

## GUNDAM AERIAL ガンダム・エアリアル

A3 M4 Ar4 W6 Mo18

## ABILITIES

- **Bit on Form:** It can perform an additional **Move** of **Mo10** each turn.
- **Bit Stave:** Each turn, it can perform an additional **Attack** of **R40 P2 D1** or grant +1 to **Armor** until the end of the turn.
- **Anti-Beam Field:** Roll 1D6 for each **Damage** point coming from a **Beam Weapon**: On a 1, that point is ignored.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **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

- **Beam Rifle (Includes LB Beam Rifle and Beam Blade)** - **TRW R50 P2 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- ▶ **Long Barrel Beam Rifle** - **TRW R70 P1 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- ▶ **Beam Blade** - **TMW R3 P3 D2**
- Effects: Roll 2D6: On a 1, the target is eliminated.

## GUNDNODE ガンドノード

A3 M3 Ar3 W6 Mo15

## ABILITIES

- **Combat Assistance:** The Gundnode improves the **Aim** and **Melee** of Gundam Aerial Rebuild by 1 point if its within 25cm of it.

## MELEE WEAPONS

- **Beam Blade** - **TMW R3 P3 D2**
- Effects: Roll 2D6: On a 1, the target is eliminated.

## RANGED WEAPONS

- **Beam Rev Rifle** - **TRW R55 P1 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

## GUNDAM AERIAL REBUILD ガンダム・エアリアル(改修型)

A3 M4 Ar4 W6 Mo18

## ABILITIES

- **Bit on Form:** It can perform an additional **Move** of **Mo10** each turn.
- **Bit Stave:** Each turn, it can perform an additional **Attack** of **R40 P2 D1** or grant +1 to **Armor** until the end of the turn.
- **Anti-Beam Field:** Roll 1D6 for each **Damage** point coming from a **Beam Weapon**: On a 1, that point is ignored.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 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

- **Beam Rifle (Includes GUND-BIT Cannon)** - **TRW R50 P2 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- ▶ **GUND-BIT Cannon** - **TRW R40 P1 D2**
- Effects: A failed hit roll using this **Weapon** can be re-rolled.

## GUNDAM CALIBARN ガンダムキャリバーン

A4 M3 Ar3 W6 Mo18

## ABILITIES

- **Bit on Form + High Maneuverability Mode:** It can perform an additional **Move** each turn.
- **Bit Stave:** Each turn, it can perform an additional **Attack** of **R40 P2 D1** or grant +1 to **Armor** until the end of the turn.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 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

- **Variable Rod Rifle** - **TRW R60 P2 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.

**MECHANIRIS**  
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## GUNDVÖLVA ガンヴォルヴァ

A4 M4 Ar4 W6 Mo15

## ABILITIES

· **Bit on Form**: It can perform an additional **Move** of **Mo10** each turn.

## MELEE WEAPONS

· **Beam Saber** - **TMW R6 P2 D2**

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

## RANGED WEAPONS

· **Beam Carbine** - **TRW R50 P2 D1**

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

## GUNDAM LFRITH UR ガンダム・ルブリス・ウル

A4 M3 Ar5 W7 Mo12

## INCLUDED WEAPONS

· **Beam Vulcan\*** - **TRW R15 P1 D1**

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

· **Phased Array Cannon** - **TRW R45 P2 D2**

Effects: Hits deal 1 **Damage**.

## MELEE WEAPONS

· **Beam Saber** - **TMW R6 P2 D2**

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

## RANGED WEAPONS

· **Beam Gatling Gun** - **TRW R55 P2 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.

## GUNDAM LFRITH ガンダム・ルブリス

A3 M4 Ar4 W6 Mo18

## ABILITIES

· **Bit on Form**: It can perform an additional **Move** of **Mo10** each turn.

· **Bit Stave**: Each turn, it can perform an additional **Attack** of **R40 P2 D1** or grant +1 to **Armor** until the end of the turn.

· **Anti-Beam Field**: Roll 1D6 for each **Damage** point coming from a **Beam Weapon**: On a 1, that point is ignored.

## INCLUDED WEAPONS

· **Beam Vulcan\*** - **TRW R15 P1 D1**

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

· **Receiver Gun** - **TRW R35 P1 D1**

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

## MELEE WEAPONS

· **Beam Saber** - **TMW R6 P2 D2**

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

## RANGED WEAPONS

· **Beam Rifle** (Includes GUND-BIT Rifle and Beam Blade) - **TRW R50 P2 D1**

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

▶ **GUND-BIT Rifle** - **TRW R50 P1 D2**

Effects: A failed hit roll using this **Weapon** can be re-rolled.

▶ **Beam Blade** - **TMW R3 P3 D2**

Effects: Roll 2D6: On a 1, the target is eliminated.

## GUNDAM LFRITH THORN ガンダム・ルブリス・ソーン

A4 M3 Ar5 W6 Mo18

## MELEE WEAPONS

· **Beam Saber Unit** - **TMW R6 P2 D2**

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

· **Phased Array Cannon** - **TRW R45 P2 D2**

Effects: Hits deal 1 **Damage**.

## RANGED WEAPONS

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

Effects: Reduce the target's **Aim** by 2 until the end of the turn.

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## DILANZA ディランザ

A3 M4 Ar4 W6 Mo15

## ABILITIES

- **Adaptive Armor:** +1 to **Armor** when being **Attacked** with **RW**.
- **Thruster Burst:** Once per battle, it can perform an additional **Move**.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 P1 D1**

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

- **Beam Torch** - **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

- **Beam Rifle** - **TRW R50 P2 D1**

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

## LAUDA'S DILANZA ディランザラウダ専用機

A4 M3 Ar4 W6 Mo15

## ABILITIES

- **Adaptive Armor:** +1 to **Armor** when being **Attacked** with **RW**.
- **Thruster Burst:** Once per battle, it can perform an additional **Move**.
- **Strategic Dueling:** Upon initiating a second consecutive **Attack** against the same target, it gains the ability to reroll any failed hit roll for each subsequent **Attack** directed at that target.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 P1 D1**

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

- **Beam Torch** - **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.

## MELEE WEAPONS

- **Large Heat Axe** - **TMW R9 P2 D3**

Effects: Each enemy within 9cm roll 1D6: On a 3-, it receive an automatic hit of **P2 D2**.

## RANGED WEAPONS

- **Beam Rifle** - **TRW R50 P2 D1**

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

## DILANZA SOL ディランザ・ソル

A3 M4 Ar4 W6 Mo15

## ABILITIES

- **Adaptive Armor:** +1 to **Armor** when being **Attacked** with **RW**.
- **Thruster Burst:** Once per battle, it can perform an additional **Move**.
- **Limitier Override:** Once per turn, it can reroll a failed **Melee Attack** hit roll.

## INCLUDED WEAPONS

- **Beam Torch** - **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

- **Beam Rifle (Includes Beam Bayonet)** - **TRW R50 P2 D1**

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

- ▶ **Beam Bayonet** - **TMW R3 P2 D2**

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

- **HC Missile Launchers** - **TRW R45 P2 D1**

Effects: This **Weapon** can make up to 3 **Attacks** to the same target.

## GUEL'S DILANZA ディランザグエル専用機

A3 M4 Ar4 W6 Mo15

## ABILITIES

- **Adaptive Armor:** +1 to **Armor** when being **Attacked** with **RW**.
- **Thruster Burst:** Once per battle, it can perform an additional **Move**.
- **Initial High Performance:** It can perform an additional **Melee Attack** each turn but with a penalization of 2 on **Melee**.

## INCLUDED WEAPONS

- **Beam Torch** - **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.

- **Beam Vulcan\*** - **TRW R15 P1 D1**

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

## MELEE WEAPONS

- **Beam Partizan** - **TMW R9 P3 D2**

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

## RANGED WEAPONS

- **Beam Rifle** - **TRW R50 P2 D1**

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

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## DARILBALDE ダリルバルデ

A4 M3 Ar4 W6 Mo15

## ABILITIES

- **Adaptive Armor**: +1 to **Armor** when being **Attacked** with **RW**.
- **Thruster Burst**: Once per battle, it can perform an additional **Move**.
- **Unmanned Drone Technology**: At the beginning of the third turn and after that, its hit rolls always succeed.

## INCLUDED WEAPONS

- **Shackle Claw** - **TMW R9 P1 D1**  
Effects: Hits reduce the target's **Aim** and **Melee** by 1 until the end of the turn.
- **Beam Vulcan\*** - **TRW R15 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.
- **Beam Javelin** - **TMW R9 P3 D2**  
Effects: Each enemy within 9cm roll 1D6: On a 3-, it receive an automatic hit of **P2 D2**.

## ZOWORT ザウオート

A3 M4 Ar3 W6 Mo15

## ABILITIES

- **Close-Range Combat Potential**: It can reroll a failed hit on each **Melee Attack**.

## MELEE WEAPONS

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

## MELEE WEAPONS

- **Beam Gun** - **TRW R45 P1 D1**  
Effects: On a roll of 2- on the **Aim Test**, ignores 2 points of the target's **Armor**.

## GUNDAM SCHWARZETTE ガンダム・シュバルゼット

A4 M3 Ar4 W6 Mo15

## ABILITIES

- **Guardian**: Each turn, it can perform an additional **Attack** of **R45 P2 D2**, an additional **Attack** of **R3 P2 D3** or grant +1 to **Armor** until the end of the turn.

## INCLUDED WEAPONS

- **Fists** - **TMW R3 P0 D1**  
Effects: None.
- **Arm Launcher** - **TRW R30 P3 D1**  
Effects: Roll 1D6: On a 1, deals **Damage**.

## RANGED WEAPONS

- **Beam Gatling** - **TRW R45 P3 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.

## ZOWORT HEAVY ザウオート・ヘヴィ

A3 M3 Ar3 W6 Mo12

## ABILITIES

- **Surplus Loading Capacity**: It can use up to two **Ranged Weapons** on each **Attack**.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 P1 D1**  
\*Effects: It can be used for an extra **Attack** in its **Activation**.
- **Missile Launcher** - **TRW R40 P2 D1**  
Effects: Roll 1D6: On a 4-, everyone within 10cm of the target receive an automatic hit of **P2 D1**.
- **Beam Cannon** - **TRW R60 P1 D2**  
Effects: On a roll of 1 on the **Aim Test**, ignores 1 point of the target's **Armor**.

## MELEE WEAPONS

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

## RANGED WEAPONS

- **Long Beam Gun** - **TRW R70 P2 D1**  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

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## GUNDAM PHARACT ガンダム・ファラクト

A4 M3 Ar4 W6 Mo18

## ABILITIES

- **Blast Boosters:** It can perform an additional **Move** of **Mo12** each turn.
- **GUND-BIT Corax:** If it's going to receive a **Melee Attack**, roll 1D6: On a 1, it can avoid it.

## MELEE WEAPONS

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

## RANGED WEAPONS

- **Beam Arquebus - TRW R80 P2 D1**  
Effects: Hit rolls of 1 deal 2 **Damage**.

## HEINDREE STURM ハインドリー・シュトルム

A4 M3 Ar4 W6 Mo15

## ABILITIES

- **Active Combat Optimization:** It can reroll a failed hit roll each turn.

## INCLUDED WEAPONS

- **Backpack Beam Cannon - TRW R60 P1 D2**  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

## MELEE WEAPONS

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

## RANGED WEAPONS

- **Beam Rifle - TRW R50 P2 D1**  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

## HEINDREE ハインドリ

A3 M4 Ar4 W6 Mo15

## ABILITIES

- **Advanced Hein OS:** Roll 1D6 for each **Damage** point received: On a 2-, that point is ignored.

## MELEE WEAPONS

- **Electromagnetic Lance - TMW R9 P2 D2**  
Effects: Hits reduce the target's **Aim** and **Melee** by 1 until the end of the turn.

## RANGED WEAPONS

- **Beam Gun - TRW R30 P2 D1**  
Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

## MICHAELIS ミカエリス

A4 M4 Ar4 W7 Mo15

## ABILITIES

- **Cutting-Edge Anti-GUND Format Technology:** It ignores the **Anti-Beam Field** ability. In addition, enemies within 15cm of it cannot use **Bit on Form** and **Bit Stave**.

## INCLUDED WEAPONS

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

- **Beam Vulcan\* - TRW R15 P1 D1**

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

- **Beam Rifle - TRW R50 P2 D1**

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

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CHUCHU'S DEMI TRAINER デミトレーナー チュチュ専用機

A4 M3 Ar4 W6 Mo18

## ABILITIES

- **Hit-and-Run Tactics:** It can perform an extra **Move** of **Mo10** after a **Ranged Attack**.
- **Superb Maneuverability:** Each time that it **Moves**, roll 1D6: On a 1, its **Movement** improves by 10 until the end of the **Move**.

## INCLUDED WEAPONS

- Fists - **TMW R3 P0 D1**
- Effects: None.

## RANGED WEAPONS

- **Large Beam Rifle** - **TRW R70 P2 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- **Beam Gatling** - **TRW R45 P3 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.

MECHANIRIS 1st EDITION · UNOFFICIAL ANIME DATACARD · GUNDAM - THE WITCH FROM MERCURY 機動戦士ガンダム 水星の魔女

DEMI GARRISON デミギャリソン

A4 M3 Ar4 W6 Mo18

## ABILITIES

- **Strategic Deployment:** It can be deployed at any point within the battle zone, more than 20cm away from enemies, at the beginning of any turn.
- **Security Mobile Suit:** Enemies within 18cm of it must roll 1D6 before performing an **Attack**: On a 6, the **Attack** will be performed with a penalization of 2 on **Aim** and **Melee**.

## INCLUDED WEAPONS

- **Beam Vulcan\*** - **TRW R15 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

- **Beam Rifle (Includes Long Barrel Beam Rifle)** - **TRW R50 P2 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.
- ▶ **Long Barrel Beam Rifle** - **TRW R70 P1 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

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DEMI TRAINER デミトレーナー

A3 M4 Ar4 W6 Mo18

## ABILITIES

- **Superb Maneuverability:** Each time that it **Moves**, roll 1D6: On a 1, its **Movement** improves by 10 until the end of the **Move**.

## INCLUDED WEAPONS

- **Combat Knife** - **TMW R3 P2 D1**
- Effects: Roll 1D6: On a 3- deals 1 **Damage**.
- **Saber Stick** - **TMW R6 P1 D3**
- Effects: None.

## RANGED WEAPONS

- **Beam Gun** - **TRW R30 P2 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 2 points of the target's **Armor**.

MECHANIRIS 1st EDITION · UNOFFICIAL ANIME DATACARD · GUNDAM - THE WITCH FROM MERCURY 機動戦士ガンダム 水星の魔女

DEMI BARDING デミバーディング

A4 M4 Ar4 W7 Mo15

## ABILITIES

- **Propulsion Evolution:** It can perform an extra **Move** of after a **Ranged Attack**.

## INCLUDED WEAPONS

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

- **Beam Cannon** - **TRW R60 P1 D2**
- Effects: On a roll of 1 on the **Aim Test**, ignores 1 point of the target's **Armor**.

## MELEE WEAPONS

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

## RANGED WEAPONS

- **Beam Rifle Plus** - **TRW R50 P3 D1**
- Effects: On a roll of 1 on the **Aim Test**, ignores 1 point of the target's **Armor**.

MECHANIRIS 1st EDITION · UNOFFICIAL ANIME DATACARD · GUNDAM - THE WITCH FROM MERCURY 機動戦士ガンダム 水星の魔女

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## BEGUIR-BEU ベギルベウ

A3 M4 Ar4 W7 Mo18

## ABILITIES

· **Non-Kinetic Pod:** It ignores the **Anti-Beam Field Ability**. In addition, enemies within 15cm of it cannot use **Bit on Form** and **Bit Stave**.

## INCLUDED WEAPONS

· **Bayonet** - TMW R6 P3 D2

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

· **Foot Unit** - 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.

· **Double Beam Gun Units** - TRW R45 P1 D2

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

## BEGUIR-PENTE ベギルペンデ

A4 M4 Ar5 W7 Mo15

## ABILITIES

· **Non-Kinetic Effectors:** It ignores the **Anti-Beam Field Ability**. In addition, enemies within 15cm of it cannot use **Bit on Form** and **Bit Stave**.

## MELEE WEAPONS

· **Beam Saber** - TMW R6 P2 D2

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

## RANGED WEAPONS

· **Beam Rifle** - TRW R50 P2 D1

Effects: Failed hit rolls can be re-rolled once per **Attack**.

DATACARDS (back)  
データカードズ (リバック)

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