

AXIS ARMY LIST 0087

This section contains all the datasheets that you will need in order to fight battles with your Axis miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Axis units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC**, **<Year>**, **Axis**, **Ground**, and **Space**. **UC** defines the particular universe of Gundam that these suits fall into, and **<Year>** indicates the year the unit was deployed, and **Axis** as the Axis Faction. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

Axis detachments may not include any units from previous Zeon related indices in their army selection.

ABILITIES

The following abilities are common to several Axis units:

Mobile Suit

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" receives D6 mortal wounds.

Newtype

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

NEWTYPE DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Newtype's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

Combat Hypnosis

Combat Hypnosis has a warp charge value of 6. If manifested, the Newtype's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Newtype's unit can Charge this turn.

<div><div><div></div></div><div>10</div><div>POWER</div></div> <div>AMX-003</div> <div>GAZA C</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMX-003	*	*	*	8	7	12	2	7	3+	7-12+	12-24"	4+	4+
An AMX-003 Gaza C is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.										4-6	12-18"	5+	5+
										1-3	12"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster	48"	Heavy D6		8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Knuckle Buster (Power Rating +5).												
ABILITIES	Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .						360° Cockpit: This unit may reroll a hit roll once per turn.						
	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						Mobile Armor Transformation: At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.						
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						Hover: At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit , Airborne , and Supersonic . It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.						
	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Axis												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft												



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AMX-003 GAZA C ACE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMX-003 Ace	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.										4-6	12-18"	4+	4+
										1-3	12"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster	48"	Heavy D6		8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Knuckle Buster (Power Rating +5).												
ABILITIES	Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .						360° Cockpit: This unit may reroll a hit roll once per turn.						
	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						Mobile Armor Transformation: At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.						
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						Hover: At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit , Airborne , and Supersonic . It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.						
FACTION KEYWORDS	UC, 0087, Axis												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character												



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HAMAN KARN

AMX-003

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Haman Karn	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
Haman Karn in an AMX-003 is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet. Only one model with Haman Karn may be taken for your army.										4-6	12-18"	4+	4+
										1-3	12"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster	48"	Heavy D6		8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Knuckle Buster (Power Rating +5).												
ABILITIES	Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .												
	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.												
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase												
PSYKER	360° Cockpit: This unit may reroll a hit roll once per turn.												
	Mobile Armor Transformation: At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.												
	Hover: At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit , Airborne , and Supersonic . It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.												
										Mobile Suit (p. 1); Core Explodes (p. 1)			
Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0087, Axis												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character, Haman Karn												



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HAMAN KARN

DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Haman Karn	*	*	*	7	8	18	4	9	2+	10-18+	15"	2+	3+
Funnel	12"	6+	4+	5	6	1	1	6	4+	5-9	10"	3+	4+
Haman Karn in the AMX-004 Qubeley is a single model equipped with a 360° Cockpit, two Hand Beam Guns, and Titanic Feet. This model is accompanied by 10 Funnels, each equipped with a Funnel Beam Gun. Only one model with Haman Karn may be taken for your army.										1-4	6"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hand Beam Gun - Shooting Mode	24"	Rapid Fire D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Hand Beam Gun - Melee Mode	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

<p>Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Core Explodes</p>						<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Funnels: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available. If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.</p> <p>Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p>
ABILITIES						Mobile Suit (p. 1)

PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
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FACTION KEYWORDS	UC, 0087, Axis
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HAMAN KARN KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Haman Karn, Fly, Psyker, Newtype
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FUNNEL KEYWORDS	Funnel, Fly
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AXIS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMX-003 Ace	1	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMX-003	1	95

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Funnel Beam Gun	20
Hand Beam Gun	45
Knuckle Buster	90
Twin Beam Rifle	150

OTHER WARGEAR	
WARGEAR	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Funnel	45
360° Cockpit	10

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Haman Karn, AMX-003	1	160
Haman Karn, AMX-004	1	180

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Titanic Feet	0

AXIS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Hand Beam Gun - Shooting Mode	24"	Rapid Fire D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Knuckle Buster	48"	Heavy 2D3	8	-2	4	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.