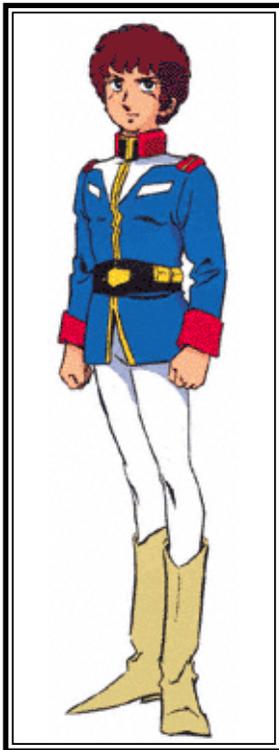


FEDERATION SPECIAL CHARACTER

Amuro Ray - 120 points



The hero of the original Gundam series and the pilot of the RX-78 Gundam, Amuro starts off as a sullen and antisocial youth more comfortable with machines than people. His parents separated when he was a child, and Amuro moved with his father Tem Ray to the under-construction Side 7. Here, Tem concentrated on his military research, leaving Amuro's neighbor Fraw Bow to look after the boy and make sure he remembered to eat his breakfast. Amuro's knack for gadgetry is demonstrated by his hand-made toy robot, the notorious Haro.

Once fate places Amuro in the cockpit of the prototype Gundam, his life and personality begin to change dramatically. Though Amuro is fiercely possessive of the Gundam, which he regards as his personal property, he begins to form genuine friendships and develop a sense of duty and compassion. He also begins to manifest his latent newtype abilities, which make him a ferocious combatant.

AMURO RAY

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Amuro Ray	4	6	4	3	3	3	5	4	9	8	120

Special Character

A Federation Team may include Amuro Ray as a special character. If you decide to take him then he counts as one of the HQ choices - both players must agree if you are going to use him. He must be used exactly as described below and may not be given any extra equipment.

Mobile Suits

Although Amuro is more than qualified to use any Federation Suit he mainly pilots the RX-78 Gundam. You may choose one of the following suits for Amuro to use; RX-78 Gundam (+200pts), RX-77-2 GunCannon (150pts) or the RX-75 GunTank (240pts) Note; if you choose the Guntank option you must purchase an additional pilot from the Federation Pilot list.

Special Rules:

NEWTYPE RADAR: During the course of the One Year War, Amuro Ray's newtype abilities increased to the point he could sense incoming fire or his opponents next move. To represent this Amuro gets a 4+ invulnerable dodge save, in addition to the normal shield save.

ZEON SPECIAL CHARACTER

Major Char Aznable "The Red Comet" - 155 points



In the original Gundam series Char is Zeon's most famous ace pilot, nicknamed the "Red Comet" after his mobile suit's color scheme. In the Battle of Loum at the start of the One Year War, Char sank five Federation battleships singlehandedly, spurring speculation that he might be a newtype of the kind predicted by Zeon Deikun. Once he encounters the Gundam he begins a fierce rivalry with Amuro, which escalates after Amuro inadvertently kills Char's newtype protegee Lalah Sune.

In addition to his color preference, Char is a man of many eccentricities. He is seldom seen without his face-obscuring helmet, which serves to conceal his identity from his fellow Zeon soldiers and it seems with all his skill in a Mobile Suit he cannot drive a car.

He arguably the best mobile suit pilot alive today. Char's style is emphasis on speed and maneuvering instead of overwhelming fire power. Char's personal mobile suits are easily recognizable by both Zeon and Federation fighters, and he has a profound impact on Zeon Soldiers in a fight. With a few choice words he can inspire his solders to fight twice as hard even when they've already been beaten

Major Char Aznable

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Char Aznable	6	6	5	3	3	3	6	5	10	10	145

Special Character

A Zeon Mobile Suit Team may include Char as a special character. If you decide to take him then he counts as one of the HQ choices - both players must agree if you are going to use him. He must be used exactly as described below and may not be given any extra equipment.

Mobile Suits

Char is a natural pilot and being a Zeon ace no suit is denied him You may choose one of the following suits for Char to use; Zaku II Command Type (+195pts), Dom (145pts - if you choose this suit you cannot arm it with a the 360mm Super Bazooka), Gelgoog (200pts) or Z-Gok (125pts).

All suits are painted red and are fitted with Improved Comms as standard.

Special Rules:

Hit & Run: Char emphasis speed over over hitting power, this lightning attack earned him the nickname of the Red Comet. To represent this if his suit is fitted with an improved overpowered Jumpack, so he may make a 6" move in the assault phase regardless of weather or not he is within 6" of an enemy pilot.

Newtype Radar: During the course of the One Year War, Char's newtype abilities increased to the point he could sense incoming fire or his opponents next move. To represent this Char gets a 4+ invulnerable dodge save, in addition to the normal shield save.

Irrational Rivalry: If Char is on the same battlefield as Amuro Ray he will attempt to engage him in a duel. You must move Char's suit the maximum distance towards Amuro suit as his irrational rivalry towards Amuro takes precedent over everything else.