

*This Pocket Battles variant was possible thanks to:*

*Chad Wilson from Macross Mecha Manual  
for a huge amount of quality work.  
[www.macross2.net/m3](http://www.macross2.net/m3)*

*NeoDoom from eRdM  
for the Centraedi Logo.*

*And of course Francesco Sirocchi and Paolo Mori  
for Pocket Battles.*

***Special Rules:***






















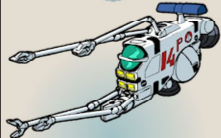


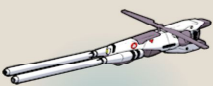
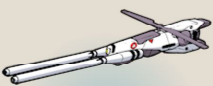
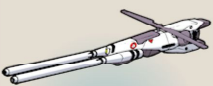



*Some cards are not made portrait but landscape. Such cards cannot stack in units with portrait cards.*
































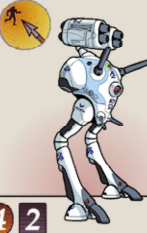


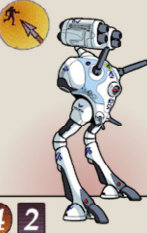






















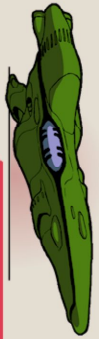

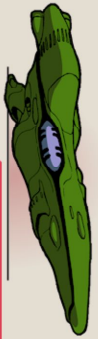


















*They have different command, and move and attack in a different way.*

*If you don't like this rule you can use them normally instead but game values could not be balanced.*

***[www.toposolitario.com](http://www.toposolitario.com)***

*This variant was made to be distributed for free without any commercial purpose.*

 <p>2 4</p> <p>VF-1J VALKYRIE</p>	 <p>2 4</p> <p>VF-1J VALKYRIE</p>	 <p>2 4</p> <p>VF-1J VALKYRIE</p>	 <p>2 4</p> <p>VF-1J VALKYRIE</p>	 <p>2 4</p> <p>VF-1J VALKYRIE</p>	 <p>2 4</p> <p>VF-1J VALKYRIE</p>
 <p>6 1</p> <p>VF-X4 PROTOTYPE</p>	 <p>4 1</p> <p>LYNN MINMAY HOLO CONCERT</p>	 <p>3 3</p> <p>VF-1S STRIKE VALKYRIE</p>	 <p>3 3</p> <p>VF-1S STRIKE VALKYRIE</p>	 <p>3 3</p> <p>VF-1S STRIKE VALKYRIE</p>	 <p>3 3</p> <p>VF-1S STRIKE VALKYRIE</p>
 <p>6 2</p> <p>VF-1J GBP1-S ARMORED VALKYRIE</p>	 <p>6 2</p> <p>VF-1J GBP1-S ARMORED VALKYRIE</p>	 <p>6 3</p> <p>VF-1S SUPER VALKYRIE</p>	 <p>6 3</p> <p>VF-1S SUPER VALKYRIE</p>	 <p>6 3</p> <p>VF-1S SUPER VALKYRIE</p>	 <p>6 3</p> <p>VF-1S SUPER VALKYRIE</p>
 <p>6 2</p> <p>MAX JENIUS</p>	 <p>5 3</p> <p>ROY FOCKER</p>	 <p>4 3</p> <p>RICK HUNTER</p>	 <p>3 1</p> <p>REPAIR POD</p>	 <p>5 2</p> <p>PHALANX</p>	 <p>5 2</p> <p>PHALANX</p>
 <p>2 2</p> <p>SF-3A LANCER II</p>	 <p>2 2</p> <p>SF-3A LANCER II</p>	 <p>2 2</p> <p>SF-3A LANCER II</p>	 <p>2 2</p> <p>SF-3A LANCER II</p>	 <p>6 1</p> <p>MONSTER</p>	 <p>6 1</p> <p>SPARTAN</p>

  <b>6 1</b>  <b>NOUSJADEUL-GER</b>	  <b>2 4</b>  <b>REGULD</b>	  <b>2 4</b>  <b>REGULD</b>	  <b>2 4</b>  <b>REGULD</b>	  <b>2 4</b>  <b>REGULD</b>	  <b>2 4</b>  <b>REGULD</b>
  <b>3 4</b>  <b>REGULD</b> <small>LIGHT MISSILE CARRIER</small>	  <b>3 4</b>  <b>REGULD</b> <small>LIGHT MISSILE CARRIER</small>	  <b>3 4</b>  <b>REGULD</b> <small>LIGHT MISSILE CARRIER</small>	  <b>3 4</b>  <b>REGULD</b> <small>LIGHT MISSILE CARRIER</small>	  <b>4 2</b>  <b>REGULD</b> <small>HEAVY MISSILE CARRIER</small>	  <b>4 2</b>  <b>REGULD</b> <small>HEAVY MISSILE CARRIER</small>
  <b>7 1</b>  <b>QUEADLUUN-RAU</b>	  <b>6 2</b>  <b>GLAUG</b>	  <b>6 2</b>  <b>GLAUG</b>	  <b>3 2</b>  <b>BERSERK</b>	  <b>3 2</b>  <b>BERSERK</b>	  <b>3 1</b>  <b>REPAIR POD</b>
<b>9 3</b>   <b>THURVEL-SALAN</b>	<b>2 3</b>   <b>PICKET PATROL</b>	<b>2 3</b>   <b>PICKET PATROL</b>	<b>2 3</b>   <b>PICKET PATROL</b>	<b>6 3</b>   <b>QUILTRA-QUELAMITZ</b>	<b>6 3</b>   <b>QUILTRA-QUELAMITZ</b>
<b>4 2</b>   <b>GOLG GANT CHARTS</b>	<b>4 2</b>   <b>GOLG GANT CHARTS</b>	<b>2 3</b>   <b>GNERL FIGHTER POD</b>	<b>2 3</b>   <b>GNERL FIGHTER POD</b>	<b>2 3</b>   <b>GNERL FIGHTER POD</b>	<b>2 3</b>   <b>GNERL FIGHTER POD</b>

