

# Zoids Kai Catalog

This catalog contains the stats for units to be used with the Zoids Kai tabletop game. Tomy Takura and Hasbro own the Zoids trademark and all related intellectual property. The Rules and supplementary catalog are created by Stevy Kai, images are from various sources. This is a fan project, selling it is illegal. If you paid money for the rule book or catalog you should seek legal council.

Many Zoids have options with their armaments. Some of these options change the Zoid in fundamental ways. “**Upgrade**” means the Zoid itself is improved while retaining all armaments (traits and weapons) and options. “**Version**” is used to combine multiple similar Zoids of the same size and type. A different **Version** is essentially a new Zoid and does not retain the armaments and options of the base Zoid. Sometimes **Version** follows a canonical path like the Shield Liger becoming a Blade Liger, other times they do not, like a Zaberfang becoming a Brastle Tiger. All upgrade and version costs are added to the cost of the base Zoid as well as retaining the basic stats like HP and Movement but often improve by adding to these stats.

For RPG Campaigns this may be significant depending on the campaigns rules for changing Zoids or Zoid gear and upgrades.

**Upgrade:** Retains the base Zoids basic stats and armaments (traits and weapons) as well as retaining access to optional traits and weapons. Only one upgrade can be taken unless it is an upgrade for an upgrade.

**Version:** Only retains the basic stats of the base Zoid. It is up to the DM whether to treat these as separate Zoids or as an upgrade path.

**Flame/Acid Thrower:** This does not gain accuracy bonuses from pilot skills or Zoid upgrades.

## **Pteras:**

Cost: 4 points

Size: Small

HP: 5

Movement: 10"

Turn Rate: 90\*

Terrain: Air

Type: Pterosaur



Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Wing Blades: 1D5+, damage=2, melee range 3", movement attack only

Twin Vulcans: 2D6+, damage=1, range 12", fixed mount, forward facing

Optional:

Bombs: 2D6+, damage=2, range 3", cannot hit airborne targets, rear facing 180\*, AOE 4", ammo=2, cost=3

Wings: (only one allowed)

Seeker Missiles: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 90\*, ammo=2, cost=1

CP-06 Missile Rack: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 90\*, ammo=6, cost=2

Small Gatling Guns: 12D6+, damage=1, range 12", fixed mount, forward facing, cost=4

## **Zabat:**

Cost: 4 points

Size: Small

HP: 5

Movement: 8"

Turn Rate: 180\*

Terrain: Air

Type: Bat



Traits:

Aerial Evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Option:

Chaff, cost=1

Weapons:

Talons: 1D5+, damage=1, piercing +1, melee range 3", moving attack

Laser Rifles: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Homing Bomb: 1D5+, damage=3, range 16", homing, cannot hit airborne targets, fixed mount, forward facing 90\*, AOE 6", ammo=1

## Nightwise:

Cost: 4 points

Size: Small

HP: 5

Movement: 8"

Turn Rate: 180\*

Terrain: Air

Type: Owl



Traits:

Aerial Evasion +2

Infrared Sensors

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Talons: 1D5+, damage=1, piercing +1 melee range 3", moving attack

Bomb: 1D6+, damage=3, range 3", cannot hit airborne targets, AOE 4", ammo=2

Seeker Missile: 2D5+, damage=2, range 24", homing, fixed mount 180\*, ammo=2

## **Gorgodos:**

Cost: 4 points

Size: Small

HP: 10

Movement: 5"

Turn Rate: 45°

Terrain: Land

Type: Stegosaurus



### **Weapons:**

Maxer 20mm Beam Guns: 2D6+, damage=1, range 12", forward facing 180°, (energy weapon)

LR Missiles: 1D5+, damage=1, range 20", homing, fixed mount, forward facing 190°, ammo=2

## Godos:

Cost: 4 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Tyrannosaurus



### Weapons:

Vice Claw: 1D5+, damage=1, melee range 3"

### Standard Version:

Back Rifles: 2D6+, damage=1, range 16", anti-air, forward facing, fixed mount

Tail Guns: 3D6+, damage=1, range 12", anti-air, rear facing 180\*, (energy weapon)

### Hip Weapon Options:

#### [Weapon Group 1]

Hip Rifles: 2D6+, damage=1, range 16", forward facing, fixed mount, cost=0

LR Canon Version: cost=1

#### [Weapon Group 1]

Hip Rifle: 1D6+, damage=1, range 16", forward facing, fixed mount

LR Cannon: 1D6+, damage=2, range 24", forward facing, fixed mount

Wild Wiesel set: (replaces hip weapons) cost=3 points

#### [Weapon Group 1]

Twin Rifles: 4D6+, damage=1, range 16", forward facing 90\* (energy weapon)

Miniguns: 6D6+, damage=1, range 16", forward facing 90\*

### Back Option:

Detachable Aircraft: 2D6+, damage 1, can attack any target on the board once each turn, this does not consume an attack action. If the craft misses all attacks it is shot down and cannot be used for the rest of the match. Cost=2



**Iguan Version:** cost=1

Thrusters: movement +1"

Tail Guns: 4D6+, damage=1, range 12", anti-air, rear facing 180\*, (energy weapon)

Head Blasters: 2D6+, damage=1, range 12", anti-air, turret, (energy weapon)

**Hand Options:** (pick one)

Vice Claw: 1D5+, damage=1, melee range 3", cost=0

Quad Cannons: 8D6+, damage=1, range 12", forward facing 90\*, cost=3

Arm Blasters: 2D6+, damage=1, range 12", forward facing 90\*, (energy weapon), cost=0

Mixed Set: cost=2

Quad Cannon: 4D6+, damage=1, range 12", forward facing 90\*

Arm Blaster: 1D6+, damage=1, range 12", forward facing 90\*, (energy weapon)

**Optional:**

Pile Bunker: 1D5+, damage=3, piercing +1, melee range 3", ramming attack, cost=1

\*The HMM Kotobukia kit does not come with enough parts for two of any hand weapon. 'Mixed Set' is the standard build.



**Dos-Godos Version:** Cost=2  
HP +2

Weapons:  
Tail Swipe: 1D5+, damage=2, melee range 3"

Standard:

Arm Blasters: 2D6+, damage=1, range 16", forward facing 90\*, (energy weapon)

Back Cannon: 1D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

**Dos-Godos Tiga Version:** Cost=5  
HP+4

Tail Swipe: 1D5+, damage=2, melee range 3"

Micro-Gatling Guns : 8D6+, damage=1, range 12", forward facing 90\*, (energy weapon)

Magnizer Cannons: 2D6+, damage=3, piercing +1, range 24", heavy weapon reduces movement 1", fixed mount, forward facing, (energy weapon)



### **Ray Saurer Version: cost=1**

#### **Weapons:**

Laser Fang: 1D5+, damage=1, piercing +1, melee range 3"

Arm Blasters: 2D6+, damage=1, range 12", forward facing 90\*,  
(energy weapon)

Ray Rifles: 4D6+, damage=1, range 24", anti-air, fixed mount  
forward facing, (energy weapon)

Tail Gun: 1D6+, damage=1, range 12", anti-air, rear facing 180\*,  
(energy weapon)

## **Cannon Spider:**

Cost: 4 points

Size: Small

HP: 10

Movement: 4"

Turn Rate: 180\*

Terrain: Land

Type: Tarantula



### **Weapons:**

Heavy Cannon: 1D6+, damage=3, range 20", fixed mount, forward facing

## **Gorgolauncher:**

Cost: 4 points

Size: Small

HP: 8

Movement: 4"

Turn Rate: 180\*

Terrain: Land

Type: Gorgosaurus



### **Weapons:**

Laser Fang: 1D5+, damage=2, piercing +1, melee range 3"

Balkan Beams: 2D6+, damage=1, range 16", forward facing 90\*,  
(energy weapon)

## **Mosasledge:**

Cost: 4 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Air, Water

Type: Mosasaurus



### Traits:

Can submerge/surface in water as part of a movement action

Aerial Evasion +2 when airborne

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Chomp: 1D5+, damage=3, piercing +1, melee range 3"

Chainsaw Tail: 1D5+, damage=2, piercing +1, melee range 3",  
moving attack only, one sided

Torpedos: 2D5+, damage=1, range 20", homing, forward facing  
180\*, ammo=7, (aquatic weapon)

## **Gun Tiger:**

Cost: 5 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Tiger



### **Traits:**

Open Canopy, -2 on Pilot Wreck Rolls

Nimble

### **Weapons:**

Laser Claw: 1D5+, damage=2, melee range 3"

Laser Fang: 1D5+, damage=2, piercing +1, melee range 3"

Concealed Magnum: 1D6+, damage=3, range 24", fixed mount, forward facing

## **Hidocker:**

Cost: 5 points

Size: Small

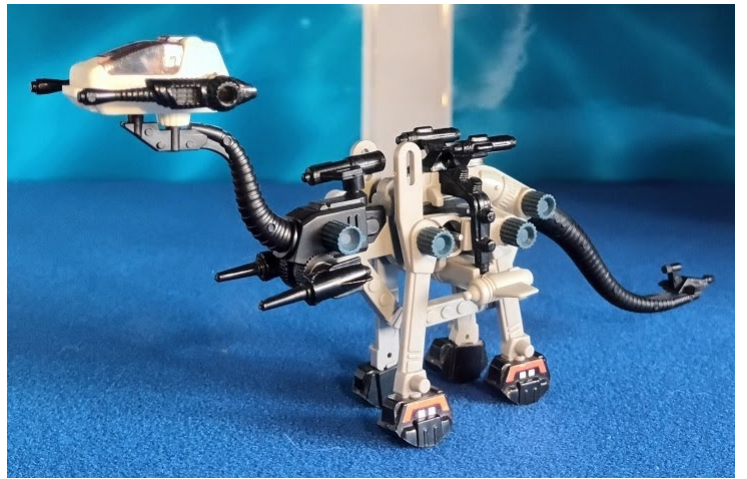
HP: 10

Movement: 5"

Turn Rate: 45°

Terrain: Land

Type: Brontosaurus



### **Weapons:**

Cyclone Launchers: 3D5+, damage=1, range 20", homing, fixed mount, forward facing 180°, ammo=1

[Weapon Group 1]

Vulcans: 2D6+, damage=1, range 12", forward facing 180°

12mm Beam Guns: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

# Hammer Rock:

Cost: 5 points

Size: Small

HP: 10

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Gorilla



Traits:

Nimble

Optional:

CP-25 Active Shield, grants 1/3 cover (+2), forward facing, cost=1

## Standard Version:

Weapons:

Iron Knuckle: 1D5+, damage=3, melee range 3"

[Weapon Group 1]

Twin Beam Rifle: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

[Weapon Group 2]

Micro Missile Pod: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=2

[Weapon Group R]

Back Launcher: 2D5+, damage=1, range 16", homing, rear facing 180\*, ammo=2

Optional:

**CP-24 Flexible Booster:** (replaces default weapons) cost=2

Movement +2"

Weapon Options: (pick one)

[Weapon Group 1]

40mm Beam Cannons: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

[Weapon Group 2]

AZ Missiles: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=4

**CP-26 Omni-Directional Missile Unit:** (replaces default weapons) cost=0

[Weapon Group R]

Rear Missiles: 1D5+, damage=1, range 32", homing, rear facing 180\*, ammo=2

[Weapon Group 2]

Micro Missile Rack: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=9

Shoulder Launcher: 1D5+, damage=1, range 24", homing, forward facing 180\*, ammo=6



**Ray Kong Version:** Cost=8  
HP +4

Weapons:

Iron Knuckle: 1D5+, damage=3, melee range 3"

Homing Beams: 10D5+, damage=1, range 20", homing, forward facing 180\*, (energy Weapon)

AOE Beams: 2D6+, damage=1, range 20", forward facing 180\*, AOE range 8", cannot be used with 'Homing Beams' as a second attack, (energy weapon)

## **Maccurtis:**

Cost: 5 points

Size: Small

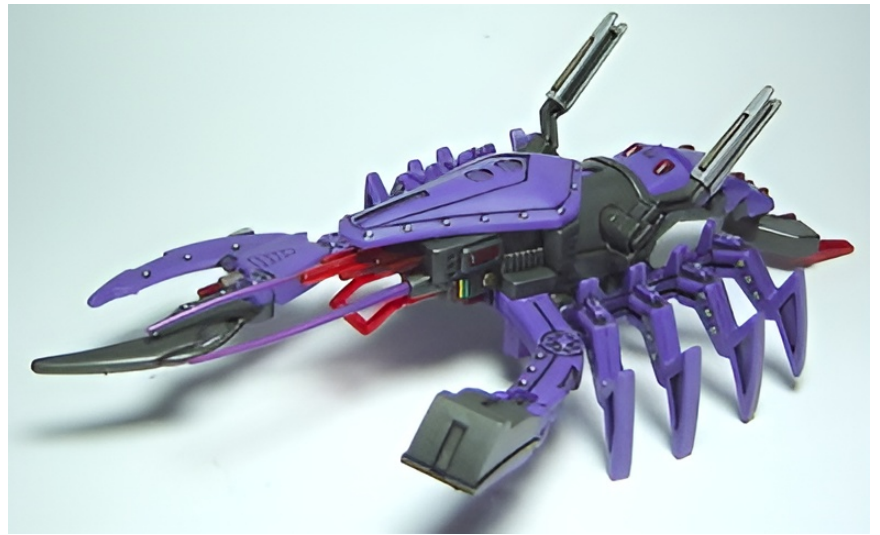
HP: 8

Movement: 4" land,  
8" water

Turn Rate: 90\*

Terrain: amphibious

Type: Crawfish



Traits:

Smokescreen

Infrared Sensors

Can submerge/surface in water as part of a movement action

Weapons:

Hyper Claws: 1D5+, damage=2, melee range 3"

Vulcans: 5D6+, damage=1, range 12", fixed mount, forward facing, (aquatic weapon)

Pulse Lasers: 2D6+, damage=1, range 12", forward facing 90\*, (aquatic weapon), (energy weapon)

Rear Pulse Laser: 1D6+, damage=1, range 12", rear facing 90\*, (aquatic weapon), (energy weapon)

## **Elephantus:**

Cost: 5 points

Size: Small

HP: 12

Movement: 4"

Turn Rate: 90\*

Terrain: Land

Type: Elephant



### **Weapons:**

Stomp: 1D5+, damage=3, melee range 3"

[Weapon Group 1]

Beam Cannons: 2D6+, damage=1, range 16", forward facing 180\*, (energy weapon)

HP Cannon: 1D6+, damage=1, range 16", turret

## **Power Mammoth Version: cost=2**

Movement +1

### **Weapons:**

Gatling Pistol Whip: 4D5+, damage=1, melee range 3"

Tusks: 2D5+, damage=2, piercing +1, melee range 3", ramming attack

Beam Gatling Gun: 4D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)



**Twin Horn Version:** cost=5

Movement +1

Armor +1

Weapons:

Stomp: 1D5+, damage=3, melee range 3"

Tusks: 2D5+, damage=2, piercing +1, melee range 3", ramming attack

Flame Thrower: 2D4+, damage=2, range 8", hits all enemies in 90\* cone, forward facing 90\*

Beam Cannons: 2D6+, damage=1, range 24", turret, anti-air (energy weapon)

## Dimetra Ptera:

Cost: 5 points

Size: Small

HP: 6

Movement: 10" Air

5" Land

Turn Rate: 90\* Air

45\* Land

Terrain: Air, Land

Type: Pteranodon/Dimetrodon

### Traits:

\*Air only

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Talons: 1D5+, damage=1, piercing 1, melee range 3", movement attack

[Weapon Group 1]

140 mm Beam Rifles: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

LR Laser Guns: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

### Dimetrodon Version: cost=4

#### Traits:

\*Land only

HP +4

Radar Jamming, disables enemy 'Communications Array'

Ejection Seat: +2 on Pilot Wreck Rolls

#### Optional:

Dedicated Gunner decreases ranged 'to hit' by -1, cost=1

### Weapons:

Laser Claw: 1D5+, damage=1, melee range 3"

Laser Fang: 1D5+, damage=1, melee range 3", piercing +1

[Weapon Group 1]

140 mm Beam Rifles: 2D6+, damage=1, range 16", anti-air, fixed mount, rear facing, (energy weapon)

LR Laser Guns: 2D6+, damage=1, range 12", fixed mount, rear facing, (energy weapon)



## **Savinga:**

Cost: 5 points

Size: Small

HP: 5

Movement: 8"

Turn Rate: 90\*

Terrain: Land, Air

Type: Flying Squirrel



### **Traits:**

Speed/Aerial Evasion +4

Can change between airborne and ground movement as part of a movement action

### **Weapons:**

Wing Slasher: 1D5+, damage=3, piercing +1, melee range 3", moving attack

Tail Club: 1D5+, damage=4, melee range 3", moving attack, can only use when on the ground

## **Fly Scissors:**

Cost: 5 points

Size: Small

HP: 5

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Chimera



Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Talons: 1D5+, damage=1, piercing +1, melee range 3", moving attack

X-Scissors: 1D5+, damage=3, piercing +1, melee range 3", moving attack

## Sea Striker:

Cost: 5 points

Size: Small

HP: 5

Movement: 12"

Turn Rate: 90\*

Terrain: Air, Water

Type: Ray



Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Can Submerge or surface in water as part of a movement action

Optional:

Rocket Boosters, movement +2, cost=1

Weapons:

SR Blasters: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon) (aquatic weapon)

Torpedos: 4D5+, damage=1, range 16", homing, fixed mount, forward facing 90\*, ammo=1, (aquatic weapon)

optional:

**CP-15 Assault Gatling Unit:** cost=2

Gatling Gun: 6D6+, damage=1, range 16", turret, heavy weapon reduces movement by 2"

## **Gator:**

Cost: 6 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Dimetrodon



### **Traits:**

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

### **Weapons:**

Laser Gatling Gun: 6D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

## **Diplo Guns:**

Cost: 6 points

Size: Small

HP: 6

Movement: 4"

Turn Rate: 90\*

Terrain: Air, Water

Type: Chimera



### **Traits:**

Can submerge/surface in water as part of a movement action

Aerial Evasion +2 when airborne

Ejection Seat: +2 on Pilot Wreck Rolls

### **Weapons:**

Diplo Cutter: 1D5+, damage=1, piercing +1, melee range 3", moving attack

SR Rail Cannon: 1D6+, damage=4, piercing +2, range 40", fixed mount, forward facing

## **Molga:**

Cost: 6 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Caterpillar



### **Weapons:**

Twin Vulcans: 4D6+, damage=1, range 12", fixed mount, forward facing

SAM: 1D5+, damage=3, range 32", homing, forward facing 180\*, ammo=2

Optional Back Mount: (only one)

CP-07 Cannonry Unit: 1D6+, damage=4, range 36", fixed mount, forward facing, cost=4

AA Cannons: 4D6+, damage=1, range 24", anti-air, fixed mount, forward facing, cost=2

**Catalga Version:** cost=0

HP +2

Drill: 1D5+, damage=3, piercing +1, melee range 3"

Tail Blasters: 2D6+, damage=1, range 16", anti-air, turret

## **Spiker:**

Cost: 6 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Mantis



Weapons:

Hyper Sabers: 2D5+, damage=2, piercing +1, melee range 3"

[Weapon Group 1]

Rear Vulcan: 1D6+, damage=1, range 12", anti-air, fixed mount, rear facing

Dual Blasters: 2D6+, damage=1, range 12", fixed mount, rear facing

**Demantis Version:** cost=3

HP +3

Movement +1

Weapons:

Hyper Phalanx: 2D5+, damage=1, melee range 3"

Vulcans: 4D6+, damage=1, range 12", forward facing 90\*

Manned Gatling Gun: 6D5+, damage=1, range 12", rear facing 180\*

**Power Mantis Version:** cost=3

Can fly at 14"

Aerial Evasion +4

Weapons:

Power Sabers: 2D5+, damage=3, piercing +1, melee range 3"

**Kill Scythe Version:** cost=2

Smokescreen

Infrared Sensors

Weapons:

ECM Scythes: 2D5+, damage=1, piercing +1, melee range 3", inflicts Freeze

Chainsaw Knife: 2D5+, damage=2, piercing +1, melee range 3"

## **Rev Raptor:**

Cost: 6 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Raptor

Traits:

Nimble



Weapons:

Half Moon Blades: 1D5+, damage=2, piercing +1, melee range 3", movement attack only

SR Blaster: 1D6+, damage=1, range 16", forward facing 180\*

[Weapon Group Melee]

Claws: 1D5+, damage=1, piercing +1, melee range 3"

Talons: 1D5+, damage=1, piercing +1, melee range 3"

Fang: 1D5+, damage=1, piercing +1, melee range 3"

Optional Back Mount:

Pile Bunker: 1D5+, damage=3, piercing +1, melee range 3", ramming attack, cost=1

**Dilofos Version:** cost=1

Nimble

Shield, forward facing

[Weapon Group Melee]

Claws: 1D5+, damage=1, piercing +1, melee range 3"

Talons: 1D5+, damage=1, piercing +1, melee range 3"

Fang: 1D5+, damage=1, piercing +1, melee range 3"



**Rapterrix Version:** cost=0

Nimble

Open Canopy, -2 on Pilot Wreck Rolls

[Weapon Group Melee]

Talons: 1D5+, damage=1, piercing +1, melee range 3"

Fang: 1D5+, damage=1, piercing +1, melee range 3"

Dosclaw: 1D5+, damage=2, piercing +1, melee range 3" (is not a 'Claw' attack)

**Raptoria Upgrade:** (requires Rapterrix) cost=2

Crescent Blades: 2D5+, damage=2, piercing +1, melee range 3", movement attack

[Weapon Group Melee]

Claws: 1D5+, damage=1, piercing +1, melee range 3"

## **Demons Head:**

Cost: 6 points

Size: Small

HP: 12

Movement: 4"

Turn Rate: 180\*

Terrain: Land

Type: Chimera



### **Weapons:**

Magnizer Spear: 2D5+, damage=2, piercing +1, melee range 3", ramming attack

### **[Weapon Group Melee]**

Magnizer Claws: 1D5+, damage=1, piercing +1, melee range 3"

Magnizer Fang: 1D5+, damage=2, piercing +2, melee range 3"

# Command Wolf:

Cost: 6 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Wolf



## Optional Traits:

Smoke Screen and Infrared Sensors, cost=1

AB Boosters, movement +1, cost=1

Fortified Paneling, HP+2, can be taken twice, cost=1

## Weapons:

Laser Claw: 1D5+, damage=2, melee range 3", piercing +1

Laser Fang: 1D5+, damage=2, melee range 3", piercing +2

## Back Mount weapon options (can only fit one):

Unmanned Twin Rifle Turret: 2D6+, damage=1, range 16", turret, cost=0

Manned Twin Rifle Turret: 2D5+, damage=1, range 16", anti-air, turret, cost=1

CP-04 Twin Rifles: 2D6+, damage=2, range 24", forward facing, fixed mount, cost=2

CP-01 DCS-J: 2D6+, damage=5, piercing +1, range 40", Heavy Weapon reduce movement by 4", fixed mount, forward facing, cost=10

Viking Lance: 1D5+, damage=5, Piercing +1, melee range 3", ramming attack, cost=4

LC Rack: cost=4

[Weapon Group 1]

LR Beam Cannon: 1D6+, damage=3, piercing +1, range 32", forward facing, fixed mount, (energy weapon)

Beam Rifles: 2D6+, damage=1, range 20", forward facing, fixed mount, (energy weapon)

Dedicated Gunnder for LC Rack: decrease 'to hit' value of LC rack weapons by 1, cost=1

## Secondary Weapon Options:

[Weapon Group 2]

Back Missile Rack: 1D5+, damage=2, homing, range 36" Heavy Weapon reduces movement 1", forward facing, fixed mount 90\*, only compatible with 'Unmanned Twin Rifle Turret' which becomes a fixed mount, ammo=4, cost=2

Head Mounted Micro Missile Pods: 2D5+, damage=1, homing, range 16", forward facing 180\*, ammo=8, cost=1



**Commander Striker Upgrade:** (replaces back mount weapons) cost=3  
Shield, forward facing

HP Cannons: 2D6+, damage=2, range 24", turret

Missile Pods: 2D5+, damage=1, range 20", homing, turret, ammo=3

Zan Blade: 1D5+, damage=3, piercing +1, melee range 3", one sided moving attack

**Command Wolf RGC Upgrade:** (replaces back mount weapons) cost=11  
External targeting equipment increases rail gun accuracy, reflected in the stats  
Armor +1

Rail Gun: 1D5+, damage=7, piercing +2, range 60", Heavy Weapon reduce movement 2", fixed mount, forward facing, can't move and fire in the same turn

## **Bravejaguar:**

Cost: 6 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Jaguar



Traits:

Nimble

Weapons:

Laser Claw: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

Vulcans: 2D6+, damage=1, range 12", fixed mount, forward facing

Twin Beam Cannons: 4D6+, damage=1, range 16", anti-air, fixed mount, forward facing, (energy weapon)

## **Spinosapper:**

Cost: 6 points

Size: Small

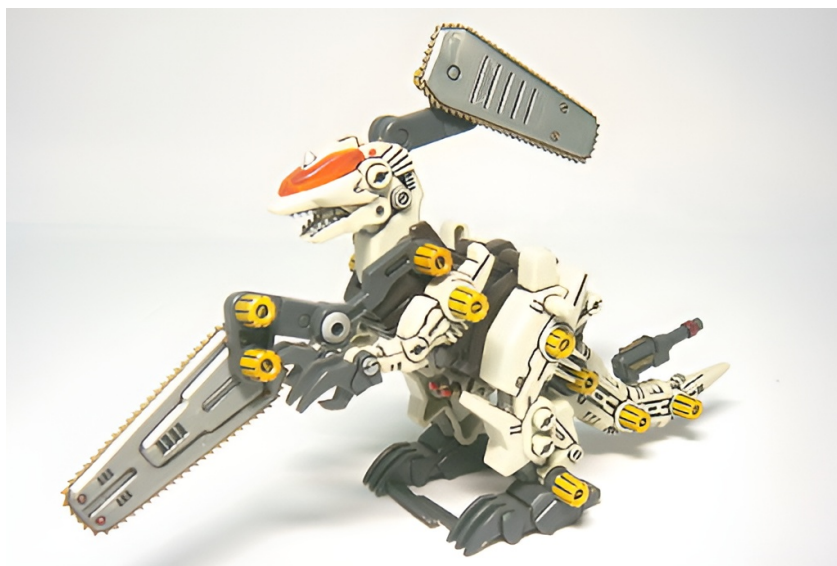
HP: 10

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Carnosaur



### **Optional Traits:**

CP-25 Active Shield, grants 1/3 cover (+2), forward facing, cost=1

### **Weapons:**

Tail Gun: 1D6+, damage=1, range 12, anti-air, rear facing 180\*

Dual Chainsaws: 2D5+, damage=3, piercing +1, melee range 3"

### **Optional:**

CP-18 Impact Cannons: 4D6+, damage=2, range 16", fixed mount, forward facing, replaces chainsaws, cost=1

### **CP-24 Flexible Booster:** cost=3

Movement +2"

Weapon Options: (pick one)

AZ Missiles: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=4

40mm Beam Cannons: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

### **CP-26 Omni-Directional Missile Unit:** cost=1

Rear Missiles: 1D5+, damage=1, range 32", homing, rear facing 180\*, ammo=2

### **[Weapon Group 1]**

Micro Missile Rack: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=9

Shoulder Launcher: 1D5+, damage=1, range 24", homing, forward facing 180\*, ammo=6

## **Barigator:**

Cost: 6 points

Size: Small

HP: 10

Movement: 5" land

10" water

Turn Rate: 45\* land,

90\* water

Terrain: Amphibious

Type: Alligator



Traits:

Can submerge\surface in water as part of a movement

Weapons:

Chomp: 1D5+, damage=4, piercing +2, melee range 3"

Full Chomp: 1D5+, damage=6, piercing +2, melee range 3",  
Barigators Pilot must make a 'Pilot Wreck Roll' every time this  
attack is used.

SR Blasters: 2D6+, damage=1, range 16", forward facing 180\*,  
(energy weapon)

Back Options:(pick one)

Missile Turret: 2D5+, damage=1, range 16", homing, turret,  
ammo=2, cost=0

CP-04 Twin Rifles: 2D6+, damage=2, range 24", turret, cost=2

Buster Cannon: 1D6+, damage=6, piercing +1, range 60", fixed  
mount, forward facing, Heavy Weapon reduces movement 2"  
on land and 4" in water, cost=6

## **Storch:**

Cost: 6 points

Size: Small

HP: 5

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Archaeopteryx



Traits:

aerial evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Option:

Chaff, cost=1

Weapons:

SR Blasters: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Talons: 1D5+, damage=1, piercing +1, melee range 3", moving attack

Bird Missile: 1D3+, damage=1, range 24", homing, forward facing 180\*, ammo=1

## **Hell Runner:**

Cost: 6 points

Size: Small

HP: 5

Movement: 10"

Turn Rate: 180\*

Terrain: Land

Type: Ornitholestes

Traits:

Speed Evasion +4

Option:

Chaff, cost=1

Weapon Options: (can only pick 1)

Small Laser: 1D6+, damage=1, range 12", turret, (energy weapon), cost=0

Electromagnetic Launcher: 1D6+, damage=0, range 12", fixed mount, forward facing, inflicts Freeze, (energy weapon), cost=0

Micro Missile Pod: 3D5+, damage=1, range 16", homing, fixed mount 180\*, ammo=8, cost=1



## **Gorhecks:**

Cost: 6 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Stegosaurus



### **Traits:**

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

### **Weapons:**

Tail Swipe: 1D5+, damage=1, piercing +1, melee range 3"

Rear Micro Missiles: 1D5+, damage=1, range 16", homing, rear facing 180\*, ammo=2

### **[Weapon Group 1]**

SR Blasters: 2D6+, damage=1, range 12", forward facing 180\*, (energy weapon)

LR Canons: 4D6+, damage=1, range 16", fixed mount, forward facing

## **Megaleon:**

Cost: 7 points

Size: Small

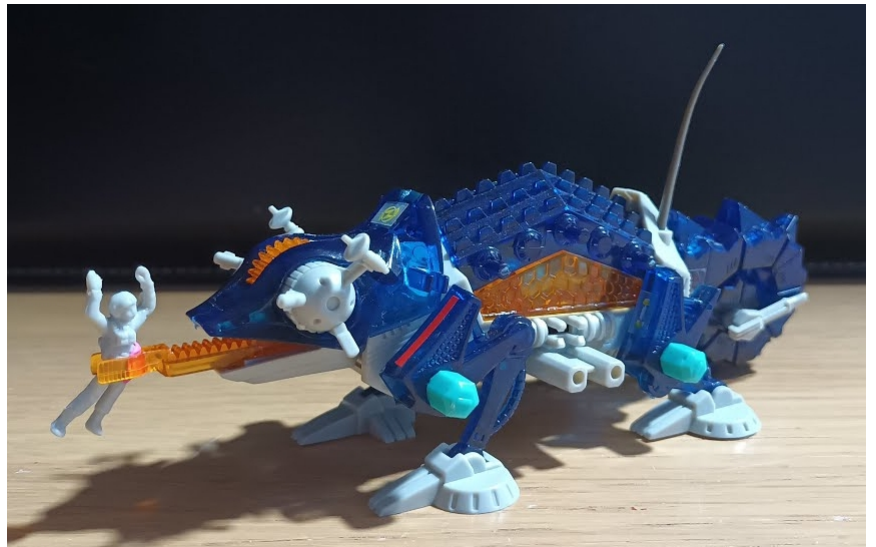
HP: 8

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Chameleon



### **Traits:**

Optical Camouflage

Infrared Sensors

### **Weapons:**

Rear Blasters: 2D6+, damage=1, range 12", anti-air, fixed mount, rear facing, (energy weapon)

Side Blasters: 2D6+, damage=1, range 12", fixed mount, side facing, (energy weapon)

## **Cannondiver:**

Cost: 7 points

Size: Small

HP: 4

Movement: 4" Water

6" Air

Turn Rate: 45\*

Terrain: Air, Water

Type: Turtle



Traits:

Armor +1

Aerial Evasion +2 when airborne

Can submerge/surface in water as part of a movement action

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Torpedo Launchers: 2D5+, damage=1, range 16", homing, fixed mount, forward facing 180\*, (aquatic weapon), ammo=2

[Weapon Group 1]

Tri-Beam Cannon: 3D6+, damage=1, range 16", Turret, (aquatic weapon), (energy weapon)

LR Cannon: 1D6+, damage=2, range 32", turret, (aquatic weapon)

## **Sea Panther:**

Cost: 7 points

Size: Small

HP: 10

Movement: 4" land  
5" water

Turn Rate: 90\*

Terrain: amphibious

Type: Hermit Crab



Traits:

Infrared Sensors

Armor +1

Can submerge/surface in water as part of a movement action

Weapons:

Beam Cannon: 1D6+, damage=2, range 20", fixed mount, forward facing, (aquatic weapon), (energy weapon)

[Weapon Group 1]

Micro-Missiles: 3D5+, damage=1, range 16", homing, fixed mount, forward facing 180\*, ammo=4

Torpedo Pod: 1D5+, damage=1, range 16", homing, fixed mount, forward facing 180\*, (aquatic weapon), ammo=3

## **Glaive Quama:**

Cost: 7 points

Size: Small

HP: 6

Movement: 12" air, 4" land

Turn Rate: 90\*

Terrain: Air, Land

Type: Longisquama



Traits:

Aerial Evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Optional: Chaff, cost=1

Weapons:

Laser Claw: 1D5+, damage=2, piercing +1, melee range 3", movement attack when airborne

Pulse Lasers: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

## **Deantler:**

Cost: 7 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Chimera



### **Traits:**

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

### **Weapons:**

Laser Talons: 1D5+, damage=1, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=1, piercing +2, melee range 3"

Tri-Beam Cannons: 6D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

## **Geruder:**

Cost: 7 points

Size: Small

HP: 10

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Triceratops



## **Weapons:**

ECM Launchers: 2D6+, damage=0, range 16", inflicts Freeze on target, fixed mount, forward facing, (energy weapon)

Triple Cannon: 3D6+, damage=2, range 24", fixed mount, forward facing

## **Shadow Fox:**

Cost: 7 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Fox



Traits:

Smokescreen

Infrared Sensors

Nimble

Weapons:

Gatling Turret: 4D6+, damage=1, range 16", turret

Electromagnetic Net: 1D4+, damage=0, range 12", rear facing, inflicts Freeze, does not affect armored targets, ammo 3

Laser Claw: 1D5+, damage=2, melee range 3", piercing +1

Laser Fang: 1D5+, damage=2, melee range 3", piercing +2

## **Saberlion:**

Cost: 7 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



Traits:

Nimble

Weapons:

Laser Claw: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

Saber: 1D5+, damage=3, piercing +1, melee range 3",

Ramming Attack

## **Leoblaze:**

Cost: 8 points

Size: Small

HP: 12

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



Traits:

Nimble

Weapons:

Laser Claw: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

Zan Blade: 1D5+, damage=3, piercing +1, melee range 3",  
moving attack only, one sided

Shock Cannon: 2D6+, damage=1, range 16", fixed mount,  
forward facing

**Striker Upgrade:** cost=2

HP Cannons: 2D6+, damage=2, range 24", fixed mount,  
forward facing

Missile Pods: 2D5+, damage=1, range 20", homing, forward  
facing 180\*, ammo=3

## **Lidier:**

Cost: 8 points

Size: Small

HP: 10

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Lion



### **Weapons:**

Laser Claw: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

Chest Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Tail Gun: 1D6+, damage=1, range 12", fixed mount, rear facing, (energy weapon)

### **[Weapon Group 1]**

Tri-Beam Cannon: 3D6+, damage=1, range 16", turret, (energy weapon)

Beam Cannons: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

## **Sauro Knights:**

Cost: 8 points

Size: Small

HP: 6

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Raptor



Traits:

Nimble

Armor +1

Jousting Shield, grants 1/3 cover (+2), forward facing

Open Canopy, -2 on Pilot Wreck Rolls

Weapons:

Bayonette: 1D5+, damage=2, piercing +1, melee range 3", ramming attack

HR Carbine: 1D6+, damage=1, range 24", fixed mount, forward facing

## Unenlagia:

Cost: 8 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Unenlagia



### Weapons:

Laser Claw: 1D5+, damage=2, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=2, piercing +2, melee range 3"

Tail Rifle: 1D6+, damage=4, piercing +1, range 40", rear facing, forward firing, fixed mount, cannot move and fire in the same turn but can make one rotation

### [Weapon Group 1]

AZ Handgun: 2D6+, damage=1, range 12", forward facing 180\*

Nose Gun: 1D6+, damage=1, range 12", forward facing 180\*

## Shell Karn:

Cost: 8 points

Size: Small

HP: 8

Movement: 4"

Turn Rate: 90\*

Terrain: Land

Type: Chimera



Traits:

Armor +1

Weapons:

Hammer Knuckles: 1D5+, damage=4, melee range 3"

Missile Launchers: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=2

[Weapon Group 1]

ECM Cannons: 2D6+, damage=0, range 12", inflicts Freeze, forward facing 90\*, (energy weapon)

HS Cannons: 2D6+, damage=1, range 16", forward facing 90\*

## **Evoflyer:**

Cost: 8 points

Size: Small

HP: 6

Movement: 5" Land

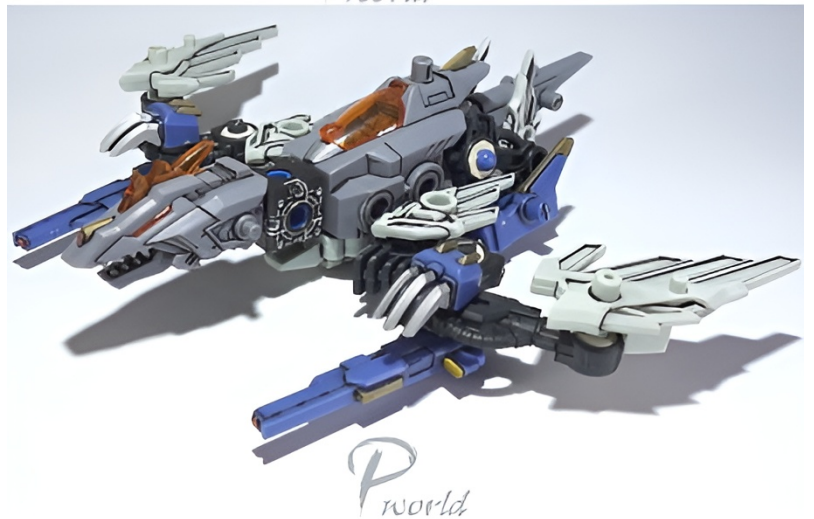
8" Air

Turn Rate: 180\* Land

90\* Air

Terrain: Land, Air

Type: Microraptor



### Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Laser Talons: 1D5+, damage=1, piercing +1, melee range 3", moving attack when airborne

Laser Fang: 1D5+, damage=1, piercing +2, melee range 3"

AZ Rifles: 2D6+, damage=1, range 16", forward facing 90\*

## **Malder:**

Cost: 8 points

Size: Small

HP: 10

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Snail



Traits:

Armor +1

Weapons:

SR Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Accelerated Beam Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

Concealed Beam Cannon Blast: 1D6+, damage=1, range 24", fixed mount, forward facing, AOE 6", (energy weapon)

## **Boldguard:**

Cost: 8 points

Size: Small

HP: 10

Movement: 4"

Turn Rate: 45°

Terrain: Land

Type: Panoplosaurus



### Traits:

Spiked Shell, when hit by a melee attack the attacking Zoid takes 1 damage

Armor +1

### Weapons:

Claw: 1D5+, damage=1, melee range 3"

Fang: 1D5+, damage=1, melee range 3"

Quad Cannons: 4D6+, damage=1, range 24", anti-air, fixed mount, forward facing

Cannon Barrage: 1D6+, damage=1, range 24", fixed mount, forward facing, AOE 6", cannot be used with 'Quad Cannons' as a second attack

SR Shock Cannons: 4D6+, damage=1, range 16", fixed mount, forward facing

# Cannon Tortoise:

Cost: 8 points

Size: Small

HP: 8

Movement: 3"

Turn Rate: 45\*

Terrain: Amphibious

Type: Tortoise



Traits:

Armor +1

**Standard Version:** cost=0

Particle Beam cannon: 1D6+, damage=3, piercing +2, penetrates cover at the cost of 1 piercing (if target is completely obscured by cover reduce accuracy by 4, cannot penetrate ultra-thick cover), hits all units in a line, range 60", forward facing, fixed mount, can't move and fire in the same turn, cannot 'Double Tap', liquid-hydrogen cooling system allows it to fire every turn, (particle weapon) (aquatic weapon)

Twin Rifles: 4D6+, damage=1, range 24", anti-air, turret

**Buster Version:** cost=3

Traits:

Armor +1

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

Weapons:

Buster Cannon: 1D6+, damage=6, piercing +1, range 60", turret, can't move and fire in the same round, Heavy Weapon reduces movement 1"

**Missile Version:**

Traits:

Armor +1

Generates 1 ammo at the beginning of every turn, cannot exceed max ammo capacity

Weapons:

Heavy Launcher: 1D5+, damage=4, range 60", homing, forward facing 180\*, can fire as a damage=2 AOE 3" instead, ammo=1

Twin Rifles: 4D6+, damage=1, range 24", anti-air, turret

Optional for all versions: cost=10

CP-01 DCS-J: 2D6+, damage=5, piercing +1, range 40", Heavy Weapon reduces movement by 1", fixed mount, forward facing

## **Valga:**

Cost: 8 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Pillbug



### **Weapons:**

Rolly Smash: 1D5+, damage=2, melee range 3", ramming attack only

### **[Weapon Group 1]**

Beam Gatling Guns: 8D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Twin Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

### **[Weapon Group 2]**

SR Launchers: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=4

Missile Pods: 2D5+, damage=2, range 24", homing, forward facing 180\*, ammo=2

## Double Sworder:

Cost: 8 points

Size: Small

HP: 8

Movement: 8"

Turn Rate: 180\*

Terrain: Land

Type: Beetle



Traits:

Speed Evasion +2

Open Canopy, -2 on Pilot Wreck Rolls

### Standard Version:

Weapons:

Double Swords: 2D5+, damage=2, piercing +1, melee range 3", Ramming Attack

Vulcans: 2D6+, damage=1, range 12", fixed mount, forward facing

Back Weapon Option: (pick one)

AZ Beam Cannons: 2D6+, damage=1, range 16", turret, (energy weapon), cost=0

CP-06 Missile Rack: 2D5+, damage=1, range 24", homing, turret, ammo=6, cost=1

**Saicurtis Version:** cost=0

Weapons:

[Weapon Group 1]

Side Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Charged Beam Rifles: 2D6+, damage=1, range 20", fixed mount, forward facing, (energy weapon)

optional:

CP-09 Booster Cannon: 2D6+, damage=3, piercing +1, range 24", fixed mount, forward facing, cost=3 points

## **Thundercannon:**

Cost: 9 points

Size: Small

HP: 10

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Triceratops



Traits:

Armor +1

Weapons:

Vulcans: 3D6+, damage=1, range 12", fixed mount, forward facing

Heavy Cannons: 2D6+, damage=3, range 20", fixed mount, forward facing

## Dual Arms Lizard:

Cost: 9 points

Size: Small

HP: 12

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Lizard



### Traits:

Has two cores

### Weapons:

Laser Claw: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

Zan Blade: 1D5+, damage=3, piercing +1, melee range 3", moving attack only, one sided

Unenlagia's Tail Riffle: 1D6+, damage=4, piercing +1, range 40", forward facing 90\*

### [Weapon Group 1]

AZ Handgun: 2D6+, damage=1, range 12", forward facing 90\*

Nose Gun: 1D6+, damage=1, range 12", forward facing 90\*

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

## **Parablade:**

Cost: 9 points

Size: Small

HP: 12

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Parasaurolophus



## **Weapons:**

AZ X Blade: 1D5+, damage=2, piercing +1, melee range 3",  
ramming attack

Plasma Cannons: 2D6+, damage=4, range 24", fixed mount,  
forward facing, (energy weapon)

## **Gunsniper:**

Cost: 9 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Raptor



Traits:

Ion Boosters: Movement +1"

Weapons:

Tail Riffle: 1D6+, damage=5, piercing +1, range 60", rear facing, forward firing, fixed mount, cannot move and fire in the same turn but can make 1 rotation

Missile Pods: 6D5+, damage=1, range 16", forward facing 180\*, homing, ammo=4 (this becomes part of Weapon Group 1 with the Leena Special upgrade)

Fangs: 1D5+, damage=1, melee range 3"

[Weapon Group 1]

Laser Pistols: 2D6+, damage=1, range 12", forward facing 90\* (energy weapon)

Chest Rifle: 1D6+, damage=1, range 16", forward facing 90\* (energy weapon)

Top Mounted Gun: 1d6+, damage 1", range 12", forward facing 90\* (energy weapon)

Optional:

Wild Wiesel set: Reduces turn rate to 90\*, cost=3 points

[Weapon Group 2]

Twin Rifles: 4D6+, damage=1, range 16", forward facing 90\* (energy weapon)

Miniguns: 6D6+, damage=1, range 16", forward facing 90\*



**Leena Special Upgrade:** cost=22 points

\*cannot add 'Wild Wiesel' because it is included

HP +10

Heavy Weaponry reduces movement 1" and reduces Turn Rate to 90\*

Zoid is now Medium size

Full Burst: 6D6+, damage=1, range 20", forward facing 90\*, AOE 18", cannot be used with 'Weapon Group 1' as a second attack

[Weapon Group 1]

Twin Rifles: 4D6+, damage=1, range 16", forward facing 90\* (energy weapon)

Miniguns: 6D6+, damage=1, range 16", forward facing 90\*

Laser Rifles: 2D6+, damage=1, range 16", forward facing 90\* (energy weapon)

Triple Cannons: 6D6+, damage=2, range 24", fixed mount, forward facing 90\*

Gatling Guns: 12D6+, damage=1, range 16", forward facing 90\*

Quad Missile Pods: 4D5+, damage=2, range 24", homing, forward facing 90\*,  
ammo=8



### **Snipe Master Version:** cost=1

Optional:

CP-25 Active Shield, grants 1/3 cover (+2), forward facing, cost=1

Weapons:

Tail Riffle: 1D5+, damage=6, piercing +1, range 60", rear facing, forward firing, fixed mount

Fangs: 1D5+, damage=1, melee range 3"

Optional:

**CP-24 Flexible Booster:** cost=3

Movement +2"

Weapon Options: (pick one)

AZ Missiles: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=4

40mm Beam Cannons: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

**CP-26 Omni-Directional Missile Unit:** cost=1

Rear Missiles: 1D5+, damage=1, range 32", homing, rear facing 180\*, ammo=2

[Weapon Group 1]

Micro Missile Rack: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=9

Shoulder Launcher: 1D5+, damage=1, range 24", homing, forward facing 180\*, ammo=6

## Helcat:

Cost: 9 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Panther



### Traits:

Optical Camouflage

Infrared Sensors

Nimble

### Optional:

CP-25 Active Shield, grants 1/3 cover (+2), forward facing, cost=1

### Weapons:

Lazer Claw: 1D5+, damage=2, piercing +1, melee range 3"

### [Weapon Group 1]

Chest Mounted Blasters: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

### Back Mount Options: (only one)

#### [Weapon Group 1]

20 mm Beam Cannons: 2D6+, damage=1, range 12", turret, (energy weapon), cost=0

Small Gatling Gun: 6D6+, damage=1, range 16", fixed mount, forward facing, cost=2

CP-09 Booster Cannon: 1D6+, damage=3, piercing +1, range 24", turret, cost=3

### CP-24 Flexible Booster: (back mount option) cost=3

Movement +2"

### Weapon Options: (pick one)

#### [Weapon Group 1]

AZ Missiles: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=4

40mm Beam Cannons: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

### CP-26 Omni-Directional Missile Unit: (back mount option) cost=1

Rear Missiles: 1D5+, damage=1, range 32", homing, rear facing 180\*, ammo=2

### [Weapon Group 2]

Micro Missile Rack: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=9

Shoulder Launcher: 1D5+, damage=1, range 24", homing, forward facing 180\*, ammo=6

## **Zatton:**

Cost: 9 points

Size: Small

HP: 12

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Brachiosaurus



## Traits:

Smokescreen

Infrared Sensors

Escape Pod: +3 on Pilot Wreck Rolls

## Weapons:

ECM Launchers: 2D6+, damage=0, range 16", inflicts Freeze on target, fixed mount, rear facing, (energy weapon)

Triple Impact Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Broadside Shock Cannons: 4D6+, damage=1, range 16", fixed mount, side facing

## **Hardbear:**

Cost: 10 points

Size: Small

HP: 12

Movement: 5" Land, 3" Water

Turn Rate: 90\*

Terrain: Amphibious

Type: Bear



Traits:

Armor +1

Can submerge/surface at the cost of one movement phase

Can swap between walking on 4 legs and two as part of a movement action, movement is 2" when on two legs

Ambidextrous when standing on two legs

Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Beith Impact Cannons: 2D6+, damage=1, range 20", forward facing 90\*

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing, (usable on 4 legs)

6-barrel Shock Cannon: 6D6+, damage=1, range 16", fixed mount, forward facing, (usable on two legs)

## **Bio Raptor Gui:**

Cost: 10 points

Size: Small

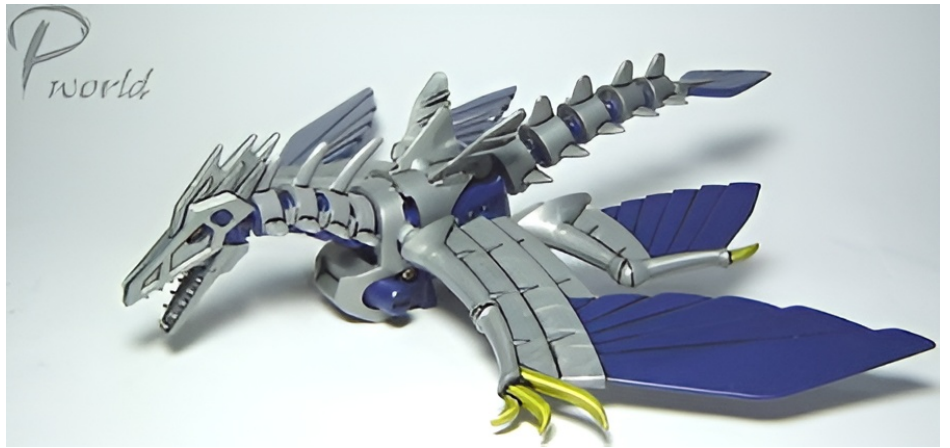
HP: 3

Movement: 10"

Turn Rate: 90\*

Terrain: Air

Type: Microraptor



### Traits:

Armor +1

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Ice Claws: 1D5+, damage=2, piercing +2 melee range 3", moving attack

Freezing Breath: 1D4+, damage=2, range 8", hits all enemies in 90\* cone, forward facing 90\*

## Lord Gale:

Cost: 10 points

Size: Small

HP: 8

Movement: 12" Air  
4" Land

Turn Rate: 90\* Air  
180\* Land

Terrain: Land, Air

Type: Gargoyle



Traits:

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Can change between airborne and ground movement as part of a movement action

Weapons:

Twin Cannons: 2D6+, damage=1, range 16", forward facing 180\*

[Weapon Group Melee]

Magnizer Spear: 2D5+, damage=2, piercing +1, melee range 3", ramming attack, can only use when on the ground

X-Scissors: 2D5+, damage=3, piercing +1, melee range 3", can only use when on the ground

**Knight Version:** cost=0

Traits:

Movement +2

Aerial evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Can change between airborne and ground movement as part of a movement action

Heater Shield, grants 1/3 cover (+2), forward facing

Weapons:

Sword: 1D5+, damage=4, piercing +1, melee range 3", ramming attack, can only use when on the ground

Gatling Gun: 6D6+, damage=1, range 16", forward facing 180\*

## **Diloforce:**

Cost: 10 points

Size: Small

HP: 8

Movement: 8"

Turn Rate: 180\*

Terrain: Land

Type: Dilophosaurus



Traits:

Open Canopy, -2 on Pilot Wreck Rolls

Nimble

Speed Evasion +4

Shield, forward facing

Weapons:

Laser Blade: 1D5+, damage=1, melee range 3", moving attack

Laser Fang: 1D5+, damage=1, piercing +1, melee range 3"

Charged Particle Cannon: 1D6+, damage=1, piercing +2, penetrates cover at the cost of 1 piercing (if target is completely obscured by cover reduce accuracy by 4, cannot penetrate ultra-thick cover), hits all units in a line, range 60", forward facing, fixed mount, can't move and fire in the same turn, cannot 'Double Tap', can't fire two turns in a row, (particle weapon)

## **Stealth Viper:**

Cost: 10 points

Size: Small

HP: 8

Movement: 6"

Turn Rate: 180\*

Terrain: Amphibious

Type: Cobra



Traits:

Can submerge/surface in sand or water as part of a movement action.

Smokescreen

Infrared Sensors

### **Standard Version:**

Weapons:

Heavy Vulcans: 4D6+, damage=1, range 16", turret

Rear Missile Option:

Tail Missiles: 1D5+, damage=1, range 16", homing, turret, ammo=2, cost=0

CP-06 Missile Rack: 2D5+, damage=1, range 24", homing, turret, ammo=6, cost=1

**Benjamin Version:** Cost=10

Changes to Medium Size

HP+10

Buster Cannon: 1D6+, damage=4, Piercing +1, range 42", turret, Heavy Weapon lose 1" movement

[Weapon Group 1]

Heavy Vulcans: 4D6+, damage=1, range 16", turret

Wild Wiesel set:

[Weapon Group 1]

Twin Rifles: 4D6+, damage=1, range 16", turret, (energy weapon)

Miniguns: 6D6+, damage=1, range 16", turret

Rear Missile Option:

Tail Missiles: 1D5+, damage=1, range 16", homing, turret, ammo=2, cost=0

CP-06 Missile Rack: 2D5+, damage=1, range 24", homing, turret, ammo=6, cost=1

## **Guysak:**

Cost: 10 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Scorpion



### **Traits:**

Can submerge under sand or resurface at the cost of 1 movement phase

Infrared Sensors

### **Standard Version:**

#### **Weapons:**

Rear Cannon: 1D6+, damage=2, range 16", forward facing, fixed mount

Laser Claws: 2D5+, damage=2, piercing +1, melee range 3"

Smoke Canister Launcher: range 32", forward facing, fixed mount, creates a smoke screen at target location, ammo=5

### **Side Options:**

Heavy Missiles: 1D5+, damage=3, range 32", homing, forward facing 180\*, ammo=2, cost=1

Thrusters: Movement +1 cost=1

### **Tail Options:**

Standard: cost=0

Tail Rifle: 1D6+, damage=1, range 16", forward facing 180\*, (energy weapon)

Manned Turret: cost=2

Communications Array: Grants Infrared Sensors to teammates by sharing sensor data

#### **[Weapon Group 1]**

Twin Blasters: 2D5+, damage=1, range 12", anti-air, forward facing 180\*, (energy weapon)

Tail Rifle: 1D5+, damage=1, range 16", forward facing 180\*



**Stinger Special:** Cost=10

HP+3

Movement +1"

Weapons:

Claws: 2D5+, damage=3, piercing +1, melee range 3"

Side Machine Guns: 2D5+, damage=1, range 16", fixed mount, forward facing

Nerve Gas Launcher: 1D6+, damage=0, range 16", target pilot rolls a twelve sided die on a 12 the pilot is unaffected, on a 6+ the pilot suffers a +1 'to hit' penalty for the remainder of the match (does not stack), on a 1 the pilot is unconscious for the remainder of the match, 2-5 the pilot misses their next turn. In a campaign knocking a pilot unconscious does not award Exp, nor does wrecking a Zoid with an unconscious pilot.

Tail Rifle: 1D6+, damage=3, range 24", forward facing 180\*, (energy weapon)

\*There is no model kit for the Stinger Special. I added this very early in the project before I had decided what to do about anime and videogame exclusive Zoids.

## **Gurantula:**

Cost: 11 point

Size: Small

HP: 8

Movement: 8"

Turn Rate: 180\*

Terrain: Land

Type: Turantula



Traits:

Nimble

Speed Evasion +2

Can submerge under sand or resurface at the cost of 1 movement phase

### **StandardVersion:**

Weapons:

[Weapon Group 1]

Thread Launcher: 1D6+, damage=0, range 16", turret, target loses 2" movement next turn

Twin Blasters: 2D6+, damage=1, range 16", forward facing 90\*, (energy weapon)



**EX- Version:** cost=1

HP +2

Nimble

Speed Evasion +2

Can submerge under sand or resurface at the cost of 1 movement phase

Head Weapon options:

[Weapon Group 1]

Twin Blasters: 2D6+, damage=1, range 16", forward facing 90\*, (energy weapon), cost=0

DX Cannons: 2D6+, damage=2, range 12", forward facing 90\*, cost=1

Quad Cannon: 8D6+, damage=1, range 12", forward facing 90\*, cost=3

Top Mount:

[Weapon Group 1]

Thread Launcher: 1D6+, damage=0, range 16", turret, target loses 2" movement next turn, cost=0

[Weapon Group 2]

Missile Pod: 1D5+, damage=1, range 16", homing, turret, ammo=3, cost=0

Side Armaments (choose two):

\*if the same weapon is selected twice, list the weapon once and double the number of attacks.

[Weapon Group 1]

SR Gatling Gun: 6D6+, damage=1, range 12", fixed mount, forward facing, cost=2

HP Cannon: 1D6+, damage=2, range 32", fixed mount, forward facing, Heavy Weapon lose 1" movement, cost=2

[Weapon Group 2]

Missile Rack: 4D5+, damage=1, range 20", homing, forward facing 180\*, ammo=2, cost=2

## **Grounchar:**

Cost: 11 points

Size: Small

HP: 8

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Echidna



### **Traits:**

Can submerge/surface on land at the cost of 1 movement phase

Infrared Sensors

Radar Jamming, disables enemy 'Communications Array'

### **Weapons:**

Drills: 2D5+, damage=2, piercing +1, melee range 3", moving attack only

Beam Cannons: 3D6+, damage=1, range 20", forward facing, fixed mount

### **[Weapon Group 1]**

Tri-Beam Cannons: 3D6+, damage=1, range 16", rear facing, fixed mount, (energy weapon)

Rear Blasters: 2D6+, damage=1, range 12", rear facing, fixed mount, (energy weapon)

## **Bio Raptor:**

Cost: 11 points

Size: Small

HP: 6

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Raptor



Traits:

Nimble

Armor +2

Weapons:

Flame Thrower: 1D4+, damage=2, range 8", hits all enemies in 90\* cone, forward facing 90\*

[Weapon Group Melee]

Laser Claws: 1D5+, damage=1, piercing +2, melee range 3"

Laser Talons: 1D5+, damage=1, piercing +2, melee range 3"

Laser Fang: 1D5+, damage=1, piercing +2, melee range 3"

## **Shoteagle:**

Cost: 12 points

Size: Small

HP: 6

Movement: 14"

Turn Rate: 90\*

Terrain: Air

Type: Eagle



Traits:

Aerial Evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Option:

Chaff, cost=1

Weapons:

[Weapon Group 1]

Pulse Cannon: 1D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Beam Rifles: 2D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Quad Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Rapid Cannons: 6D6+, damage=1, range 20", fixed mount, forward facing

## **Killer Dome:**

Cost: 13 points

Size: Small

HP: 10

Movement: 4"

Turn Rate: 180\*

Terrain: Amphibious

Type: Crab



Traits:

Armor +1

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

Can submerge/surface on land at the cost of 1 movement phase.

Can submerge/surface in water as part of a movement phase

Weapons:

Claw: 1D5+, damage=2, melee range 3"

Micro Gatling Guns: 8D6+, damage=1, range 12", forward facing 180\*

## **Lasor/Scissor Storm:**

Cost: 13 points

Size: Small

HP: 12

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Chimera



\*Must choose a version

### **Weapons:**

Beam Gatling Cannon: 6D6+, damage=2, range 24", fixed mount, forward or rear facing, (energy weapon)

Shock Cannon: 12D6+, damage=1, range 16", fixed mount, forward facing

### **Laser Version:**

Laser Horn: 1D6+, damage=1, range 32", fixed mount, forward facing, (energy weapon)

Crescent Laser Cannon: 2D6+, damage=1, range 24", AOE 4", forward facing 180\*, (energy weapon)

### **Scissor Version:**

Chain Scissors: 2D5+, damage=5, melee range 3", piercing +1

## **Reddler:**

Cost: 8 points

Size: Medium

HP: 10

Movement: 12" air, 6" land

Turn Rate: 90\*

Terrain: Air, Land

Type: Dragon



Traits:

aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Nose Gun: 1D6+, damage=1, range 16", forward facing 180\*

Tail Blade: 1D5+, damage=4, piercing +1 melee range 3", moving attack, can only be used in the air

Talons: 1D5+, damage=3, melee range 3", piercing +1, moving attack when in the air

Wing Options: (only 2)

Laser Rifles: 2D6+, damage=1, range 16", forward facing 90\*, cost=0 points (energy weapon)

CP-09 Booster Cannon: 2D6+, damage=3, piercing +1, range 24", fixed mount, forward facing, cannot be used with other wing armaments cost=3 points

Seeker Missiles: 1D4+, damage=2, range 24", homing, forward facing 90\*, ammo= 4, cost=1 point

Gatling Guns: 12D6+, damage=1, range 16", fixed mount, forward facing, cost=4 points

## **Hurricane Hawk:**

Cost: 8 points

Size: Medium

HP: 10

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Hawk



Traits:

Aerial evasion +2

Infrared Sensors

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Vertical Blade: 1D5+, damage=4, piercing +1 melee range 3", moving attack

Talons: 1D5+, damage=3, melee range 3", piercing +1, moving attack

30mm Rifles: 2D6+, damage=1, range 20", forward facing 180\*

Bombs: 1D6+, damage=2, range 3", cannot hit airborne targets, AOE 6", ammo=2

[Weapon Group 1]

Seeker Missiles: 2D4+, damage=2, range 24", homing, forward facing 90\*, ammo=1, cost=1 point

AZ Missiles: 2D4+, damage=1, range 16", homing, forward facing 90\*, ammo=2, cost=1 point

## **Brachios:**

Cost: 11 points

Size: Medium

HP: 20

Movement: 4"

Turn Rate: 45\*

Terrain: Amphibious

Type: Brachiosaurus



### **Traits:**

Cannot submerge

### **Weapons:**

Stomp: 1D5+, damage=4, melee range 3"

80mm AA Beam Cannon: 1D6+, damage=2, range 24", anti-air, turret, (energy weapon)

### **[Weapon Group 1]**

Shock Cannon: 6D6+, damage=1, range 16", fixed mount, forward facing, (aquatic weapon)

TEZ 20mm Laser Rifle: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon), (aquatic weapon)

### **Dark Nessios Upgrade:** cost=0

Loses 2" movement on land

Gains 4" movement on water

Can submerge/surface as part of a movement action

### **Brachiorakete Version:** cost=0

\*no longer amphibious

Escape Pod, +3 on pilot wreck rolls

### **Weapons:**

Autocannons: 4D6+, damage=1, range 24", anti-air, fixed mount, forward facing

AA Missile Pods: 2D5+, damage=1, range 32", homing, fixed mount, forward facing 180\*, ammo=4

## **Raptojaguar:**

Cost: 11 points

Size: Medium

HP: 16

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Raptor



Traits:

Nimble

Escape Pod, +3 on pilot wreck rolls

Weapons:

Multi-Launchers: 2D5+, damage=1, range 20", homing, forward facing 90\*, ammo=6

[Weapon Group Melee]

Laser Claws: 1D5+, damage=3, piercing +1, melee range 3"

Laser Talons: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

## **Arosaurer:**

Cost: 11 points

Size: medium

HP: 20

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Allosaurus



### **Weapons:**

Laser Claw: 1D5+, damage=4, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=4, piercing +2, melee range 3"

Flame Thrower: 1D4+, damage=2, range 8", hits all enemies in 90\* cone, forward facing 90\*

Twin Beam Rifles: 4D6+, damage=1, range 16", anti-air, fixed mount, forward facing, (energy weapon)

## **Bitegriffon:**

Cost: 11 points

Size: Medium

HP: 12

Movement: 10" air

6" land

Turn Rate: 90\*

Terrain: Air, Land

Type: Griffon



### Traits:

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Vertical Blade: 1D5+, damage=4, piercing +1 melee range 3", ramming attack

30mm Rifles: 2D6+, damage=1, range 20", rear facing 180\*

Bombs: 1D6+, damage=2, range 3", cannot hit airborne targets, AOE 6",  
ammo=2

### [Weapon Group 1]

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Beith Impact Cannons: 2D6+, damage=1, range 20", fixed mount, forward facing

Vulcans: 2D6+, damage=1, range 12", fixed mount, forward facing

Twin Beam Cannons: 4D6+, damage=1, range 16", anti-air, fixed mount, forward facing, (energy weapon)

### [Weapon Group 2]

Seeker Missiles: 2D4+, damage=2, range 24", homing, forward facing 90\*,  
ammo=1, cost=1 point

AZ Missiles: 2D4+, damage=1, range 16", homing, forward facing 90\*, ammo=2,  
cost=1 point

## **Pterorayse:**

Cost: 11 points

Size: Medium

HP: 12

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Quetzalcoatlus



Traits:

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Shock Cannon: 6D6+, damage=1, range 16", fixed mount, forward facing

## **Bio Ptera:**

Cost: 11 points

Size: Medium

HP: 8

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Pterosaur



### Traits:

Armor +1

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

### Weapons:

Heat Claws: 1D5+, damage=4, piercing +2 melee range 3", moving attack

Flame Thrower: 1D4+, damage=2, range 8", hits all enemies in 90\* cone, forward facing 90\*

## Rainbow Jerk:

Cost: 12 points

Size: Medium

HP: 14

Movement: 12"

Turn Rate: 90\*

Terrain: Air

Type: Peafowl



### Traits:

aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

1" movement when on the ground

### Optional:

Wind Dance Booster, airborne movement +2, cost=1

### Weapons:

Tail Blades: 1D5+, damage=5, piercing +3 melee range 3", moving attack airborne only

Talons: 1D5+, damage=3, melee range 3", piercing +3, moving attack airborne only

Dual Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing

Sczuka Launchers: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=4

Ultrasonic Attack: 1D6+ 90\*cone, range=16", damage=0, inflicts 'Freeze', fixed mount, forward facing, must be on the ground

## **Zeekdober:**

Cost: 12 points

Size: Medium

HP: 18

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Dog



### **Weapons:**

Laser Fang: 1D5+, damage=4, piercing +1, melee range 3"

Hell Blazer: 1D5+, damage=3, piercing +1, melee range 3",  
moving attack only

Photon Cannons: 2D6+, damage=2, range 20", fixed mount,  
forward facing, (energy weapon)

Tail Gun: 1D6+, damage=1, range 16", rear facing 90\*

### **Optional:**

GU-02 Pulse Cannon: 4D6+, damage=1, range 20", turret,  
cost=2

### **Ice Blazer Upgrade:** cost=7

HP +2

Armor +1

Movement +1

Hyper: Photon Particle Cannon gains piercing +1

### **Weapons:**

Pulse Guns: 5D6+, damage=1, range 16", fixed mount, forward  
facing



**Houndsoldier Version:** cost=2  
HP +4

Weapons:

Cross Lance: 2D5+, damage=4, melee range 3", piercing +1, ramming attack

Tri-Cannon: 3D6+, damage=1, range 20", fixed mount, forward facing

Chaser Pods R: 2D5+, damage=1, range 16", fixed mount, rear facing 180\*, ammo=3

Chaser Pods F: 2D5+, damage=1, range 16", fixed mount, forward facing 180\*, ammo=3

## Leo Gator:

Cost: 12 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion/Alligator



### Traits:

Shield, forward facing, can't use in Alligator mode

Can sacrifice 1 movement phase to transform between Lion and Alligator mode. Alligator mode loses 2" movement and gains 2 Fang damage and 'AZ Laser Cannon' becomes forward facing.

### Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

AZ Laser Cannon: 1D6+, damage=2, range 36", fixed mount, rear facing

## **Reynos:**

Cost: 12 points

Size: Medium

HP: 10

Movement: 16"

Turn Rate: 90\*

Terrain: Air

Type: Pteranodon



### Traits:

aerial evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

### Option:

Chaff, cost=1

### Weapons:

Talons: 1D5+, damage=3, melee range 3", moving attack

[Weapon Group 1]

Rear Vulcans: 2D6+, damage=1, range 16", anti-air, rear facing 180\*

Tri-Beam Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

### Optional:

[Weapon Group 1]

CP-18 Impact Cannons: 4D6+, damage=2, range 16", turret, cost=3

## **Battle Cougar:**

Cost: 12 points

Size: Medium

HP: 12

Movement: 14" air, 6" land

Turn Rate: 90\*

Terrain: Air, Land

Type: Griffon



Traits:

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Laser Claws: 1D5+, damage=4, piercing +1, melee range 3", moving attack when in the air

Thunder Blade: 1D5+, damage=4, piercing +1, melee range 3", moving attack when in the air, ramming attack on the ground

[Weapon Group 1]

LR Beam Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

SR Beam Cannons: 2D6+, damage=1, range 20", fixed mount, forward facing, (energy weapon)

Vulcans: 2D6+, damage=1, range 16", fixed mount, forward facing

## King Liger:

Cost: 13 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



Traits:

Shield, forward facing

Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

[Weapon Group 1]

Mega Vulcans: 2D6+, damage=1, range 20", fixed mount, forward facing

**Baron Upgrade:** cost=8

[Weapon Group 1]

Thermal Gun: 1D6+, damage=2, piercing +1, range 16", fixed mount, forward facing, (energy weapon)

Side Missile Pods: 2D6+, damage=1, range 16", homing, side facing 180\*, ammo=4

Chest Minigun: 3D6+, damage=1, range 12", fixed mount, forward facing

Twin Vulcans: 4D6+, damage=1, range 12", fixed mount, forward facing

Twin Cannons: 2D6+, damage=1, range 16", fixed mount, forward facing

Accelerated Beam Cannons: 6D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

## **Bear Fighter:**

Cost: 13 points

Size: Medium

HP: 22

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Bear



### **Traits:**

Can swap between walking on 4 legs and two as part of a movement action, movement is 2" when on two legs

Ambidextrous when standing on two legs

### **Weapons:**

Laser Claw: 1D5+, damage=5, melee range 3", piercing +1

Laser Fang: 1D5+, damage=5, melee range 3", piercing +2

Dual Beam Cannons: 2D6+, damage=1, range 20", anti-air, fixed mount, forward facing, airborne targets only when on two legs, (energy weapon)

Micro Missile Pods: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=6



### **Bamburian Version: cost=8**

#### **Traits:**

HP +4

Nimble

Smokescreen

Infrared Sensors

#### **Weapons:**

Seiryuu Sabres: 2D5+, damage=5, melee range 3", piercing +3, moving attack (1D5+)

AA Laser Turret: 4D6+, damage=1, range 16", anti-air, forward facing 180\*

Bamboo Launcher: 1D5+, damage=3, range 24", piercing +3, AOE 4", forward facing 90\*, ammo=11

Smoke Canister Launcher: range 32", forward facing 90\*, creates a smoke screen at target location

#### **Optional: cost=7**

Grand Star Lances: 2D5+, damage=6, melee range 3", piercing +3, ramming attack

## **Lightning Saix:**

Cost: 14 points

Size: Medium

HP: 18

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Cheetah



### **Traits:**

High Speed Maneuver: Can sacrifice a move phase to move up to 24" in a straight line, nimble cannot be applied, cannot move around obstacles, and cannot turn after moving. \*It can turn before movement as normal

Speed Evasion +2

### **Weapons:**

Twin laser cannons: 2D6+, damage=3, range 24", turret, (energy weapon)

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

## **Godkaizer:**

Cost: 14 points

Size: medium

HP: 24

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Tyrannosaurus



### **Weapons:**

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

Thunder Sword Horn: 1D5+, damage=4, piercing +1, melee range 3", ramming attack

Thunder Sword Tail: 1D5+, damage=5, piercing +2, melee range 3", rear facing

ECM Beam Rifle: 1D6+, damage=1, range 20", anti-air, inflicts Freeze, fixed mount, forward facing, (energy weapon)

Tri-Cannon: 3D6+, damage=2, range 24", turret

Twin Shotguns: 2D5+, damage=1, range 16", anti-air, fixed mount, rear facing

## **Heldigunner:**

Cost: 14 points

Size: Medium

HP: 18

Movement: 5"

Turn Rate: 90\*

Terrain: Amphibious

Type: Iguana



### **Traits:**

Can submerge or surface as part of a movement action in water and land

Infrared Sensors

### **Weapons:**

Quad Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon) (aquatic)

Rear Rifle: 1D5+, damage=1, range 20", anti-air, rear facing 180\*, (aquatic)

Laser Claw: 1D5+, damage=3, melee range 3", piercing +1

Laser Fang: 1D5+, damage=3, melee range 3", piercing +2

### **[Weapon Group 1]**

LR Beam Cannon: 1D6+, damage=2, range 24", forward facing 180\*, (energy weapon) (aquatic)

MR Beam Cannons: 2D6+, damage=1, range 16", forward facing 180\*, (energy weapon) (aquatic)

### **Optional:**

#### **[Weapon Group 1]**

CP-07 Cannonry Unit: 1D6+, damage=4, range 36", fixed mount, forward facing, Heavy Weapon reduces movement by 1", cost=4

### **Sebastian Upgrade: cost=15**

HP+ 4

#### **[Weapon Group 1]**

Sawed-off Gojulas Shoulder Cannons: 2D6+, damage=6, piercing +2, range 40", Heavy Weapon reduce movement 2", fixed mount, forward facing

## **Warshark:**

Cost: 15 points

Size: Medium

HP: 18

Movement: 6"

Turn Rate: 90\*

Terrain: Amphibious

Type: Coelacanth



### **Traits:**

Can submerge or surface as part of a movement action in water, sand, and soft soil

When surfaced on land can only move 2"

Loses 2" move when submerged in soft soil

Infrared Sensors

### **Weapons:**

Sonic Blaster: 1D6+, damage=3, range 16", fixed mount, forward facing, (energy weapon) (aquatic)

MR Beam Cannons: 2D6+, damage=2, range 16", fixed mount, forward facing, (energy weapon) (aquatic)

AZ Launcher: 1D5+, damage=1, range 20", homing, fixed mount, forward facing, ammo=4

## **Hammerhead:**

Cost: 15 points

Size: Medium

HP: 16

Movement: 8" Water,  
5" Air

Turn Rate: 90\*

Terrain: Water, Air

Type: Hammerhead  
Shark



Traits:

Armor +1

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Can submerge/surface in water as part of a movement action

Weapons:

[Weapon Group 1]

AZ Beam Cannons: 2D6+, damage=1, range 24", forward facing 90\*,  
(energy weapon)(aquatic)

AZ Pulse Cannons: 4D6+, damage=2, range 16", fixed mount, forward  
facing, (energy weapon) (aquatic)

[Weapon Group 2]

Seeker Missiles: 2D5+, damage=1, range 24", homing, forward facing 180\*,  
ammo=2, (aquatic)

Missile Pods: 2D5+, damage=2, range 24", homing, forward facing 90\*,  
ammo=8, (aquatic)

**Viking Lance Upgrade:** cost=0

Lose all weapons except Missile Pods and Pulse Lasers

Movement +1"

Viking Lance: 1D5+, damage=5, Piercing +1, melee range 3", moving attack

## **Gul Tiger:**

Cost: 15 points

Size: Medium

HP: 18

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Tiger



Optional:

**GU-05 Gyrocrafter:** Grants the ability to fly at movement 2", aerial evasion +2 when airborne, when grounded increases particle cannon damage by 1, cost=3

Weapons:

Beam Rifles: 2D6+, damage=1, range 20", anti-air, turret, (energy weapon)

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Compact Charged Particle Cannon: 1D6+, damage=5, piercing +2, penetrates cover at the cost of 1 piercing (if target is completely obscured by cover reduce accuracy by 4, cannot penetrate ultra-thick cover), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, only hits 1 target when airborne, (particle weapon)

## **Stegoganzer:**

Cost: 15 points

Size: Medium

HP: 20

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Stegosaurus



Traits:

Escape Pod, +3 on pilot wreck rolls

Weapons:

Tail Swipe: 1D5+, damage=2, piercing +1, melee range 3"

Ganzer Cannons: 2D6+, damage=3, range 36", fixed mount, forward facing, (energy weapon)

## **LB Gojulas:**

Cost: 15 points

Size: Medium

HP: 20

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Tyrannosaurus



### **Weapons:**

Bite Attack: 1D5+, damage=4, piercing +2, melee range 3"

Tail Blasters: 4D6+, damage=1, range 12", anti-air, rear facing 180\*, (energy weapon)

LB Shoulder Cannons: 2D6+, damage=3, range 36", fixed mount, forward facing

**Hip Options:** pick one, both are cost=0

Dual Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Missile Pods: 2D6+, damage=1, range 16", homing, forward facing 180\*, ammo=6

**LB Ogre Upgrade:** cost=3

HP +4

Hand Cannons: 4D6+, damage=1, range 12", forward facing 90\*



### **G2 Rex Version:**

Traits:

HP +6

Escape Pod, +3 on pilot wreck rolls

Weapons:

Tail Blasters: 4D6+, damage=1, range 12", anti-air, rear facing 180\*, (energy weapon)

[Weapon Group 1]

LB Shoulder Cannons: 2D6+, damage=3, range 36", fixed mount, forward facing

Ganzer Cannons: 2D6+, damage=3, range 36", forward facing 90\*, (energy weapon)

Dual Blasters: 4D6+, damage=1, range 12", fixed mount, forward facing, (energy weapon)

Multi-Launchers: 2D5+, damage=1, range 20", homing, forward facing 90\*, ammo=6

[Weapon Group Melee]

Laser Claws: 1D5+, damage=3, piercing +1, melee range 3"

Bite Attack: 1D5+, damage=4, piercing +2, melee range 3"

## **Black Rhimos:**

Cost: 16 points

Size: Medium

HP: 22

Movement: 5"

Turn Rate: 45°

Terrain: Land

Type: Rhinoceros



Traits:

Armor +1

Hebby Upgrade: cost=1

HP +2

Weapons:

Drill Horn: 1D5+, damage=5, piercing +1, melee range 3",  
Ramming Attack

Beam Cannons: 2D6+, damage=2, range 24", fixed mount,  
forward facing, (energy weapon)

Missile Turret: 1D5+, damage=1, range 20", homing, turret,  
ammo=2

[Weapon Group 1]

Shock Cannon: 2D6+, damage=1, range 16", fixed mount,  
forward facing

SR Blasters: 2D6+, damage=1, range 12", forward facing 90°,  
(energy weapon)

## **Groundrango:**

Cost: 18 points

Size: Medium

HP: 26

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type:

Tyrannosaurus



Traits:

Escape Pod, +3 on pilot wreck rolls

Weapons:

Tail Swipe: 1D5+, damage=2, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

Ganzer Cannons: 2D6+, damage=3, range 36", fixed mount, forward facing, (energy weapon)

Autocannons: 4D6+, damage=1, range 24", anti-air, turret

[Weapon Group 2]

AA Missile Pods: 2D5+, damage=1, range 32", homing, fixed mount, forward facing 180\*, ammo=4

Multi-Launchers: 2D5+, damage=1, range 20", homing, forward facing 90\*, ammo=6

## **Dispelow:**

Cost: 18 points

Size: Medium

HP: 22

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Buffalo



### **Weapons:**

Crusher Horns: 2D5+, damage=4, melee range 3", piercing +1, ramming attack

#### **[Weapon Group 1]**

Beam Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

Shock Cannon: 6D6+, damage=1, range 16", fixed mount, forward facing

Twin Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Rapid Cannons: 6D6+, damage=1, range 20", fixed mount, forward facing

## **Matrix Dragon:**

Cost: 18 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Air, Land

Type: Dragon



### Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Shield, forward facing

### Weapons:

Chainsaw Tail: 1D5+, damage=2, piercing +1, melee range 3", moving attack, must be airborne

Laser Claw: 1D5+, damage=2, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=2, piercing +2, melee range 3"

Bomb: 1D6+, damage=3, range 3", cannot hit airborne targets, AOE 4", ammo=2

### [Weapon Group 1]

Unenlagia's Tail Rifle: 1D6+, damage=4, piercing +1, range 40", forward facing 90\*

AZ Handgun: 2D6+, damage=1, range 12", forward facing 180\*

Nose Gun: 1D6+, damage=1, range 12", forward facing 180\*

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

### [Weapon Group 2]

Seeker Missile: 2D5+, damage=2, range 24", homing, fixed mount 180\*, ammo=2

Torpedos: 2D5+, damage=1, range 20", homing, forward facing 180\*, ammo=7, (aquatic weapon)

## Chimera Dragon:

Cost: 20 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Air, Land

Type: Chimera



Traits:

\*Assumed to be on the ground unless the player states otherwise

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Shield, forward facing

Weapons:

Missile Launchers: 6D5+, damage=1, range 16", homing, forward facing 180\*, ammo=2

Weapons:Magnizer Spear: 2D5+, damage=2, piercing +1, melee range 3", ramming attack

[Weapon Group Melee]

Hammer Knuckles: 1D5+, damage=4, melee range 3"

Magnizer Fang: 1D5+, damage=2, piercing +2, melee range 3"

X-Scissors: 2D5+, damage=3, piercing +1, melee range 3"

[Weapon Group 1]

ECM Cannons: 2D6+, damage=0, range 12", inflicts Freeze, forward facing 90\*, (energy weapon)

HS Cannons: 2D6+, damage=1, range 16", forward facing 90\*

SR Rail Cannon: 1D6+, damage=4, piercing +2, range 40", fixed mount, forward facing

## **Styluarmor:**

Cost: 20 points

Size: Medium

HP: 22

Movement: 5" Land

6" Water

Turn Rate: 45\* Land

90\* Water

Terrain: Amphibious

Type: Chimera



Traits:

Armor +1

Can submerge/surface as part of an action

Shield, forward facing, unusable in water

Weapons:

Magnesser Horn: 1D5+, damage=4, piercing +1, melee range 3", Ramming Attack, unusable in water

Chainsaw Sword Rail Cannon: 1D6+, damage=6, range 36", turret, (aquatic weapon)

## **Cannonfort:**

Cost: 20 points

Size: Medium

HP: 24

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Bull



### Traits:

Radar Jamming, disables enemy 'Communications Array'

### Weapons:

Quad Cannons: 4D6+, damage=1, range 16", anti-air, turret

#### [Weapon Group 1]

Beam Horns: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

Twin Beam Launchers: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

Assault Cannons: 2D6+, damage=3, piercing +1, range 36", turret

## **Fire Phoenix:**

Cost: 16 points

Size: Large

HP: 22

Movement: 10"

Turn Rate: 90\*

Terrain: Air

Type: Phoenix



Traits:

aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Talons: 1D5+, damage=4, piercing +1, melee range 3", moving attack

Beam Cannons: 2D6+, damage=3, range 24", forward facing 90\*,  
(energy weapon)

Beam Rifles: 2D6+, damage=1, range 24", fixed mount, rear facing,  
(energy weapon)

Charge Missile: 1D5+, damage=5, range 36", homing, fixed mount.  
forward facing 180\*, ammo=1

## **Sonic Bird:**

Cost: 17 points

Size: Large

HP: 16

Movement: 16"

Turn Rate: 90\*

Terrain: Air

Type: Archaeopteryx



Traits:

Aerial Evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Optional:

Chaff, cost=1

Weapons:

Talons: 1D5+, damage=4, piercing +1, melee range 3", moving attack

Wing Blades: 1D5+, damage=5, piercing +1, melee range 3", moving attack only

Twin Vulcans: 4D6+, damage=1, range 16", forward facing, fixed mount

**Rathlos Upgrade:** cost=2

HP +3

Movement +1"

Optional: cost=5

Dual Cannons: 2D6+, damage=5, piercing +1, range 24", forward facing 180\*, heavy weapon lose 4" movement

\*Model kit is an incompatible scale. For the time being I will treat it as a Large version of the unit.

## Zaberfang:

Cost: 17 points

Size: Large

HP: 30

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Tiger



Traits:

Nimble

Weapons:

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Tail Guns: 2D6+, damage=1, range 16, rear facing 90\*

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

Options:

**Standard Upgrade:** cost=0

Shoulder Rifles: 2D6+, damage=1, range 16", forward facing 90\*, (energy weapon)

[Weapon Group 1]

Twin Beam Cannon Turret: 2D6+, damage=1, range 24", turret, (energy weapon)

Missile Pod: 1D5+, damage=1, range 16", homing, turret, ammo=3

**Great Zaberfang Upgrade:** cost=2

AB Booster increases movement by 1"

[Weapon Group 1]

Side Rifles: 2D6+, damage=1, range 16", forward facing 90\*, (energy weapon)

Side LR Rifle: 1D6+, damage=1, range 24", forward facing 90\*

Missile Pod: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=3

Chest Laser Rifle: 1D6+, damage=1, range 16", forward facing 90\*



**Shwartz Upgrade:** cost=10

Speed Evasion +2

HP +6

[Weapon Group 1]

CP-03 Beam Gatling: 6D6+, damage=2, range 24", forward facing 90\*, (energy weapon)

Missile Pod: 1D5+, damage=1, range 16", homing, forward facing 180\*, ammo=3



**Rayse Tiger Version:** cost=14

Nimble

HP+8

Weapons:

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Beam Cannons: 6D6+, damage=4, range 24", fixed mount, forward facing, (energy weapon)

Explode Bite: 1D5+, damage=6, piercing +2, melee range 3"

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

**Jet Rayse Tiger Upgrade:** cost=4

Can fly at 10"

Aerial/Speed Evasion +2

Shock Cannon Becomes 9D6+

'Beam Cannons' becomes 10D6+

**Soul Tiger Upgrade** (upgrades from Rayse Tiger): Cost=11

HP +4

Speed Evasion +2

Piercing of claw attacks becomes +3

claw attack damage +2

'Beam Cannons' becomes 10D6+

Option: (Soul Tiger only)

Booster Pack, Movement +2", cost=2

Speed Evasion +2

**Spino Tiger Upgrade:** (upgrades from Rayse Tiger) cost=4

HP+4

Hyper Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing

\*it looked like a melee weapon might be attached but the image was too blurry



**Brastle Tiger Version:** cost=20

Ejection Seat: +2 on Pilot Wreck Rolls

Heavy Thermal Signature: 'Homing' weapons have -1 'to hit' bonus against Brastle Tiger

Nimble  
HP+4

Weapons:

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Thermic Beams: 10D6+, damage=2, piercing +1, range 36", forward facing 180\*,  
(energy weapon)

Thermic Beam Barrage: 2D6+, damage=2, piercing +1, range 32", forward facing 180\*,  
AOE 12", cannot be used with 'Thermic Beams' as a second attack, (energy weapon)

**Amarga Saurus Upgrade:** (upgrade for Brastle Tiger) cost=5

\*Shock Cannon becomes 21D6+

HP +6

Weapons:

Laser Horn: 1D6+, damage=1, range 32", fixed mount, rear facing, (energy weapon)

Crescent Laser Cannon: 2D6+, damage=1, range 24", AOE 4", rear facing 180\*, (energy weapon)

## Orudios:

Cost: 19 points

Size: Large

HP: 22

Movement: 14" air,  
6" land

Turn Rate: 90\*

Terrain: Air, Land

Type: Pegasus



Traits:

aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Thunder Blade: 1D5+, damage=4, piercing +1, melee range 3", moving attack when in the air, ramming attack on the ground

Impact Cannons: 2D6+, damage=1, range 16", fixed mount, forward facing

Great Busters: 2D6+, damage=3, piercing +1, range 24", fixed mount, forward facing

## **Bigasauru:**

Cost: 19 points

Size: Large

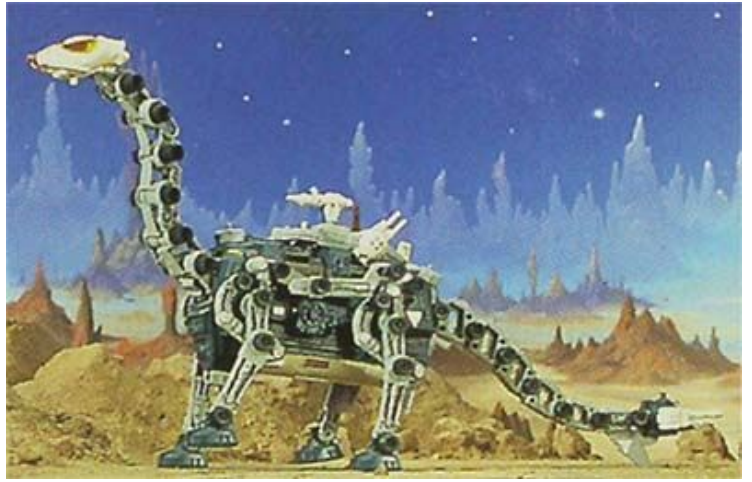
HP: 36

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Diplodocus



### **Weapons:**

Stomp: 1D5+, damage=4, melee range 3", AOE 3"

[Weapon Group 1]

Vulcans: 2D6+, damage=1, range 16", forward facing 180\*

Dual 30mm Beam Cannons: 2D6+, damage=1, range 24", turret, (energy weapon)

30mm Beam Cannons: 4D6+, damage=1, range 24", anti-air, fixed mount, rear facing, (energy weapon)

20mm Beam Cannons: 2D6+, damage=1, range 16", rear facing 180\*, (energy weapon)

**Supercannon Upgrade:** cost=13

Armor +1

Supercannons: 2D6+, damage=5, piercing +1, range 36", fixed mount, forward facing

## **Gordos:**

Cost: 19 points

Size: Large

HP: 36

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Stegosaurus



### **Traits:**

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

### **Weapons:**

Tail Swipe: 1D5+, damage=4, piercing +1, melee range 3"

Tail Blasters: 6D6+, damage=1, range 16", anti-air, rear facing 180\*

### **[Weapon Group 1]**

LR Cannons: 2D6+, damage=2, range 24", anti-air, fixed mount, forward facing

### **Options:**

Missile Pods: 2D5+, damage=2, range 24", homing, forward facing 180\*, ammo=8, cost=2

### **[Weapon Group 1]**

Quad Blasters: 8D6+, damage=1, range 16", fixed mount, forward facing, cost=3

Gojulas Shoulder Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 1", fixed mount, forward facing, cost=17

## **Storm Sword:**

Cost: 19 points

Size: Large

HP: 18

Movement: 16"

Turn Rate: 90\*

Terrain: Air

Type: Pteranodon



Traits:

aerial evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Option:

Chaff, cost=1

Weapons:

Wing Blades: 1D5+, damage=7, Piercing +1, melee range 3", moving attack

Laser Claws: 1D5+, damage=4, piercing +1, melee range 3", moving attack

## **Shield Liger:**

Cost: 19 points

Size: Large

HP: 32

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



Traits:

Shield, forward facing

Weapons:

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Tail Guns: 2D6+, damage=1, range 16, rear facing 90\*

Laser Claw: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

**DCS-J Upgrade:** cost= 13 points

HP+4

CP-01 DCS-J: 2D6+, damage=5, piercing +1, range 40", Heavy Weapon reduce movement 1", fixed mount, forward facing

Missile Pods: 2D5+, damage=2, range 24", homing, fixed mount, forward facing 180\*, ammo=8



**Blade Liger Version:** cost=4

Movement +1"

HP+6

Shield, forward facing

Weapons:

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Laser Claw: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

Side Blades: 1D5+, damage=6, piercing +1, melee range 3", moving attack only

Pulse Laser Turret: 2D6+, damage=1, range 16", turret, (energy weapon)

optional:

**CP-15 Assault Gatling Unit:** cost=4

Missile Rack: 4D5+, damage=1, range 24", homing, turret, ammo=4

Gatling Gun: 6D6+, damage=1, range 16", turret

**AB Booster:** cost=2

Movement +1"

AB cannon: 2D6+, damage=1, range 20", forward facing or rear facing 45\*

Note: The Kotobukia HMM Blade Liger AB has a critical flaw where the blades and the AB attach to the same slot, buyer beware.



## **Trinity Liger Version: cost=13**

Traits:

HP+8

Armor +1

Shield, forward facing

Weapons:

LR Gatling Guns: 12D6+, damage=1, range 24", fixed mount, forward facing

Laser Claw: 1D5+, damage=7, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=7, piercing +2, melee range 3"

\*I somehow missed that there is no official kit for this, I will leave it in since it's here but it can only be fielded through substitution or kitbashing



**Energy Liger Version:** cost=15

HP +4

Movement +2

**Weapons:**

Laser Claw: 1D5+, damage=6, piercing +1, melee range 3"

Gungnir Horn: 1D5+, damage=7, piercing +2, melee range 3", ramming attack

[Weapon Group 1]

Charger Cannons: 2D6+, damage=3, range 32", fixed mount, forward facing, (energy weapon)

Charger Gatling Gun: 8D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

**Energy Falcon Upgrade:** (upgrade for Energy Liger) cost=9

Speed evasion +2

**Weapons:**

Buster Claws: 6D5+, damage=5, piercing +1, melee range 3"

AZ Cannons: 4D6+, damage=1, range 24", fixed mount, forward facing

**Energy Ray Liger Upgrade:** (upgrade for Energy Liger) cost=5

Homing Beams: 10D5+, damage=1, range 20", homing, forward facing 180\*, (energy Weapon)

AOE Beams: 2D6+, damage=1, range 20", forward facing 180\*, AOE range 8", cannot be used with 'Homing Beams' as a second attack, (energy weapon)

**Energy Storm Upgrade:**(upgrade for Energy Liger) cost=21

Crescent Laser Cannon: 2D6+, damage=1, range 24", AOE 4", forward facing 180\*, (energy weapon)

Chain Scissors: 2D5+, damage=5, piercing +1, melee range 3", rear facing

[Weapon Group 2]

Laser Horn: 1D6+, damage=1, range 32", forward facing 90\*, (energy weapon)

Beam Gatling Cannon: 12D6+, damage=2, range 24", forward facing 90\*, (energy weapon)

Shock Cannon: 24D6+, damage=1, range 16", forward facing 90\*

## **Whitz Wolf/Tiger:**

Cost: 19 points

Size: Large

HP: 32

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Wolf/Tiger



### **Weapons:**

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Hyper Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

### **Tiger Upgrade:** cost=2

Movement +1

Wing Slasher: 1D5+, damage=3, piercing +1, melee range 3", moving attack



**Sword Wolf Upgrade:** cost=6

Piercing of Claw and Fang attacks becomes +3

HP +4

**Weapons:**

Dual Swords: 2D5+, damage=5, piercing +3, melee range 3", moving attack (1D5+), ramming attack

**Kenthoro Saurus Version:** cost=7

**Traits:**

Spiked Shell, when hit by a melee attack the attacking Zoid takes 1 damage  
Armor +1

**Weapons:**

Magnizer Spear: 2D5+, damage=2, piercing +1, melee range 3", ramming attack

Cannon Barrage: 1D6+, damage=1, range 24", fixed mount, forward facing, AOE 6", cannot be used with 'Quad Cannons' as a second attack

**[Weapon Group 1]**

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

AZ Handguns: 2D6+, damage=1, range 12", fixed mount, forward facing

**[Weapon Group 2]**

Quad Cannons: 4D6+, damage=1, range 24", anti-air, fixed mount, forward facing

Unenlagia Tail Riffle: 1D6+, damage=4, piercing +1, range 40", fixed mount, forward facing

## **König Wolf:**

Cost: 20 points

Size: Large

HP: 32

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Wolf



### **Traits:**

Nimble

Infrared Sensors

Note: Unique interface system and integrated goggles increases accuracy, this is represented in the stats.

### **Weapons:**

Laser Claw: 1D4+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D4+, damage=6, piercing +2, melee range 3"

### **Options:**

Twin LR Rifles: 2D5+, damage=5, piercing +1, range 40", fixed mount, forward facing, cost=10

Missile Pods: 4D4+, damage=1, range 24", homing, fixed mount 180\*, ammo=5, cost=2

## **Liger Zero:**

Cost: 20 points

Size: Large

HP: 36

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



### **Traits:**

CAS: Sacrifice a turn to change between Liger Zero Versions. All upgrades must be purchased separately in order to use this system. HP does not change after switch.

### **Weapons:**

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Tail Gun: 1D6+, damage=1, range 12, rear facing 180\*

Strike Laser Claw: 1D5+, damage=7, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

**Standard Upgrade:** cost=0

Ion Boosters movement +1

**Jager Upgrade:** cost= 2

Movement +4



**Schneider Upgrade:** cost=11  
HP+8

Movement +1

Shield, forward facing

weapons:

Side Blades: 1D5+, damage=5, piercing +1, melee range 3", moving attack only

Blade Storm: 5D5+, damage=4, piercing +1, melee range 3", ramming attack



**Panzer Upgrade:** cost=20  
HP +14

Armor +1

Movement -3, turn rate is now 45\*

weapons:

[Weapon Group 1]

Big Bang Barrage: 4D6+, damage=2, range 32", forward facing 180\*,  
AOE 12", ammo=1

Twin Rail Cannons: 2D6+, damage=6, piercing +2, range 60", fixed  
mount, forward facing



**X Upgrade:** cost=9  
Optical Camouflage

Chaff, incoming homing attacks have a +2 'to hit' penalty

Weapons:

Electron Driver: 1D6+, damage=2, range 16", fixed mount, forward facing, inflicts 'Frozen'

Electron Blades: 1D5+, damage=3, piercing +1, melee range 3", moving attack only, inflicts 'Frozen'



**Liger Zero Pheonix Upgrade:** cost=5

Can fly at 10" per movement

Aerial Evasion +2

**Weapons:**

Beam Cannons: 2D6+, damage=3, range 24", fixed mount, forward facing, (energy weapon)

Beam Rifles: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

Charge Missile: 1D5+, damage=5, range 36", homing, fixed mount. forward facing 180\*, ammo=1



**Liger Zero Falcon Upgrade:** cost=10

Movement +2

Speed evasion +2

Weapons:

Buster Claws: 6D5+, damage=5, piercing +1, melee range 3"

AZ Cannons: 4D6+, damage=1, range 24", fixed mount, forward facing

## Jet Falcon:

Cost: 20 points

Size: Large

HP: 20

Movement: 14"

Turn Rate: 90\*

Terrain: Air

Type: Falcon



Traits:

Aerial evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Buster Claws: 3D5+, damage=5, piercing +1, melee range 3", moving attack

[Weapon Group 1]

AZ Cannons: 4D6+, damage=1, range 24", fixed mount, forward facing

**Rapid Upgrade:** cost=3

HP +2

Movement +2

Weapons:

[Weapon Group 1]

140 mm Beam Rifles: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

**Burst Upgrade:** cost=4

HP +2

Weapons:

AZ Laser Cannon: 1D6+, damage=2, range 36", fixed mount, rear facing

[Weapon Group 1]

Rapid Cannons: 6D6+, damage=1, range 20", fixed mount, forward facing

## Iron Kong:

Cost: 20 points

Size: Large

HP: 34

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Gorilla

Traits:

Armor +1

Nimble



Weapons:

Iron Knuckle: 1D5+, damage=6, melee range 3"

[Weapon Group 2]

Micro-Missile Pods: 4D5+, damage=1, range 16", homing, forward facing 180\*, ammo=5

**Standard Upgrade:** Cost=2

Heavy Laser Rifle: 1D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon)

[Weapon Group 2]

Heavy Missiles: 1D5+, damage=3, range 32", homing, forward facing 180\*, ammo=2

**PK Upgrade:** cost=10

Movement +1

Hand Blasters: 2D6+, damage=1, range 12", forward facing 180\* (energy weapon)

Rail Gun: 1D6+, damage=7, piercing +2, range 60", fixed mount, forward facing

[Weapon Group 2]

Heavy Missiles: 1D5+, damage=3, range 32", homing, forward facing 180\*, ammo=1

LR Seeker Missiles: 1D5+, damage=1, piercing +1, range 42", homing, forward facing 180\*, ammo=2



**Schwartz Upgrade:** cost=14  
HP+10

Weapons:

[Weapon Group 1]

Gatling Gun: 6D6+, damage=2, range 24", forward facing 180\*

Triple Cannon: 3D6+, damage=2, range 24", forward facing 180\*

MR Beam Cannons: 2D6+, damage=1, range 16", forward facing 180\*, (energy weapon)



### **Deadly Kong Version: Cost=6**

#### **Traits:**

HP +4

Armor +1

Nimble

2 Zoid Cores

#### **Weapons:**

Cursed Fist: 1D5+, damage=10, Piercing +3, melee range 3"

Hell's Coffin: 2D5+, damage=7, piercing +3, melee range 3"

## Geno Saurer:

Cost: 20 points

Size: Large

HP: 28

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Tyrannosaurus



### Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Charged Particle Cannon: 1D6+, damage=6, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

### [Weapon Group 1]

Head Cannon: 1D6+, damage=1, range 12", forward facing 180\*

Back Mount Options: (pick one)

### [Weapon Group 1]

HLR Laser Rifles: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon), cost=0

CP-07 Cannonry Unit: 1D6+, damage=4, range 36", fixed mount, forward facing, cost=2

**Breaker Version:** cost=6

Armor+1

Movement +1"

### Weapons:

Laser Claw: 1D5+, damage=3, melee range 3", piercing +1

Laser Fang: 1D5+, damage=3, melee range 3", piercing +2

Head Blade: 1D5+, damage=4, melee range 3", piercing +1, ramming attack

Side Blades: 4D5+, damage=3, melee range 3", piercing +1

Charged Particle Cannon: 1D6+, damage=6, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

Hip HLR Laser Rifles: 2D6+, damage=2, range 24", fixed mount, forward facing, (energy Weapon)

**Dark Spinner:**  
Cost: 20 points  
Size: Large  
HP: 32  
Movement: 5"  
Turn Rate: 90\*  
Terrain: Land  
Type: Spinosaurus



Traits:

Radar Jamming, disables enemy 'Communications Array'

Shield, forward facing

Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

144mm Machine Gun: 2D6+, damage=1, range 16", forward facing 90\*

Double Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Rear Blasters: 2D6+, damage=1, range 12", rear facing 90\*, (energy weapon)

ECM Pulse: 1D6+, damage=0, range 16", inflicts 'Freeze' (cannot 'Freeze' the same Zoid two turns in a row), fixed mount, forward facing

**Killer Spinner Upgrade:** cost=7

Traits:

Armor +1

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

Weapons:

Micro Gatling Guns: 8D6+, damage=1, range 12", forward facing 180\*

## **Dimetrodon:**

Cost: 21 points

Size: Large

HP: 34

Movement: 5"

Turn Rate: 90\*

Terrain: Amphibious

Type: Dimetrodon



### **Traits:**

Radar Jamming, disables enemy 'Communications Array'

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

### **Weapons:**

Acid Thrower: 1D4+, damage=2, range 10", piercing +1, hits all enemies in 90\* cone, forward facing 90\*

Laser Fang: 1D5+, damage=5, melee range 3", piercing +2

Laser Rifles: 4D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Tail Rifles: 2D6+, damage=2, range 16", rear facing 180\*, (energy weapon)

Missile Pods: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=4

## **Brachio Zilla:**

Cost: 21 points

Size: Large

HP: 36

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Diplodocus



### **Traits:**

Can swap between walking on 4 legs and two as part of a movement action, movement is 4" when on two legs

Ambidextrous when standing on two legs

### **Weapons:**

Laser Claw: 1D5+, damage=5, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

HR Beam Cannons: 2D6+, damage=3, range 24, anti-air, turret, air targets only when on two legs, (energy weapon)

### **Brachiotortoise Version: cost=4**

#### **Traits:**

Armor +1

Generates 1 ammo at the beginning of every turn, cannot exceed max ammo capacity

### **Weapons:**

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

Heavy Launcher: 1D5+, damage=4, range 60", homing, forward facing 180\*, can fire as a damage=2 AOE 3" instead, ammo=1

#### **[Weapon Group 1]**

Twin Rifles: 4D6+, damage=1, range 24", anti-air, turret

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

### **Optional: cost=10**

CP-01 DCS-J: 2D6+, damage=5, piercing +1, range 40", Heavy Weapon reduces movement by 1", fixed mount, forward facing

## **Buster Eagle:**

Cost: 22 points

Size: Large

HP: 20

Movement: 8"

Turn Rate: 90\*

Terrain: Air

Type: Eagle



Traits:

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

SR Buster Cannons: 2D6+, damage=6, Piercing +1, range 42", fixed mount, forward facing

Talons: 1D5+, damage=4, piercing +1, melee range 3", moving attack

Bombs: 1D6+, damage=3, range 3", ammo=2, can only target ground units, AOE 8"

[Weapon Group 2]

Seeker Missiles: 2D5+, damage=1, range 24", homing, fixed mount. forward facing 180\*, ammo=2

SR Missile: 2D5+, damage=1, range 16", fixed mount. forward facing 180\*, ammo=2

## **Berserk Führer:**

Cost: 23 points

Size: Large

HP: 30

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Tyrannosaurus



Traits:

Omnidirectional Shield

Weapons:

Back Mounted Array: 6D5+, damage=2, melee range 3", cannot use while shield is active

Laser Fang: 1D5+, damage=4, piercing +2, melee range 3"

Charged Particle Cannon: 1D6+, damage=7, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

**Sturm Tyran Upgrade:** cost=5

\*Does not have shield

\*Does not have 'Back Mounted Array'

AB Boosters: movement + 2"

Scissor Blades: 4D5+, damage=5, piercing +1, melee range 3"

**Buster Führer Upgrade:** cost=12

\*Does not have shield

Can fly at 8"

SR Buster Cannons: 2D6+, damage=6, Piercing +1, range 42", fixed mount, forward facing



**Gairyuki Version:** cost=0

Traits:

Movement +1

Weapons:

Laser Fang: 1D5+, damage=4, piercing +2, melee range 3"

Charged Particle Cannon: 1D6+, damage=7, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

[Weapon Group 1]

Beam Pistols: 2D6+, damage=1, range 16, forward facing 90\*, (energy weapon)

**Assault Mode Upgrade:** Cost=9

[Weapon Group 1]

Shock Cannon: 6D6+, damage=1, range 16", fixed mount, forward facing

Twin Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Rapid Cannons: 6D6+, damage=1, range 20", fixed mount, forward facing

Quad HR Blaster: 4D6+, damage=1, range 20", fixed mount, forward facing, (energy weapon)

HR Cannon: 1D6+, damage=2, range 24", fixed mount, forward facing

## Death Raser:

Cost: 24 points

Size: Large

HP: 34

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Therizinosaurus



### Weapons:

Electric Discharger: 1D6+, damage=0, range 16", inflicts 'Freeze', fixed mount, forward facing, (energy weapon)

Plasma Blades: 2D5+, damage=5, piercing +1, melee range 3", moving attack

### [Weapon Group Melee]

Laser Claws: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

### Storm Rayser Upgrade: cost=23

\*Loses Plasma Blades

### Weapons:

Crescent Laser Cannons: 4D6+, damage=1, range 24", AOE 4", forward facing 180\*, (energy weapon)

### [Weapon Group 1]

Beam Gatling Cannons: 12D6+, damage=2, range 24", fixed mount, forward or rear facing, (energy weapon)

Shock Cannons: 18D6+, damage=1, range 16", fixed mount, forward facing

Laser Horns: 2D6+, damage=1, range 32", fixed mount, forward facing, (energy weapon)

\*Technically only one Laser Storm is used, but there is no reason not to use two if able, especially since it results in a more cohesive design

## Red/Green/Dark Horn:

Cost: 24 points

Size: Large

HP: 38

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Styracosaurus



Traits:

Armor +1

Infrared Sensors

Weapons:

Horn Attack: 1D5+, damage=5, piercing +1, melee range 3", ramming attack

[Weapon Group 1]

SR Blasters: 8D6+, damage=1, range 12", forward facing 90\* (energy weapon)

[Weapon Group 2]

Triple Cannon: 3D6+, damage=2, range 24", turret

Variants:

**Red Horn Upgrade:** cost=6

[Weapon Group 1]

Nose Gun: 1D6+, damage=1, range 12", forward facing 180\*

SR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

LR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

[Weapon Group 2]

Twin Cannon: 2D6+, damage=2, piercing +1, range 24", turret

Missile Pod: 1D5+, damage=1, range 16", homing, turret, ammo=3

[Weapon Group Rear]

Rear Blasters: 2D6+, damage=1, range 16", rear facing, fixed mount, (energy weapon)

Tail Gun: 2D6+, damage=1, range 16", rear facing 180\*



**Green Horn Upgrade:** cost=7

AB Boosters: Movement + 1"

Turn Rate: 90\*

[Weapon Group 1]

Nose Gun: 1D6+, damage=1, range 12", forward facing 180\*

AB cannon: 2D6+, damage=1, range 20", forward facing or rear facing 45\*

SR Blasters: 2D6+, damage=1, range 16", forward facing 45\*, (energy weapon)

LR Blasters: 2D6+, damage=1, range 16", forward facing 45\*, (energy weapon)

[Weapon Group 2]

Twin Cannon: 2D6+, damage=2, piercing +1, range 24", forward facing 90\*

Missile Pod: 1D5+, damage=1, range 16", homing, turret, ammo=3

[Weapon Group Rear]

Rear Blasters: 2D6+, damage=1, range 16", rear facing, fixed mount, (energy weapon)

Tail Gun: 2D6+, damage=1, range 16", rear facing 180\* (energy weapon)

AB cannon: 2D6+, damage=1, range 20", forward facing or rear facing 45\*



**Dark Horn Upgrade:** cost=15  
HP+8

[Weapon Group 1]

Side Rifles: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

SR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

LR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

[Weapon Group 2]

CP-03 Beam Gatling: 6D6+, damage=2, range 24", turret, (energy weapon)

Twin Rifles: 2D6+, damage=1, range 24", turret

Missile Pod: 1D5+, damage=1, range 16", homing, turret, ammo=3

[Weapon Group Rear]

Rear SR Blasters: 2D6+, damage=1, range 12", rear facing, fixed mount, (energy weapon)

Manned Tail Gun Turret: 2D5+, damage=1, range 16", rear facing 180\* (energy weapon)

**Dual Beam Gatling Customize set:** (Dark Horn only) cost=9

Tripple Cannon becomes 6D6+, CP-03 Beam Gatling becomes 12D6+, Missile Pod becomes 2D5+



**Harry Special Upgrade:** cost=21

HP+10

Movement +1"

Turn Rate: 90\*

[Weapon Group 1]

Nose Gun: 1D6+, damage=1, range 12", forward facing 180\*

SR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

LR Rifles: 2D6+, damage=1, range 16", forward facing 45\*

[Weapon Group 2]

Side Gun: 1D6+, damage=1, range 16", turret

CP-03 Beam Gatling: 6D6+, damage=2, range 24", turret, (energy weapon)

Rail Gun: 1D6+, damage=7, piercing +2, range 60", turret (must be fired separately from the weapon group in order to use single shot skills like 'double tap')

[Weapon Group Rear]

Rear Blasters: 2D6+, damage=1, range 16", rear facing, fixed mount, (energy weapon)



**Crimson Horn Version: cost=10**

Traits:

Armor +1

Infrared Sensors

Shield, forward facing

Weapons:

Horn Attack: 1D5+, damage=5, piercing +1, melee range 3", ramming attack

Grapple Arms: 2D5+, damage=3, melee range 3"

[Weapon Group 1]

Triple Cannon: 6D6+, damage=2, range 24", forward facing 180\*

Photon Cannons: 6D6+, damage=2, range 24", fixed mount, forward facing, can fire 'side facing 180\*' at 3D6+, (energy weapon)

72mm Dual Beam Cannons: 2D6+, damage=1, range 16", anti-air, forward facing 180\*, (energy weapon)

[Weapon Group 2]

30mm Dual Beam Cannons (flank): 2D6+, damage=1, range 12", anti-air, fixed mount, side facing, (energy weapon)

30mm Dual Beam Cannons (rear): 2D6+, damage=1, range 12", anti-air, rear facing 180\*, (energy weapon)

72mm Dual Beam Cannons: 2D6+, damage=1, range 16", anti-air, rear facing 180\*, (energy weapon)

Tail Missile Pod: 1D5+, damage=1, range 16", homing, rear facing 180\*, ammo=3

Optional: cost=0

Can replace Tail Missile Pod to add tail gunner and increase accuracy of rear facing '72mm Dual Beam Cannons' by -1

## Murasame Liger:

Cost: 24 points

Size: Large

HP: 36

Movement: 7"

Turn Rate: 90°

Terrain: Land

Type: Lion



### Weapons:

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing

Laser Claw: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

Murasame Blade: 1D5+, damage=8, piercing +3, melee range 3", moving attack (one side only), ramming attack

### **Knight Custom Upgrade:** cost=2

Armor +1

Replace Murasame Blade with:

Sauro Lance: 1D5+, damage=6, piercing +3, melee range 3", ramming attack

### **Shinobi Custom Upgrade:** cost=3

Speed Evasion +4

Movement +1"

Replaces Murasame Blade with:

Shuriken: 1D5+, damage=6, piercing +3, melee range 12", hits all targets in melee range

### **Valkyrie Caesar Upgrade:** cost=3

Hybrid Beith Beam Cannons: 4D6+, damage=2, range 32", anti-air, fixed mount, forward facing, (energy weapon)

[Weapon Group Melee]

Murasame Blade Becomes 1D5, damage=5, piercing +3, melee range 3", moving attack (left side only), ramming attack

Grave Daggers: 2D5+, damage=3, piercing +3, melee range 3", ramming attack



### **Hayate Liger Upgrade: Cost=3**

HP +2

Movement +1

Murasame Blade Becomes 2D5, damage=5, piercing +3, melee range 3", moving attack (1D5+, both sides), ramming attack

### **Mugen Liger Upgrade: Cost=15**

HP+8

Armor+1

Smokescreen

Infrared Sensors

Movement -1"

Lose 'Shock Cannon'

Murasame Blade Becomes 2D5+, damage=9, piercing +3, melee range 3", moving attack (1D5+, both sides) , ramming attack

Gravity Cannons: 2D6+, damage=3, ignores armor, range 24", fixed mount, forward facing, target is immobilized and loses its evasion bonus for a single turn, grounds airborne targets, ammo=5

## Griffin:

Cost: 24 points

Size: Large

HP: 24

Movement: 8" Air, 5" Land

Turn Rate: 90\*

Terrain: Air, Land

Type: Griffon

Traits:

Two Zoid Cores

Aerial evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Talons: 1D5+, damage=4, piercing +1, melee range 3", moving attack when airborne

Bombs: 1D6+, damage=3, range 3", ammo=2, can only target ground units, AOE 8"

SR Buster Cannons: 2D6+, damage=6, Piercing +1, range 42", fixed mount, forward facing

[Weapon Group 1]

AZ Handgun: 2D6+, damage=1, range 12", fixed mount, forward facing

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Unenlagia's Tail Riffle: 1D6+, damage=4, piercing +1, range 40", fixed mount, forward facing

[Weapon Group 2]

Seeker Missiles: 2D5+, damage=1, range 24", homing, fixed mount. forward facing 180\*, ammo=2

SR Missiles: 2D5+, damage=1, range 16", fixed mount. forward facing 180\*, ammo=2



## **Decalto Dragon:**

Cost: 26 points

Size: Large

HP: 30

Movement: 8" Air

4" Land

Turn Rate: 90\*

Terrain: Air, Land

Type: Dragon



### **Traits:**

Aerial Evasion +2

Armor +1

### **Weapons:**

Laser Claw: 1D5+, damage=6, melee range 3", piercing +1, moving attack when airborne

Laser Fang: 1D5+, damage=6, melee range 3", piercing +2

Electric Discharger: 1D6+, damage=0, range 16", inflicts 'Freeze', fixed mount, forward facing, (energy weapon)

Plasma Cannons: 2D6+, damage=4, range 24", fixed mount, forward facing, (energy weapon)

## **Gungyaldo:**

Cost: 27 points

Size: Large

HP: 32

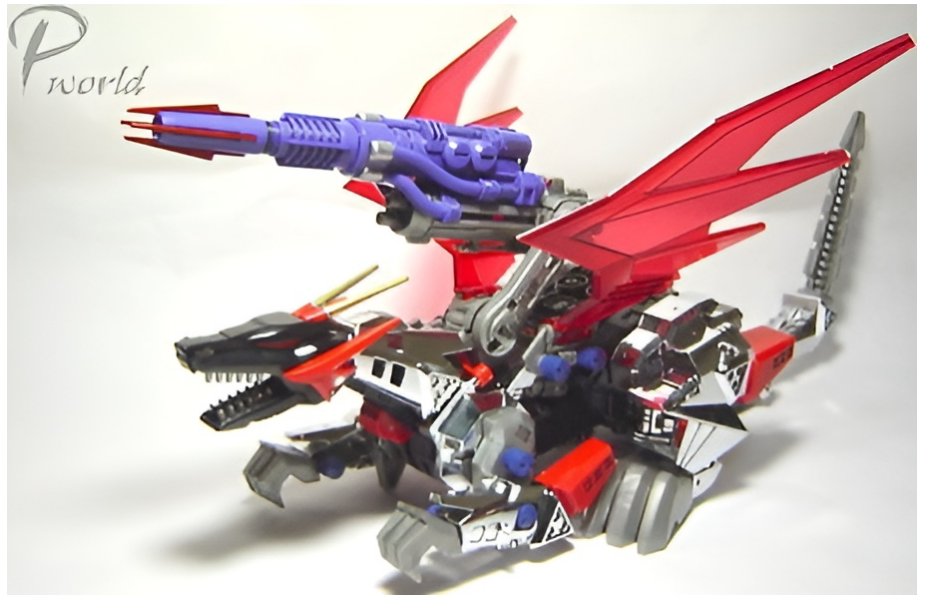
Movement: 4" land

10" air

Turn Rate: 90\*

Terrain: Land, Air

Type: Dragon



### **Traits:**

Can swap between walking on 4 legs and two as part of a movement action, movement is 2" when on two legs

Ambidextrous when standing on two legs

Armor +1

### **Weapons:**

Laser Claw: 1D5+, damage=6, melee range 3", piercing +1

Laser Fang: 1D5+, damage=6, melee range 3", piercing +2

Flame Thrower: 1D4+, damage=3, range 12", hits all enemies in 90\* cone, forward facing 90\*

Charged Particle Cannon: 1D6+, damage=8, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, forward facing 180\*, cannot 'Double Tap', cannot fire two turns in a row, only hits one target when airborne, can't use when standing on two legs, can't move and fire in the same turn, forward facing 90\*, (particle weapon)

### **[Weapon Group 1]**

Shock Cannon: 3D6+, damage=1, range 16", fixed mount, forward facing, can't use when standing on two legs

GU-02 Pulse Cannon: 4D6+, damage=1, range 20", forward facing 90\*

## **Descat:**

Cost: 27 points

Size: Large

HP: 30

Movement: 8"

Turn Rate: 90\*

Terrain: Land

Type: Panther



### Traits:

Nimble

Armor +1

Speed Evasion +2

### Weapons:

Laser Claw: 1D5+, damage=4, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=4, piercing +2, melee range 3"

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing

Gravity Cannon: 1D6+, damage=7, ignores armor, range 32", fixed mount, forward facing, target is immobilized and loses its evasion bonus for a single turn, grounds airborne targets, ammo=5

## **Lanstag:**

Cost: 27 points

Size: Large

HP: 38

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Moose



### Traits:

Spiked Shield, cover +1, damage to melee attackers 1, forward facing

### Weapons:

Shock Cannon: 4D6+, damage=1, range 16", fixed mount, forward facing

Lance: 1D5+, damage=10, piercing +3, melee range 3", ramming attack

**Breaker Version:** Cost=10

Armor +1

Breaker Horns: 6D5+, damage=4, piercing +3, melee range 3"

## Elephander:

Cost: 27 points

Size: Large

HP: 36

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Elephant

Traits:

Armor +2

Infrared Sensors

Shield, forward facing

Weapons:

Stomp: 1D5+, damage=5, melee range 3", AOE 2"

Rear Blasters: 2D6+, damage=1, range 12", fixed mount, rear facing

[Weapon Group 1]

Tusk Blasters: 2D6+, damage=1, range 12", forward facing 180\*, (energy weapon)

[Weapon Group Melee]

Crusher Tusks: 2D5+, damage=3, piercing +1, melee range 3", ramming attack

Trunk Claw: 1D5+, damage=2, piercing +1, melee range 4"

**Top Mount Options:** (only one)

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data. Cost=1

[Weapon Group 1]

Heavy LR Beam Turret: 2D6+, damage=3, range 24", turret, (energy weapon), cost=3

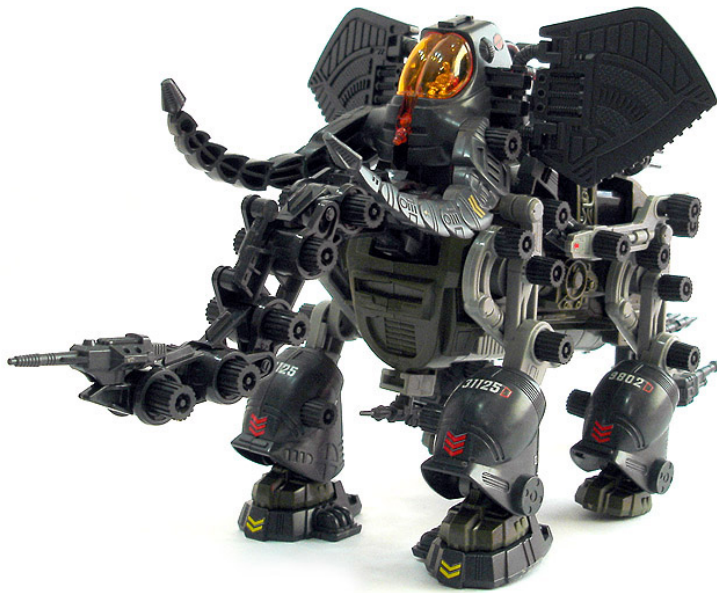
**CP-15 Assault Gatling Unit** (top option): cost=4

Missile Rack: 4D5+, damage=1, range 24", homing, turret, ammo=4

[Weapon Group 1]

Gatling Gun: 6D6+, damage=1, range 16", turret





**Mammoth Version:** cost=5

HP +6

Armor +1

Movement +1

**Weapons:**

Stomp: 1D5+, damage=5, melee range 3", AOE 2"

Heat Crusher Tusks: 2D5+, damage=5, piercing +2, melee range 3", ramming attack

**[Weapon Group 1]**

Trunk Beam Rifle: 1D6+, damage=1, range 16", forward facing 180\*, (energy weapon)

Belly Beam Rifle: 1D6+, damage=1, range 16", forward facing 90\*, (energy weapon)

**[Weapon Group 2]**

Back Rifle: 1D6+, damage=1, range 16", rear facing 180\*

Manned Quad Turret: 4D5+, damage=1, range 20", anti-air, fixed mount, rear facing, (energy weapon)

Tail Beam Rifles: 4D6+, damage=1, range 20", rear facing 180\*, (energy weapon)

**Optional:**

Gojulas Shoulder Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 2", fixed mount, forward facing, cost=17

**Rayse Mammoth Version:** cost=15

Movement +2

**Weapons:**

Stomp: 1D5+, damage=5, melee range 3", AOE 2"

**[Weapon Group 1]**

Quad Cannons: 4D6+, damage=1, range 24", anti-air, fixed mount, forward facing

Rapid Cannons: 6D6+, damage=1, range 20", fixed mount, forward facing

Beam Cannons: 6D6+, damage=4, range 24", fixed mount, forward facing, (energy weapon)

AZ Rifles: 2D6+, damage=1, range 16", fixed mount, forward facing

Shock Cannon: 9D6+, damage=1, range 16", fixed mount, forward facing

Twin Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

\*I couldn't confirm if the Shock Cannons and Beam Cannons from Rayse Tiger were included, so this may be incorrect

## **Bio Megaraptor:**

Cost: 28 points

Size: Large

HP: 32

Movement: 7"

Turn Rate: 180\*

Terrain: Land

Type: Raptor



Traits:

Nimble

Armor +2

Weapons:

Flame Thrower: 1D4+, damage=3, range 8", hits all enemies in 90\* cone, forward facing 90\*

[Weapon Group Melee]

Laser Claws: 1D5+, damage=5, piercing +2, melee range 3"

Laser Talons: 1D5+, damage=5, piercing +2, melee range 3"

Laser Fang: 1D5+, damage=5, piercing +2, melee range 3"

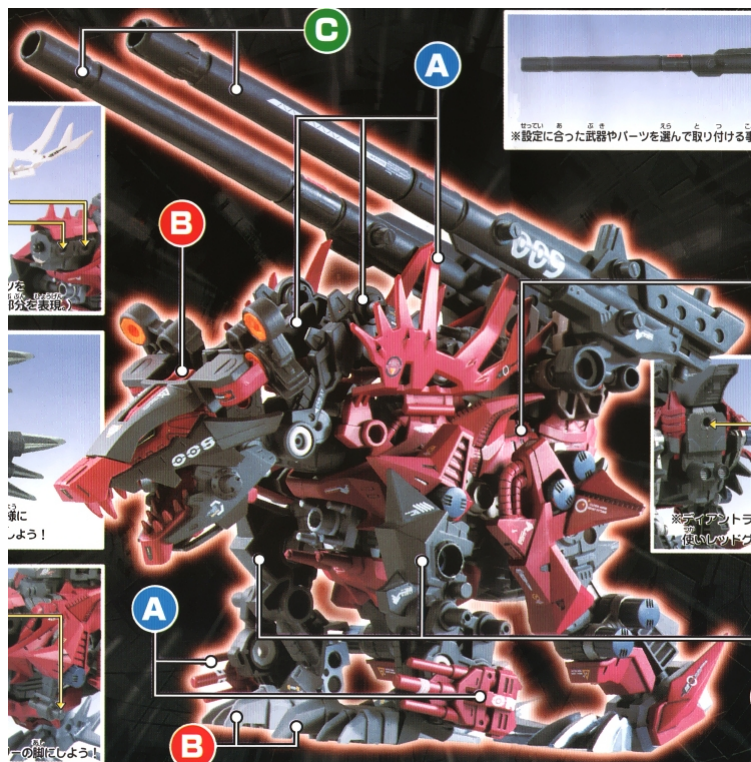
**Volcano Upgrade:** cost=14

HP +10

Melee damage +2

Bio Particle Cannon: 1D6+, damage=8, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

Type: Bear



Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

## Ambidextrous when standing on two legs

Magnizer Fang: 1D5+, damage=6, piercing +2, melee range 3"

Electric Discharger: 1D6+, damage=0, range 16", inflicts 'Freeze', fixed mount, forward facing, (energy weapon)

Tri-Beam Cannons: 6D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

SR Buster Cannons: 2D6+, damage=6, Piercing +1, range 42", fixed mount, forward facing, airborne targets only when on two legs

\*Up to this point I've kept original weapon profiles for fuzed Zoids, but melee attacks meant for small Zoids don't work for this

## **Bio Kentro:**

Cost: 30 points

Size: Large

HP: 34

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Kentrosaurus



### **Traits:**

Armor +2

Melee attackers take 1 damage on hit

### **Weapons:**

Beast Slayer: 2D5+, damage=6, piercing +2, melee range 3", moving attack (1D5+), ramming attack

Spike Missiles: 6D5+, damage=2, piercing +1, homing, range 24", forward facing 180\*

## **Bio Tricera:**

Cost: 30 points

Size: Large

HP: 36

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Triceratops



Traits:

Armor +2

Weapons:

Hell Horns: 2D5+, damage=8, piercing +2, melee range 3", ramming attack

Hell Horn Extend: 2D5+, damage=4, piercing +1, range 12", forward facing 90\*

## **Deadboarder:**

Cost: 31 points

Size: Large

HP: 36

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Tarbosaurus



### **Weapons:**

Laser Fang: 1D5+, damage=4, piercing +2, melee range 3"

SR Beam Rifles: 4D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Gravity Cannons: 2D6+, damage=7, ignores armor, range 32", fixed mount, forward facing, target is immobilized and loses its evasion bonus for a single turn, grounds airborne targets, ammo=5

## **Cyclops:**

Cost: 34 points

Size: Small

HP: 38

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Elasmotherium



Traits:

Armor +1

Smoke Screen

Infrared Sensors

Weapons:

Long Horn: 1D5+, damage=7, piercing +1, melee range 3",  
Ramming Attack

Ball Cannon: 1D6+, damage=12, piercing +1, range 32", fixed  
mount, forward facing

**Diablo Tiger:**  
Cost: 35 points  
Size: Large  
HP: 32  
Movement: 6"  
Turn Rate: 90\*  
Terrain: Land  
Type: Tiger



Traits:  
Nimble  
Optical Camouflage  
Infrared Sensors

Chaff, incoming missile attacks suffer a +2 'to hit' penalty

Liquid Metal armor repairs 1 HP at the beginning of each round.  
Cannot exceed max HP. Does not work if Daiblo Tiger is wrecked.

Weapons:

Cyber Claw: 1D5+, damage=6, piercing +1, melee range 3"

Cyber Fang: 1D5+, damage=6, piercing +2, melee range 3"

Cyber Cannon: 1D6+, damage=12, piercing +1, range 32",  
turret, (energy weapon)

## **Dibison:**

Cost: 35 points

Size: Large

HP: 32

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Buffalo

Traits:

Armor +1



Weapons:

Crusher Horns: 2D5+, damage=3, piercing +1, melee range 3", ramming attack

Shock Cannons: 4D6+, damage=1, range 16", fixed mount, forward facing

Mortar Array: 17D6+, damage=1, range 32", forward facing 90\*

Megalo Max: 3D6+, damage=1, range 32", forward facing 90\*, AOE range 8", cannot be used with 'Mortar Array' as a second attack

[Weapon Group 2]

Rear Rifles: 2D6+, damage=1, range 16", anti-air, fixed mount, rear facing

Tail Rifle: 1D6+, damage=1, range 16", anti-air, rear facing 180\*

Optional:

Missile Pods: 2D5+, damage=2, range 32", homing, forward facing 180\*, ammo=8, cost=4

Gojulas Shoulder Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 2", fixed mount, forward facing, cost=17

## **Gunblaster:**

Cost: 40 points

Size: Large

HP: 30

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Ankylosaurus



Traits:

Armor+1

Omnidirectional Shield

Weapons:

22 Gun Salute: 22D6+, damage=1, range 32", fixed mount, forward facing,

One Finger Salute: 4D6+, damage=1, range 32", fixed mount, forward facing, AOE 18", cannot be used with '22 Gun Salute' as a second attack

## **Salamander:**

Cost: 25 points

Size: XL

HP: 36

Movement: 8"

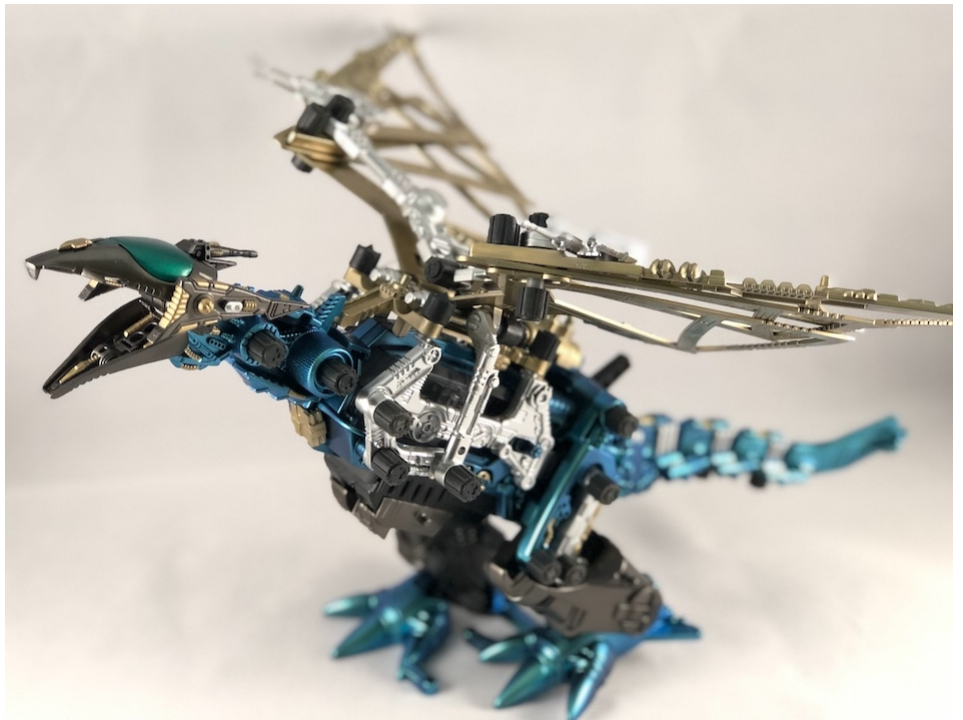
Turn Rate: 45°

Terrain: Air

Type: Pterosaur

Traits:

Armor +1



### **Weapons:**

Flame Thrower: 1D4+, damage=4, range 14", hits all enemies in 90° cone, forward facing 90°

Heavy Rockets: 1D5+, damage=4, range 32", homing (only initial target), forward facing 90°, AOE 12", ammo=2

### **[Weapon Group 1]**

Wing Blasters: 4D6+, damage=1, range 16", forward facing 90°, (energy Weapon)

Carpet Blasters: 2D6+, damage=1, range 16", forward facing 90°, AOE 4", (energy Weapon)

Optional: cost=17

Gojulas Shoulder Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 4", fixed mount, forward facing

## Gojulas:

Cost: 32 points

Size: XL

HP: 55

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Tyrannosaurus



Traits:

Armor +1

Weapons:

Bite Attack: 1D5+, damage=7, piercing +2, melee range 3"

Tail Swipe: 1D5+, damage=5, melee range 16", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

[Weapon Group 1]

Arm Rifles: 2D6+, damage=1, range 24", forward facing 180\*

[Weapon Group Rear]

Tail Cannons: 4D6+, damage=1, range 24", anti-air, rear facing 180\*

Tail Blaster: 1D6+, damage=1, range 16", rear facing 180\* (energy weapon)

Optional side mount: (pick one)

[Weapon Group 1]

Twin Laser Cannons: 4D6+, damage=2, range 24", fixed mount, forward facing, (energy weapon), cost=4

Missile Pods: 2D5+, damage=3, range 32", homing, forward facing 180\*, ammo=8, cost=6



**The Ogre Upgrade:** cost=27 points

HP+15

Armor +1

Twin Shoulder Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 2", fixed mount, forward facing

Ammo belts changes Missile Pod ammo to unlimited

[Weapon Group 1]

Arm Rifle becomes 1D6+ instead of 2D6+

Arm Cannon: 4D6+, damage=3, range 24", forward facing 180\*



**King Gojulas Version:** cost=18

Traits:

Armor +2

HP +12

Weapons:

Blade Horn: 1D5+, damage=7, piercing +1, melee range 3", ramming attack

Tail Swipe: 1D5+, damage=5, melee range 16", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

[Weapon Group 1]

Tri-Beam Cannons: 3D6+, damage=3, range 32", fixed mount, forward facing, (energy weapon)

Dual Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing



**Gojulas Giga Version:** cost=29

Traits:

Armor +2

HP +18

Movement +1

Shield, forward facing

Weapons:

Giga Bite: 1D5+, damage=10, piercing +2, melee range 3"

Giga Tail Swipe: 1D5+, damage=7, melee range 16", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

32 Core Cannon: 4D6+, damage=2, piercing +1, range 32", AOE 14", forward facing 90\*, can't move and fire in the same turn, (energy weapon)

Optional:

Gojulas Cannons: 2D6+, damage=8, piercing +2, range 60", Heavy Weapon reduce movement 2", fixed mount, forward facing, cost=17

## **Death Stinger:**

Cost: 37 points

Size: XL

HP: 40

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Scorpion



Traits:

Armor +3

Weapons:

Claws: 2D5+, damage=6, melee range 3"

Rear Claws: 2D6+, damage=5, melee range 3", rear facing

Twin Cannons: 2D6+, damage=5, range 24", forward facing, fixed mount

Charged Particle Cannon: 1D6+, damage=12, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, forward facing 180\*, cannot 'Double Tap', cannot fire two turns in a row, (particle weapon)

## **Mad Thunder:**

Cost: 42 points

Size: XL

HP: 55

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Triceratops



Traits:

Armor +2

Shield, forward facing

Twin Drills: 2D5+, damage=9, Piercing +1, melee range 3", ramming attack

Tail Rifle: 1D6+, damage=1, range 16", anti-air, rear facing 180\*

[Weapon Group 1]

Beam Cannons: 2D6+, damage=3, range 20", fixed mount, forward facing, (energy weapon)

Double Impact Cannons: 2D6+, damage=5, range 32", turret

## **Bio Tyranno:**

Cost: 42 points

Size: XL

HP: 50

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Tyrannosaurus



Traits:

Armor +2

Weapons:

Flame Thrower: 1D4+, damage=4, range 16", hits all enemies in 90\* cone, forward facing 90\*

Thunder Claw: 1D5+, damage=10, melee range 3", piercing +2

Thunder Bite: 1D5+, damage=12, melee range 3", piercing +2

Deathscythes: 2D5+, damage=5, melee range 3", piercing +2

Tail Swipe: 1D5+, damage=5, melee range 10", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

Bio Particle Cannon: 1D6+, damage=10, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, forward facing 180\*, cannot 'Double Tap', cannot fire two turns in a row, (particle weapon)

## Death Saurer:

Cost: 51 points

Size: XL

HP: 65

Movement: 4"

Turn Rate: 90\*

Terrain: Land

Type: Tyrannosaurus



Traits:

Armor +2

Weapons:

Giant Claw: 1D5+, damage=10, melee range 3", piercing +2

Giant Stomp: 1D5+, damage=10, melee range 3", AOE 4"

Tail Swipe: 1D5+, damage=8, melee range 16", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

Charged Particle Cannon: 1D6+, damage=14, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, forward facing 180\*, cannot 'Double Tap', cannot fire two turns in a row, (particle weapon)

Back AA Guns: 4D6+, damage=1, range 20", anti-air, rear facing 90\*

Tail Missile Pod: 1D5+, damage=1, range 24", homing, rear facing 180\*, ammo=2

[Weapon Group 1]

Shock Cannon: 6D6+, damage=1, range 16", forward facing 90\*

Head Cannons: 3D6+, damage=1, range 16", forward facing 180\*

## **Ultrasaurus:**

Cost: 66 points

Size: XL

HP: 80

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Ultrasaurus



Traits:

Armor +2

Communications Array: If any member of the team has Infrared Sensors the entire team has it by sharing sensor data.

Weapons:

Giant Stomp: 1D5+, damage=12, melee range 3", AOE 6"

Chest Missile Pod: 2D5+, damage=2, range 32", homing, forward facing 90\*, ammo=4

Quad Howitzer Cannons: 4D6+, damage=6, piercing +1, range 60", fixed mount, forward facing

[Weapon Group 1]

Tail AA Rifles: 2D6+, damage=1, range 32", anti-air, rear facing 180\*

Tail Seeker Missiles: 2D5+, damage=1, range 32", homing, rear facing 180\*, ammo=2

**Ultracannon Upgrade:** cost=25

Ultracannons: 2D6+, damage=12, piercing +2, range 60", fixed mount, forward facing, Heavy Weapon reduce movement 1"



**Seismosaurus Version:** cost=23

Traits:

HP +10

Armor +2

Weapons:

Giant Stomp: 1D5+, damage=14, melee range 3", AOE 6"

Super Charged Particle Cannon: 1D6+, damage=18, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, fixed mount, forward facing, cannot 'Double Tap', cannot fire two turns in a row, (particle weapon)

Heavy Beam Cannons: 6D6+, damage=3, range 32", anti-air, turret, (energy Weapon)

[Weapon Group 1]

Neck Dual Beam Cannons: 20D6+, damage=2, range 24", anti-air, forward facing 180\*, 10D6+ against airborne targets, (energy Weapon)

Tail Dual Beam Cannons: 26D6+, damage=2, range 24", anti-air, rear facing 180\*, 16D6+ against airborne targets, (energy Weapon)

Flank Dual Beam Cannons: 8D6+, damage=2, range 24", anti-air, side facing 180\*, (energy Weapon)

**Ultimate Seismosaurus Upgrade:** cost=21

\*loses Heavy Beam Cannons

\*loses Flank Dual Beam Cannons

[Weapon Group 2]

Heavy Beam Gatling Gun: 6D6+, damage=3, range 24", fixed mount, forward or rear facing, (energy Weapon)

Heavy Cannons: 12D6+, damage=2, range 24", fixed mount, forward or rear facing, (energy Weapon)

**Berzerk Seismosaurus Upgrade:** cost=12

Giga Chainsaw Sword Rail Cannon: 1D6+, damage=12, range 36", turret, (aquatic weapon)

## **Gil Vader:**

Cost: 82 points

Size: XL

HP: 50

Movement: 10" Air  
4" Land

Turn Rate: 90\* air  
45\* land

Terrain: Air, Land

Type: Wyvern



Traits:

Armor +1

Weapons:

Giant Claw: 1D5+, damage=8, melee range 3", piercing +2, moving attack when airborne

Giant Fang: 1D5+, damage=10, melee range 3", piercing +2

Wing Blades: 1D5+, damage=10, melee range 3", piercing +1, moving attack

Beam Smashers: 4D5+, damage=6, melee range 3", piercing +1, cannot use when airborne

Charged Particle Cannon: 1D6+, damage=16, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, forward facing 180\*, cannot 'Double Tap', cannot fire two turns in a row, hits only one target when airborne, (particle weapon)

Needle Guns Back: 10D6+, damage=1, range 20", anti-air, fixed mount, rear facing

[Weapon Group 1]

Needle Guns: 10D6+, damage=1, range 20", anti-air, fixed mount, forward facing

Gravity Cannons: 8D6+, damage=6, ignores armor, range 32", fixed mount, forward facing, target is immobilized and loses its evasion bonus for a single turn, grounds airborne targets, ammo=5