PREVENTERS AC196 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Preventers 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 Gundam Allies units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Preventers 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. This model gains **Titanic Presence.**

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.

Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy**

Weapons with *lance, las-, laser, light,* or *prism* as part of the name gain **LASER**, **Energy**

Weapons with *beam, fusion, ion, particle,* or *plasma* as part of the name gain **Beam, Energy**

Zero System

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 Zero System Discipline when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.

SEED FACTOR DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

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 Zero System 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 Zero System 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 Zero System unit can Charge this turn.



POWER

ZECHS MERQUISE OZ-00MS2B

DAMAGE

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Zechs Merquise	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Zechs Merquise in the OZ Beam Sabers, a Buster R Linked 60mm Vulcans. Or army. Only one unit with	ifle, a Com nly one unit	bat Sh with Z	ield, a 'echs	Hea Mer e	t Roc quise	l, Tita may	nic I be t	eet, a	and Twin	5-9 1-4	12" 8"	3+ 4+	3+ 4+
WEAPON	RANGE		YPE		S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	М	lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Buster Rifle		_								s below. For each icts a mortal wour	_		
Beam Rifle Mode	36"	He	avy 3		8	-3	4	-					
Buster Rifle Mode	60"	•											nt erable
Ancillary Targets	60"	He	eavy 2		9	-4	4	,					
Heat Rod	When atta	cking	with th	е Не	eat Ro	od, ch	noos	e one	of the two	modes below.			
Entangle Mode	Melee	М	lelee		*	*	*			ul hit with this wea ose an attack in th	•		
Heat Mode	Melee	М	lelee		+6	-3	6		_	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	М	lelee	Į	Jser	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ts that	can F I	y.
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Combat Shield: A model with a combat shield has a 5+ invulnerable save.							resul this ι phas	t of this ur unit's Attac e.	en Charging, you nit's Charge roll. I k value by 1 for th	f you one follo	lo so, re wing F	educe ight
ABILITIES	Mobile Si	uit (p. 1	1)· Coi	re F	kplod	les (r	1)			This unit can move (even if it has not		•	
FACTION KEYWORDS													.a.go).
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly												
	,	itanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly											

4 POWER		OZ-06	MS	S 1		Ο		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
OZ-06MS 85pts	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+	
An OZ-06MS Leo is a sing Titanic Feet.	gle model e	equipped with a	100mr	n Ma	achine	Gun a	and	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D6	-						
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Sabers +40	Melee	Each time you roll a wound roll of 6+ for this										
Beam Pistol +30	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Rifle +50	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2).											
ABILITIES	Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
FACTION KEYWORDS	AC, AC196, Preventers											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd						

POWER		OZ-0 VE	6M TE					DAMAGE Some of this mod change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
OZ-06MS Veteran 90pts	*	* *	7 6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veterar	ı is a single	model equi	pped with	n a 10	00mm	Mac	hine Gun	4-6	9"	5+	4+
and Titanic Feet.								1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapid Fire	6 6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D6	-					
Bazooka	48"	Heavy 2D	6 8	-2	1	Blas	st.				
Beam Cannon +25	36"	Heavy 1	8	-3	6		•	roll a wound roll o inflicts a mortal w			
Beam Sabers +40	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Beam Pistol +30	24"	Pistol 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Rifle +50	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	Usei	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). WARGEAR OPTIONS This model may take two Beam Cannons (Power Rating +3)											
		ombat Shield +20: A model with a Flight Pack +35: A model with a Flight Pack									

combat shield has a 5+ invulnerable

AC, AC196, Preventers

Mobile Suit (p. 1); Core Explodes (p. 1)

Titanic, Vehicle, Mobile Suit, Space, Ground

ABILITIES

KEYWORDS

FACTION KEYWORDS

Fly and Hard to Hit: Your opponent must subtract 1

from hit rolls for attacks that target this model in the

Shooting phase.

		4	change as it suffe shown below:		nage, a							
		T	W	A					_	BS		
	•								_	3+		
							1-3	9" 5"	3+ 4+	4+ 5+		
RANGE	TYPE	S	AP	D	ABILI	TIES						
24"	Rapid Fire 6	6	-1	1	-							
48"	Heavy 1	8	-3	2D6	-							
48"	Heavy 2D6	8	-2	1	Blast.							
36"	Each time you roll a wound roll of 6+ for this Heavy 1 8 -3 6 weapon, it also inflicts a mortal wound.											
Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
24"	Pistol 3	8	-3	4					r this			
36"	Heavy 3	8	-3	4								
Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.		
This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2).												
Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Flight Pack +35: A model with a Flight Pack gain from hit rolls for attacks that target this model in Shooting phase.										ract 1		
AC, AC196, Preventers												
Titanic, Ve												
	M * MS Leo is a Feet. Only RANGE 24" 48" 48" 36" Melee 24" 36" Melee This mode Pistol (Porthis mode Sabers (Porth	M WS BS S * * * 7 MS Leo is a single model of Feet. Only one unit with D RANGE TYPE 24" Rapid Fire 6 48" Heavy 1 48" Heavy 2D6 36" Heavy 1 Melee Melee 24" Pistol 3 Melee Melee This model may replace in Pistol (Power Rating +1) This model may take a Co Sabers (Power Rating +2) This model may take a Fl This model may take a Fl This model may take two Combat Shield +20: A m combat shield has a 5+ in save. Mobile Suit (p. 1); Core in AC, AC196, Preventers	M WS BS S T * * * 7 6 MS Leo is a single model equipper Feet. Only one unit with Duo Mark RANGE TYPE S 24" Rapid Fire 6 6 48" Heavy 1 8 48" Heavy 2D6 8 36" Heavy 1 8 Melee Melee +6 24" Pistol 3 8 Melee Melee User This model may replace its 100r Pistol (Power Rating +1), or a E This model may take a Combat Sabers (Power Rating +2). This model may take a Flight Pa This model may take a Flight Pa This model may take two Beam Combat Shield +20: A model we combat shield has a 5+ invulner save. Mobile Suit (p. 1); Core Explose AC, AC196, Preventers	M WS BS S T W * * * 7 6 12 MS Leo is a single model equipped work Feet. Only one unit with Duo Maxwer RANGE TYPE S AP 24" Rapid Fire 6 6 -1 48" Heavy 1 8 -3 48" Heavy 2D6 8 -2 36" Heavy 1 8 -3 Melee Melee +6 -3 Melee Melee User -2 This model may replace its 100mm Maxwer Pistol (Power Rating +1), or a Bean This model may take a Combat Shield Sabers (Power Rating +2). This model may take a Flight Pack (In This model may take a Flight Pack (In This model may take a Flight Pack (In This model may take two Beam Can Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (Mac, AC196, Preventers	M WS BS S T W A * * * 7 6 12 5 MS Leo is a single model equipped with a refeet. Only one unit with Duo Maxwell max RANGE TYPE S AP D 24" Rapid Fire 6 6 -1 1 48" Heavy 1 8 -3 2D6 48" Heavy 2D6 8 -2 1 36" Heavy 1 8 -3 6 Melee Melee +6 -3 6 Melee Melee +6 -3 6 24" Pistol 3 8 -3 4 Melee Melee User -2 2 This model may replace its 100mm Machi Pistol (Power Rating +1), or a Beam Riffer This model may take a Combat Shield (Posabers (Power Rating +2). This model may take a Flight Pack (Power This model may take two Beam Cannons Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1) AC, AC196, Preventers	M WS BS S T W A Ld * * * * 7 6 12 5 9 MS Leo is a single model equipped with a 100mm Feet. Only one unit with Duo Maxwell may be incented. RANGE TYPE S AP D ABILITYPE 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. 36" Heavy 1 8 -3 6 weapon Each 1	M WS BS S T W A Ld Sv * * * 7 6 12 5 9 3+ MS Leo is a single model equipped with a 100mm Feet. Only one unit with Duo Maxwell may be included RANGE TYPE S AP D ABILITIES 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. 36" Heavy 1 8 -3 6 weapon, it also Each time you we	M WS BS S T W A Ld SV REMAINING W * * * 7 6 12 5 9 3+ 7-12+ MS Leo is a single model equipped with a 100mm Feet. Only one unit with Duo Maxwell may be included RANGE TYPE S AP D ABILITIES 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 1 8 -3 6 weapon, it also inflicts a mortal weapon, it also inflicts a	Some of this model set of change as it suffers dark shown below: M WS BS S T W A Ld SV REMAINING W M * * * 7 6 12 5 9 3+ 7-12+ 12" MS Leo is a single model equipped with a 100mm Feet. Only one unit with Duo Maxwell may be included **RANGE** TYPE** S AP D ABILITIES** 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 1 8 -3 6 weapon, it also inflicts a mortal wound. **Melee** Melee** +6 -3 6 weapon, it also inflicts a mortal wound. **Melee** Melee** +6 -3 6 weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also inflicts a mortal wound. **Each time you roll a wound roll of 6+ fc weapon, it also i	M WS BS S T W A Ld SV REMAINING W M WS * * 7 6 12 5 9 3+ 7-12+ 12" 2+ WS Leo is a single model equipped with a 100mm Feet. Only one unit with Duo Maxwell may be included RANGE TYPE S AP D ABILITIES 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a		

6 POWER		HEEF OZ-				Y		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Heero Yuy 125pts	*	* * 7	6	12	5	9	3+	7-12+	12"	2+	2+	
Heero Yuy in an OZ-06MS Gun and Titanic Feet. On army.								4-6 1-3	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D6	-						
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Cannon +25	36"	, ,										
Beam Sabers +40	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Pistol +30	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Beam Rifle +50	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)											
ABILITIES	Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1) Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
FACTION KEYWORDS	AC, AC196, Preventers											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd, Ch	aracter, l	Heero Yuy				

13 POWER	L	UCRE SK-				OII	N	DAMAGE Some of this moderning as it suffershown below:					
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Lucrezia Noin 255pts	*	* * 8	3 7	15	3	8	3+	7-12+	15-30"	3+	2+		
Lucrezia Noin in a SK-125 Rifle, Beam Sabers, and taken for your army.								4-6 1-3	15-21" 15"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal v		this			
Beam Sabers	Melee	Melee	+6	-3	6		ach time you roll a wound roll of 6+ for this reapon, it also inflicts a mortal wound.						
Laser Gun -20	24"	Pistol 2D3	7	-2	3		weapon ioู n Shield T	gnores the Invulne eams.	erable sa	ave fro	om		
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v		this			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	with this	weap	on.		
WARGEAR OPTIONS	This mode Rating -1)	• •	its Beaı	m Rif	fle wi	th a M	ega Partio	cle Cannon or a L	aser Gu	n (Po	wer		
	may trans the beginn movement loses Fly ,	uit Transforma form to a Mobil ning of the gam t phases. Whei Hard to Hit, A and Supersoni	le Suit r le or an n transf .irborne	mode y of y forme	e at your ed, it	it on straig after incre of the move	the spot ught forward the initial ase its Mo e phase - e at least to to Hit: Yo	Each time this modup to 90°, then module. Note that it can pivot. When this ove characteristic do not roll any did any in each movemour opponent must that target this not 1900.	ove the nannot pive model Aby 12" use. This sent phases subtra	model vot ag Advand until th mode se.	ain ces, ne end el must		

Aircraft, and Supersonic. Additionally, its Movement characteristic becomes 12".

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

FACTION KEYWORDS AC, AC196, Preventers

KEYWORDS

Titanic, Vehicle, Aircraft, Mobile Suit, Space, Ground, Fly, Character, Lucrezia Noin

Shooting phase.

can Fly.

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

39 POWER		HEE	00V	V0	(1	EW		DAMAGE Some of this mode change as it suffer shown below:	ers dar	mage, a	is
NAME	M *		5 T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy 785pts			3 7	18	5	9	2+	10-18+	12"	2+	2+
Heero Yuy in the XXXG-0 model equipped with Bea 60mm Vulcans, a Twin Mi with Heero Yuy may be ta Zero may be taken for yo	m Sabers, a achine Can aken for you	a two Buster R non, and Twin	tifles, Tit Wing S	anic hield	Feet s. O	, Twin nly one	Link e unit	5-9 1-4	9" 5"	3+ 4+	3+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o			
Buster Rifle								s below. In either a mortal wound. Th			
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-					
Buster Rifle Mode	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This mode may only be fired 3 times in a 60" Heavy 2D3 9 -4 4 battle.										nt erable
Ancillary Targets	60"	Heavy 2	9	-4	4	mode target massi	l within 1 is autom	ter Rifle Mode is fil " of a line drawn from the natically hit by the hincluding friendly n Fly .	om the	e firer to of the	o the
Titanic Feet	Melee	Melee	User	-2	2			s for each attack w	/ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			rolls against targe		•	
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-					-
ABILITIES	Twin Wing Shields: A model with twin wing shields has a 4+ invulnerable save. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Wing Boosters: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)										
PSYKER	Zero System : 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 Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	AC, AC19	6, Preventers,	Gundar	n Pil	ots						
	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, Ch	aracter, F	Heero Yuy, Wing G	Sundar	n Zero,	

KEYWORDS

Gundam, Fly

17 POWER		OUO I							DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Duo Maxwell 340pts	*	* *	8	7	18	5	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG single model equipped wit									5-9	10"	3+	4+
Link 60mm Vulcans. Only									1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	.ITIES				
Beam Scissors	Melee	Melee		Sx2	-4	9	1 fro	m the Hit i	g with this weapon oll. Each time you pon, it also inflicts	roll a	wound	roll of
Titanic Feet	Melee	Melee		User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4	4	0	2	Add	1 to all hit	rolls against targe	ts that	t can F l	ly.
	this unit m but must r your oppo any enem	mmers: Bef ay redeploy emain at lea nent's deplo y models. ¬ ver from en	/ up t ast 9' oyme Γhis ι	o 18" ' awa nt zo unit c	away y fron ne an ounts	v, n d	the b the c enga invulu agair must Howe unit r	eginning of loak can be ged, the Anerable sanst Energy pass a Loaver, when may not at	At the beginning of each of your more engaged or discontinuous control of the engaged or discontinuous control of the engaged of the each	engage des a 4 nerabl onally, invisit is eng eapon	nt phased. Whather was wellender with the save all energaged, the sat all.	ses, nen emies ndam. this
ABILITIES	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.						Char	ge phase	This unit can move (even if it has not . 1); Core Explod	declar	ed a ch	
FACTION KEYWORDS		6, Prevente		unda	m Pilo	ots	14100	iie Guit (p	. 1), Oole Explou	υ σ (μ.	')	

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly

KEYWORDS

29 POWER		ROWA XXG-(DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Trowa Barton 590pts	*	* * 8	8	18	2	9	2+	10-18+	10"	4+	2+	
Trowa Barton in the XXXC single model equipped wit Launchers, Titanic Feet, to and a Twin Machine Cann	h a Quad I wo Twin Be	e ulcans,	5-9	7"	5+	3+						
your army.	on. Only	one with the)	ui (01)	·····	, po ta	1011 101	1-4	4"	6+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Quad Heavy Gatling	30"	Heavy 4D6	7	-1	1	-						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2			roll a wound roll o inflicts a mortal w				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add '	1 to all hit	rolls against targe	ts tha	t can F l	y.	
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-						
	loses a W	um Alloy: Wher ound, roll a D6. ose a wound.				in a t	urn in whi init makes	dvance: This unit in the chit Advanced. East a ranged attack in the the chit attack suffers the	ach tir n a tu	ne a mo	odel in ich it	
ABILITIES	Mobile St	uit (p. 1); Core	Explo	des (p. 1)	the h	it roll as if	firing an Assault v	weapo	n.		
FACTION KEYWORDS	AC, AC196, Preventers, Gundam Pilots											

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam

KEYWORDS

16 POWER		TRE R						NNER W)	DAMAGE Some of this mo- change as it suff shown below:				
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Quatre Reberba Winner 315pts	*	* *	9	9	18	5	9	2+	10-18+	12"	2+	3+	
Quatre Reberba Winner in Custom is a single model Swords, Titanic Feet, and	equipped v Twin Link (vith an Ant 60mm Vuld	i-Bea	m Clo	aḱ, tv	vo H	eavy	Anti Ship	5-9 1-4	9" 6"	3+ 4+	4+ 5+	
Reberba Winner may be WEAPON	•	•		_	A D	_	ADI	LITIES	1-4	0	4+	5+	
Heavy Anti Ship Sword	Melee	RANGE TYPE S AP D ABILITIES When attacking with this weapon, you must su Melee Melee Sx2 -4 9 1 from the Hit roll.											
Titanic Feet	Melee	Melee)	User	-2	D3	Mak	ce 3 hit rolls	s for each attack v	with thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add	l 1 to all hit	rolls against targe	ets tha	t can F	ly.	
ABILITIES	does not l	ound, roll a	a D6. nd.	On a	5 or	6, it	Cloa show pha its li of p shre	ak has a 3- oting attack se that the nvulnerable hases it ha edded and	bak: A model with Invulnerable saves. After the end Anti Beam Cloak e save, roll a die a s been used. On may not be used	ve againof each is use and ada	nst Beath Shoot do to produce the shoot of t	am ting ovide umber ak has	
FACTION KEYWORDS	AC, AC19	6, Prevent	ers, (Gunda	m Pil	ots							
KEYWORDS	Titanic, Ve	hicle, Mob	ile S	uit, Gro	ound	, Spa	ice, C	Character, C	Quatre Reberba V	Vinner,	Gunda	am	

7 POWER		WI MAC	MS- GAI			DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
WMS-03 135pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A WMS-03 is a single mod Shield, a Heat Hawk, and			m Mach	nine	Gun,	a Con	nbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
175mm Cannon 5	48"	Heavy 1	8	-3	2D6	-						
Beam Sabers +25	Melee	Melee	+6	-3	6	'						
Beam Rifle +45	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	(Power Ra If this mod (Power Ra This mode	ating +2). el takes the 17 ating +1). I may replace	75mm C	Cann nbat	on, it Shield	may r	eplace its a 120mm	175mm Cannon or Heat Hawk with E Machine Gun. J +1).			;	
ADU ITIFO	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)					cloal shoot phase its Inv of ph shree	k has a 3- ting attacl e that the vulnerable ases it ha dded and	oak +15: A model Invulnerable save Invulnerable save Anti Beam Cloak save, roll a die a s been used. On may not be used f	e agai of each is use nd add a 6+, i	nst Bean Shoot do to produce to the second t	am ing ovide imber ak has	
ABILITIES	-	,	NA ::	0		game) .					
FACTION KEYWORDS	AC, AC196, Preventers, Maganac Corps											
KEYWORDS	ritanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground										

		W	VMS	-0	3						
8 POWER			GA					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
WMS-03 Veteran 150pts	*	* *	7 7	12	2	8	3+	7-12+	12"	3+	3+
A WMS-03 Veteran is a si Combat Shield, a Heat Ha			vith a 120r	mm N	Machi	ne Gui	n, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	ITIES				
120mm Machine Gun +10	30"	Assault 1	2 6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Beam Sabers +25	Melee	·									
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weapo	on.
WARGEAR OPTIONS	(Power R If this mod (Power R This mode	ating +2). lel takes the ating +1).	175mm (Cann nbat	on, it Shiel	may re	eplace its a 120mm	I75mm Cannon on Heat Hawk with E Machine Gun. J +1).			•
ABILITIES	shield has	Shield: A mo a 5+ invuln uit (p. 1) lodes (p. 1)	erable sav		nbat	Cloak shoot phase its Inv of pha	t has a 3+ ing attack that the rulnerable ases it ha lded and	bak +15: A model Invulnerable saves. After the end of Anti Beam Cloak esave, roll a die as been used. On may not be used to	e agai of each is use and add a 6+, t	nst Bea n Shoot d to pro d the nu the cloa	m ing vide mber ik has
FACTION KEYWORDS	AC, AC19	6, Prevente	rs, Magan	ac C	orps						
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground									

8 POWER		AI WMS	3DU 5-03			C		DAMAGE Some of this mod change as it suffe shown below:						
NAME	М	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Abdul 170pts	*	* * 7	8	12	2	8	3+	7-12+	15"	3+	3+			
Abdul in a WMS-03 AbC Maganac Abdul Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.									10" 6"	4+ 5+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
120mm Machine Gun	30"	Assault 12	6	-1	1	-								
175mm Cannon +25	48"	Heavy 1	8	-3	2D6	-								
Beam Rifle +45	36"	Heavy 3	8	-3	4		ach time you roll a wound roll of 6+ for this eapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee	+3	-3	6	-								
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts that	t can Fl	y.			
WARGEAR OPTIONS	This mode	l may replace I may take a 1 I may take an	75mm (Canr	non (F	owe	r Rating +	,	r Ratir	ng +2).				
	shield has				ıbat	Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the								
ABILITIES		odes (p. 1)				game	9.							
FACTION KEYWORDS	•	6, Preventers,			•									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													

8 POWER		AE WMS	IML -03			C		DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Ahmad 170pts	*	* * 7	8	12	2	8	3+	7-12+	15"	3+	3+		
Ahmad in a WMS-03 AhC with a 120mm Machine Go Twin Link 60mm Vulcans.	and	4-6 1-3	10" 6"	4+ 5+	4+ 5+								
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
175mm Cannon +25	48"	Heavy 1	8	-3	2D6	-							
Beam Rifle +45	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee	+3	-3	6	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.		
This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take up to two 175mm Cannons (Power Rating +1 each). WARGEAR OPTIONS This model may take an Anti Beam Cloak (Power Rating +1).													
		hield : A mode a 5+ invulnera it (p. 1)			ıbat	Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the							
ABILITIES	Core Expl	odes (p. 1)				game					• =		
FACTION KEYWORDS	AC, AC19	6, Preventers,	Magana	ac C	orps								
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, Cl	haracter						

POWER		A WMS	UD 5-03		U	C		DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Auda 175pts	*	* * 7	8	12	2	8	3+	7-12+	12"	3+	3+		
Auda in a WMS-03 AuC M 120mm Machine Gun, a F 60mm Vulcans. Only one			4-6 1-3	9" 5"	4+ 5+	4+ 5+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Beam Rifle +45	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee	+3	-3	6	-							
Heavy Claw	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts that	can Fl	y.		
WARGEAR OPTIONS		el may replace el may take an						Beam Rifle (Powe i j +1).	r Ratir	ng +2).			
	Mobile Su	ıit (p. 1)				Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the							
ABILITIES	Core Exp	lodes (p. 1)				game		,					
FACTION KEYWORDS	AC, AC19	6, Preventers,	Magana	ac Co	orps								
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, Ch	aracter						

9 POWER	RA	ASHID WMS					A	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Rashid Kurama 175pts	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	3+
Rashid Kurama in a WMS model equipped with a 12 Titanic Feet, and Twin Linlin your army.	eat Ha	wk,	4-6 1-3	9" 5"	4+ 5+	4+ 5+					
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll of inflicts a mortal			
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targ	ets tha	t can F l	y.
WARGEAR OPTIONS		el may replace el may take an .						Beam Rifle (Powe y +1).	er Ratii	ng +2).	
		s hield : A mode a 5+ invulnera i it (p. 1)			bat	Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the					
ABILITIES	Core Expl	lodes (p. 1)				game		,			
FACTION KEYWORDS	AC, AC19	6, Preventers,	Magan	ac Co	orps						
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Sp	ace,	Grou	ınd, Cl	naracter				

10 POWER	WMS-04 OLIFANT									DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME	M	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	BS	Т	
WMS-04 200pts	*	6+	*	7	*	12	1	7	3+	7-12+	15"	4+	7	
A WMS-04 is a single mo	del equippe	ed with	n a 75ı	mm	Gatlir	ng Gu	n an	d a M	ega	4-6	10"	5+	6	
Particle Cannon.								1-3	6"	6+	5			
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES					
75mm Gatling Gun	30"	Ass	sault 1	2	7	-1	1	-						
Mega Particle Cannon	48"	Не	eavy 3	3	8	-3	4		_	roll a wound roll o inflicts a mortal w				
ABILITIES	Mobile Tank: Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model													
FACTION KEYWORDS	gains Tita AC, AC19				/lagar	nac C	orps		e Explode	. ,				
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly													