベ・グレイズ

A4 M3 Ar4 W6 Mo15

ABILITIES

• **Aerial Dominance:** +1 to **Melee** when **Attacking** from higher ground.

• **Intercepting Speed:** Once per turn, it can make an extra **Move** after performing an **Attack**.

MELEE WEAPONS

• **GR-Es02 Wire Claw** - TMW R3 P2 D2

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

• **GR-H01 9.8m Battle Axe** - TMW R6 P3 D1

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

• **GR-Hs01 16.5m Lance** - TMW R9 P2 D2

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

RANGED WEAPONS

• **GR-W01 120mm Rifle** - TRW R50 P1 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.

GRAZE RITTER COMMANDER グレイズリッター指揮官機

A4 M4 Ar4 W6 Mo15

ABILITIES

• **Battlefield Strategy:** At the beginning of the turn, it can choose an ally within 25cm to re-roll a single failed **Test** during its **Activation**.

• **Motivational Speech:** Once per turn, it can remove the negative **Effects** from an ally within 20cm.

MELEE WEAPONS

• **GR-Hr01 Knight Blade** - TMW R6 P3 D2

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

• **GR-H01 9.8m Battle Axe** - TMW R6 P3 D2

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

• **Halberd** - TMW R9 P2 D2

Effects: Hits inflict 1 **Damage** to enemies within 9cm of the bearer.

RANGED WEAPONS

• **GR-W01 120mm Rifle** - TRW R50 P1 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.

GRAZE グレイズ

A3 M3 Ar4 W6 Mo15

ABILITIES

• **Stalwart Defense:** It gains +1 extra **Armor** when being **Attacked** in cover.

• **Intercepting Speed:** Once per turn, it can make a free **Move** after performing an **Attack**.

MELEE WEAPONS

• **GR-H01 9.8m Battle Axe** - TMW R6 P3 D2

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

• **GR-H02 Battle Blade** - TMW R9 P2 D2

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

RANGED WEAPONS

• **GR-W01 120mm Rifle** - TRW R50 P1 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.

• **GR-W02 320mm Bazooka** - TRW R40 P2 D1

Effects: Hits inflict 1 **Damage** to everyone within 10cm of the bearer.

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FLAUROS (RYUSEI-GO) ガンダム・フラウロス A4 M3 Ar4 W6 Mo12

ABILITIES

- **Shelling Mode:** At the beginning of a turn, Flauros can transform into **Shelling Mode**, improving 1 point to **Aim** but losing 1 point of **Armor** in exchange. At any other turn, Flauros can return to its normal mode.
- **Artillery Specialist:** Once per turn, after **Attacking** with a **RW**, it can choose a different **RW** as a free **Attack**.

INCLUDED WEAPONS

- **Assault Knife - TMW R3 P2 D2**
Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.
- **120mm Machine Gun - TRW R50 P1 D1**
Effects: This **Weapon** can make up to 4 **Attacks** to the same target but suffers a -1 to **Aim** for each **Attack** after the first.

RANGED WEAPONS

- **Short-Barrelled Cannon - TRW R40 P2 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.
- **Railgun - TRW R60 P2 D1**
Effects: Hit rolls of 1 deal 2 **Damage** instead of 1.

ASMODAY アスモデイ A3 M4 Ar4 W7 Mo15

ABILITIES

- **Frame Mastery:** +1 to **Armor** when being **Attacked** with **MW**.
- **Infernal Fury:** When its **Wounds** drop to 4 or less, it is possessed by **Infernal Fury**, dealing 2 extra **Damage** with all **Attacks**.

INCLUDED WEAPONS

- **Leg Claw - TMW R3 P3 D1**
Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.
- **Grand Tonfa - TMW R3 P* D2**
*Effects: Ignores half of the target's **Armor** (rounded up).

MELEE WEAPONS

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

RANGED WEAPONS

- **110mm Rifle - TRW R50 P2 D1**
Effects: Hit rolls of 1 deal 2 **Damage** instead of 1.
- **Railgun - TRW R60 P2 D1**
Effects: Hit rolls of 1 deal 2 **Damage** instead of 1.

CYCLASE SCHWALBE ガンダムシュバルベ A3 M3 Ar4 W6 Mo15

ABILITIES

- **Aerial Ace:** +1 to **Melee** when **Attacking** from higher ground.
- **Speedy Interceptor:** Once per turn, it can make an extra **Move** after performing an **Attack**.

MELEE WEAPONS

- **Cyclase Blade - TMW R6 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.

RANGED WEAPONS

- **130mm Handgun - TRW R35 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.
- **Railgun - TRW R60 P2 D1**
Effects: Hit rolls of 1 deal 3 **Damage** instead of 1.

HASHMAL ハシュマル A3 M3 Ar5 W8 Mo12

ABILITIES

- **Adaptive Swarm:** Once per turn, it can use its **Adaptive Swarm**. When used, choose one of the following protocols for the **Plumas**:
1. **Repair Mode:** The **Plumas** focus on repairing the **Hashmal**, restoring 1 **Wound** and removing negative **Effects**.
2. **Resource Gathering:** The **Plumas** gather resources, granting the **Hashmal** an additional **Action** in the next turn.
3. **Assault Mode:** The **Plumas** go on the offensive, allowing the **Hashmal** to make an additional **Attack** with its **Superhard Wire Blade** or **Kinetic Energy Shot Launcher** during its next **Activation**.

INCLUDED WEAPONS

- **Superhard Wire Blade - TMW R3 P2 D2**
Effects: Hit rolls of 1 deal 3 **Damage** instead of 2.
- **Whip Claw - TRW R9 P2 D2**
Effects: Hits immobilize the target for the rest of the turn.
- **Kinetic Energy Shot Launcher - TRW R40 P2 D1**
Effects: Everyone within 10cm of the target receive an automatic hit of **P2 D1**.
- **Beam Cannon - TRW R50 P1 D1**
Effects: Hit rolls of 1 deal 1 extra **Damage**.

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HELMWIGE REINCAR ヘルムヴィーゲ・ラインカール A3 M4 Ar4 W7 Mo12

ABILITIES

· **Zealous Fury**: When its **Wounds** drop to 3 or less, it gains a +1 to **Melee** and **Damage** with all **Attacks**.

INCLUDED WEAPON

· **Electric Shock Horn** - TMW R3 P2 D2

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

MELEE WEAPONS

· **Valkyria Buster Sword** - TMW R6 P2 D3

Effects: Hits inflict 1 **Damage** to enemies within 6cm of the bearer.

GUSION REBAKE グシオンリベイク A3 M4 Ar4 W6 Mo15

ABILITIES

· **Power Overcharge**: Once per battle and at the beginning of the turn, it can use **Power Overcharge**, gaining +2 to **Aim** and **Melee** until the end of the turn.

MELEE WEAPONS

· **Gusion Rebake Halberd** - TMW R9 P3 D2

Effects: Inflicts 1 **Damage** if the target has **Armor** of 4 or higher.

· **Gusion Chopper** - TMW R6 P* D2

***Effects**: Ignores half of the target's **Armor** (rounded up).

· **GR-H02 Battle Blade** - TMW R6 P2 D2

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

RANGED WEAPONS

· **120mm Long Range Rifle** - TRW R60 P2 D1

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

· **Smoothbore Gun** - TRW R50 P1 D1

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

DANTALION ダンタリオン A3 M4 Ar4 W6 Mo15

ABILITIES

· **Deadly Precision**: Before performing a **Melee Attack**, roll 1D6: On a 3-, its **Melee Attacks** inflict 2 extra **Damage**.

MELEE WEAPONS

· **Gigantic Arm** - TMW R9 P2 D3

Effects: Hit rolls of 1 deal 1 extra **Damage**.

· **Bident** - TMW R9 P3 D2

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

RANGED WEAPONS

· **Bayonet Rifle** - 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.

· **Keraunos** - TRW R50 P1 D1

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

GUSION グシオン A3 M4 Ar4 W6 Mo15

ABILITIES

· **Tough Armor**: +1 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

· **400mm Buster Anchor** - TRW R15 P2 D2

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

MELEE WEAPONS

· **Gusion Hammer** - TMW R6 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.

· **Gusion Chopper** - TMW R6 P* D2

***Effects**: Ignores half of the target's **Armor** (rounded up).

· **Gusion Axe** - TMW R6 P3 D1

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

RANGED WEAPONS

· **90mm Submachine Gun** - TRW R35 P1 D1

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

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MARCHOSIAS マルコシアス

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Toxic Emission:** Once per battle, it can emit a toxic cloud. Any enemy within 20cm of Marchosias suffer a -2 to **Aim** and **Melee** until the end of the turn

INCLUDED WEAPON

· Knuckle Guard - TMW R3 P2 D2

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

MELEE WEAPONS

· Long Sword - TMW R9 P2 D3

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

· Short Sword - TMW R4 P3 D2

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

RANGED WEAPONS

· Railgun - TRW R70 P2 D1

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

HAJIROBOSHI ハジロボシ

A3 M4 Ar4 W7 Mo15

ABILITIES

· **Solar Flare:** At the beginning of the turn, it can release a burst of energy, blinding nearby enemies. All enemies within 10cm of Hajiroboshi at the end of the turn suffer a -1 to **Aim** and **Melee** for the next turn.

INCLUDED WEAPON

· Crab Shield - TMW R3 P3 D1

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

MELEE WEAPONS

· Smart Mace - TMW R6 P1 D3

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

· Cross Mace - TMW R6 P* D*

*Effects: On each **Attack**, choose between P2 D3 or P3 D2.

· Sword Long Mace - 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.

RANGED WEAPONS

· 110mm Short Range Rifle - TRW R30 P2 D1

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

KIMARIS TROOPER キマリストルーパー

A3 M4 Ar4 W6 Mo12

ABILITIES

· **Tactical Adaptation:** At the beginning of a turn, it can choose one of the following protocols:

1. Assault Mode: +1 to **Melee** for this turn.
2. Defensive Mode: +1 to **Armor** for this turn.

INCLUDED WEAPON

· Kimaris Saber - TMW R6 P2 D3

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

MELEE WEAPONS

· Destroyer Lance - TMW R9 P3 D2

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

KIMARIS VIDAR キマリズ・ヴィダール

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Tactical Adaptation:** At the beginning of a turn, it can choose one of the following protocols:

1. Assault Mode: +1 to **Melee** for this turn.
2. Defensive Mode: +1 to **Armor** for this turn.

INCLUDED WEAPON

· Drill Knee - TMW R3 P1 D3

Effects: Hit rolls of 2- ignores 2 extra points of the target's **Armor**.

MELEE WEAPONS

· Drill Lance - TMW R9 P3 D2

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

· Sword - TMW R6 P2 D2

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

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REGINGLAZE JULIA レゲルガイズ・ジュリア A4 M3 Ar4 W6 Mo18

ABILITIES

- **Enhanced Targeting:** It gains +1 to **Aim** when **Attacking** enemies with **Armor** 5 or higher.
- **Vulcan Gun:** It remains unaffected by **Damage** stemming from external **Effects** caused by **Attacks** on nearby targets.

INCLUDED WEAPONS

- **Blade** - **TMW R3 P2 D2**

Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

MELEE WEAPONS

- **Julian Sword** - **TMW R6 P3 D2**

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

- **Large Blade** - **TMW R9 P* D2**

***Effects:** Ignores half of the target's **Armor** (rounded up).

MAN RODI マンロディ

A4 M3 Ar5 W6 Mo12

ABILITIES

- **Resourceful Repair:** At the beginning of the turn, it can initiate self-repair. Roll 1D6: On a 2-, it restores 2 **Wounds** and removes negative **Effects**.
- **Vulcan Gun:** It remains unaffected by **Damage** stemming from external **Effects** caused by **Attacks** on nearby targets.

MELEE WEAPONS

- **Hammer Chopper** - **TMW R6 P* D3**

***Effects:** Ignores half of the target's **Armor** (rounded up).

RANGED WEAPONS

- **90mm Submachine Gun** - **TRW R40 P1 D1**

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

SIGRÚN ジークルーネ

A3 M4 Ar5 W6 Mo18

ABILITIES

- **Shieldwall Mastery:** +1 to **Armor** rolls when being **Attacked** with **MW**.

MELEE WEAPONS

- **Valkyrja Rapier** - **TMW R6 P3 D3**

Effects: Roll 2D6: On a 3-, the target is eliminated.

REGINGLAZE レギンレイズ

A4 M3 Ar4 W6 Mo15

ABILITIES

- **Rapid Response:** Once per turn, it can re-roll a failed **Melee Test**.
- **Adaptive Shielding:** +1 to **Armor** when being **Attacked** with **RW**.

MELEE WEAPONS

- **GR-E11 Gauntlet** - **TMW R3 P2 D2**

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

- **Twin Pile** - **TMW R6 P* D2**

***Effects:** Ignores half of the target's **Armor** (rounded up).

RANGED WEAPONS

- **GR-W11 130mm Rifle** - **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.

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
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TABLETOP GAME

VUAL ヴァール

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Weapon Proficiency:** It can perform up to two **Attacks** and one **Move** each turn.

MELEE WEAPONS

· **Glaive** - TMW R9 P2 D2

Effects: Hits inflict 1 **Damage** to enemies within 15cm of the bearer.

· **Mining Hammer** - 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

· **210mm Anti-Material Rifle** - TRW R55 P2 D1

Effects: Hit rolls of 1 deal 4 **Damage** instead of 1.

GUSION REBAKE F.C. ガンダムグンオンリベイクフルンシティ

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Adaptive Armor:** +1 to **Armor** when being **Attacked** with **MW**.

· **Ahab Reactor Synergy:** Once per battle and at the beginning of a turn, it can use the **Ahab Reactor Synergy**, gaining +1 to **Aim** and **Melee** until the end of the turn.

· **Sub-Arms:** Once per battle, it can perform an extra **Attack**.

MELEE WEAPONS

· **Knuckle Guard** - TMW R3 P2 D2

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

· **Gusion Rebake Halberd** - TMW R9 P3 D2

Effects: Inflicts 1 **Damage** if the target has **Armor** of 4 or higher.

RANGED WEAPONS

· **Rocket Gun** - TRW R40 P2 D1

Effects: Hits inflict 1 **Damage** to enemies within 10cm of the bearer.

· **120mm Long Range Rifle** - TRW R65 P2 D1

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

· **Smoothbore Gun** - TRW R50 P1 D1

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

GRIMGERDE グリムゲルデ

A4 M4 Ar3 W6 Mo18

ABILITIES

· **Shieldwall Mastery:** +1 to **Armor** rolls when being **Attacked** with **MW**.

MELEE WEAPONS

· **Valkyrja Blade** - TMW R6 P3 D2

Effects: Roll 2D6: On a 4-, the target is eliminated.

RANGED WEAPONS

· **110mm Valkyrja Rifle** - TRW R45 P2 D1

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

ROUEI ロウエイ

A4 M3 Ar4 W6 Mo15

ABILITIES

· **AV System Integration:** Once per turn, it can re-roll a failed **Aim** or **Melee Test**.

· **Mobile Striker:** Once per battle, it can perform an extra **Move**.

MELEE WEAPONS

· **Heavy Club** - TMW R6 P2 D2

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

· **80mm Handgun** - TRW R35 P3 D1

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

· **JEE-205 130mm Assault Rifle** - TRW R40 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.

· **JEE-102 Revolving Grenade Launcher** - TRW R35 P2 D1

Effects: All enemies within 10cm of the target receive an automatic hit of **P2 D1**.

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BAEL バエル

A4 M4 Ar4 W6 Mo15

ABILITIES

- **Slumber's End**: Once per battle and at the beginning of a turn, it can awaken its full potential, gaining +2 to **Melee** and **Armor** until the end of the turn.
- **Infiltrator's Guile**: It gains +1 to **Melee** when **Attacking** from higher ground.

INCLUDED WEAPON

- **Electromagnetic Cannon** - TRW R45 P3 D1
Effects: Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next. In addition, 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.

MELEE WEAPONS

- **Anti-Ship Lance Mace** - TMW R9 P3 D2
Effects: Roll 2D6: On a 2-, the target is eliminated.
- **Bael Sword** - TMW R6 P2 D3
Effects: Roll 2D6: On a 2-, the target is eliminated.

DATACARDS (back)
データカードス (バック)

