

GJALLARHORN PD323 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Gjallarhorn 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 Gjallarhorn 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 **PD**, **PD323**, **Gjallarhorn**, **Ground**, and **Space**. **PD** defines the particular universe of Gundam that these suits fall into, **PD323** as the year the unit was deployed, and **Gjallarhorn** as the Gjallarhorn Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Gjallarhorn 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.

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**

Alaya-Vijnana

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

ALAYA-VIJNANA DISCIPLINE

Murder Machine

Murder Machine has a warp charge value of 8. If manifested, the Alaya-Vijnana unit doubles it's current Attacks value for this turn.

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 Alaya-Vijnana'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 Alaya-Vijnana'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 Alaya-Vijnana's unit can Charge this turn.



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POWER

Gaelio Bauduin

ASW-G-66

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
Gaelio Bauduin	*	*	*	8	9	18	4	9	2+	10-18+	15"	2+	2+
Gaelio Bauduin in an ASW-G-66 Gundam Kimaris is a single model equipped with a Gungnir, Slash Disks, and Titanic Feet. Only one model with Gaelio Bauduin may be included in your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Gungnir Fighting	Melee	Melee		Sx2	-4	2D3	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.						
Gungnir Shooting	24"	Assault 9		6	-1	1	-						
Slash Disks	12"	Rapid Fire 2		6	-3	1	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take a Boost Pack (Power Rating +1).												
ABILITIES		Flash Bangs: Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Flash Bangs; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.					
								Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Gaelio Bauduin												



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POWER

Gaelio Bauduin

ASW-G-66 TROOPER

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
Gaelio Bauduin	*	*	*	8	9	18	4	9	2+	10-18+	15"	2+	2+
Gaelio Bauduin in an ASW-G-66 Gundam Kimaris Trooper is a single model equipped with a Battle Blade, a Destroyer Lance, Kimaris Shield, Mine Launcher, and Titanic Feet. Only one model with Gaelio Bauduin may be included in your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Battle Blade	Melee	Melee	+1	-2	D6	-							
										If this unit charged this turn, increase damage to 4D3. If this unit did not charge this turn, subtract 1			
Destroyer Lance Fighting	Melee	Melee	Sx2	-4	3D3	from all hit rolls made with this weapon.							
Destroyer Lance Shooting	24"	Assault 9	6	-1	1	-							
Mine Launcher	When attacking with this weapon, choose one of the profiles listed below:												
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
--- Krak	6"	Grenade 1	6	-1	D3	-							
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.							
										You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.			
--- Smoke	-	Grenade 1	-	-	-								
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Trooper Form: This unit may transform into a Trooper Form or back at the beginning of each of your movement phases. When transformed, it gains 6" to its Movement characteristic and gains Hard to Hit and Fly . However, it may only make up to a 90° turn before each movement it makes, and the subsequent movement must be in a straight line.										Kimaris Shield: A Kimaris Shield provides a 5+ Invulnerable save.			
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.			
										Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.			
ABILITIES	Core Explodes (p. 1), Mobile Suit (p. 1)												
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Character, Gundam, Gaelio Bauduin												



Gaelio Bauduin
EB-05S

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

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POWER

EIN DALTON

EB-05S

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
Ein Dalton	*	*	*	7	9	15	3	9	3+	8-15+	15"	2+	3+
Ein Dalton in an EB-05S Schwalbe Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw. Only one model with Ein Dalton may be included in your army. This unit may not be used in the same army as Gaelio Bauduin in an EB-05S.										4-7	10"	3+	4+
										1-3	6"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Axe	Melee		Melee		+1	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div><div><div>Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.</div><div>Core Explodes (p. 1)</div></div><div>ABILITIES</div></div> <div>Mobile Suit (p. 1)</div>										<div>Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</div> <div>Wire Claw: A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.</div>			
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Ein Dalton												



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POWER

MCGILLIS FAREED

EB-05S

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				
McGillis Fareed	*	*	*	7	9	15	4	9	3+	8-15+	15"	2+	2+				
McGillis Fareed in an EB-05S Schwalbe Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw. Only one model with McGillis Fareed may be included in your army.										4-7	10"	3+	3+				
										1-3	6"	4+	4+				
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES										
120mm Machine Gun	30"	Assault 6		6	-1	1	-										
Battle Axe	Melee	Melee		+1	-2	D6	-										
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.										
Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Core Explodes (p. 1)										Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Wire Claw: A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.							
ABILITIES	Mobile Suit (p. 1)																
FACTION KEYWORDS	PD, PD323, Gjallarhorn																
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, McGillis Fareed																

<div><div><div></div><div>11</div><div>POWER</div></div><div>EB-06/J</div><div>GRAZE</div></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
EB-06/J	*	*	*	6	8	12	2	7	3+	7-12+	12"	4+	4+
An EB-06 Graze or EB-06J Graze Ground Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Axe	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
ABILITIES	This model may take a Boost Pack (Power Rating +1).												
	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
KEYWORDS	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1)						
							Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

EB-06/J GRAZE VETERAN

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
EB-06/J Vet	*	*	*	6	8	12	2	7	3+	7-12+	12"	3+	4+
An EB-06 Graze or EB-06J Graze Ground Type Veteran is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Titanic Feet.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1							
Battle Blade	Melee	Melee		+1	-2	D6							
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
ABILITIES	This model may take a Boost Pack (Power Rating +1).												
	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
KEYWORDS	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1)						
							Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground												



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POWER

CRANK ZENT

EB-06

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
Crank Zent	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
Crank Zent in an EB-06 Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of these models may be included in your army.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Axe	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
	This model may take a Boost Pack (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.												
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.												
	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.												
FACTION KEYWORDS	Core Explodes (p. 1)												
	Mobile Suit (p. 1)												
KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

EIN DALTON

EB-06

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
Ein Dalton	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	4+
Ein Dalton in an EB-06 Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one model with Ein Dalton may be included in your army.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Axe	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
	This model may take a Boost Pack (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.							Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							Core Explodes (p. 1)					
								Mobile Suit (p. 1)					
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ein Dalton												



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POWER

EB-06/J GRAZE 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
EB-06/J Ace	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
An EB-06 Graze or EB-06J Graze Ground Type Ace is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Battle Axe	Melee	Melee		+1	-2	D6							
Bazooka	48"	Heavy 2D3		8	-2	1	Make 3 hit rolls for each attack with this weapon.						
Titanic Feet	Melee	Melee		User	-2	D3							
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
ABILITIES	This model may take a Boost Pack (Power Rating +1).												
	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
KEYWORDS	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1)						
							Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div><div><div><div></div></div><div>11</div><div>POWER</div></div><div>EB-06R</div><div>GRAZE RITTER</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																							
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>EB-06R</td><td>*</td><td>*</td><td>*</td><td>6</td><td>8</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	EB-06R	*	*	*	6	8	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>15"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>10"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>6"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	15"	4+	4+	4-6	10"	5+	5+	1-3	6"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
EB-06R	*	*	*	6	8	12	2	7	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	15"	4+	4+																																														
4-6	10"	5+	5+																																														
1-3	6"	6+	6+																																														
An EB-06R Graze Ritter is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.																																																	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																								
120mm Machine Gun		30"		Assault 6		6	-1	1	-																																								
Knight Blade		Melee		Melee		+1	-2	D6	-																																								
Titanic Feet		Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																								
WARGEAR OPTIONS		This model may take a Boost Pack (Power Rating +1).																																															
		Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.																																									
ABILITIES		Core Explodes (p. 1)						Mobile Suit (p. 1)																																									
FACTION KEYWORDS		PD, PD323, Gjallarhorn																																															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space																																															



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POWER

EB-06R GRAZE RITTER VETERAN

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
EB-06R Vet	*	*	*	6	8	12	2	7	3+	7-12+	15"	3+	4+
An EB-06R Graze Ritter Veteran is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.										4-6	10"	4+	5+
										1-3	6"	5+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Knight Blade	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Boost Pack (Power Rating +1).												
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.					Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							
ABILITIES	Core Explodes (p. 1)					Mobile Suit (p. 1)							
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



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POWER

EB-06RS GRAZE RITTER COMMAND

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
EB-06RS	*	*	*	6	8	12	3	8	3+	7-12+	15"	3+	3+
An EB-06RS Graze Ritter Command Type is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Knight Blade	Melee		Melee		+1	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Boost Pack (Power Rating +1).												
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
ABILITIES	Core Explodes (p. 1)							Mobile Suit (p. 1)					
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

CARTA ISSUE

EB-06RS

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
Carta Issue	*	*	*	6	8	12	3	9	3+	7-12+	15"	3+	3+
Carta Issue in an EB-06RS Graze Ritter Command Type is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet. Only one model of this type may be included in your army.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Knight Blade	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Boost Pack (Power Rating +1).												
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

CORAL CONRAD

EB-06S

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
Coral Conrad	*	*	*	6	8	12	3	9	3+	7-12+	12"	2+	3+
Coral Conrad in an EB-06 Graze Commander Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Battle Axe	Melee	Melee		+1	-2	D6	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
	This model may take a Boost Pack (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1)						
							Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

ORLIS STENJA

EB-06S

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
Orlis Stenja	*	*	*	6	8	12	3	9	3+	7-12+	12"	3+	3+
Orlis Stenja in an EB-06 Graze Commander Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Battle Axe	Melee	Melee		+1	-2	D6	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
	This model may take a Boost Pack (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

EIN DALTON EB-AX2

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
Ein Dalton	*	*	*	9	9	21	4	9	3+	10-21+	12"	2+	4+
Ein Dalton in an EB-AX2 Graze Ein is a single model equipped with two 40mm Machine Guns, Drill Kicks, and two Massive Battle Axes. Only one model with Ein Dalton may be included in your army.										5-9	9"	3+	5+
										1-4	4"	4+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
40mm Machine Gun	24"	Rapid Fire 3		6	-1	1	If Attacking with two Massive Battle Axes, each time this model fights it may make an additional attack with them.						
Drill Kicks	Melee	Melee		User	-5	2D3							
Massive Battle Axe	Melee	Melee		+3	-3	2D6	Each of this weapon may only be used once per battle.						
Pile Bunker	Melee	Melee		+3	-5	2D6							
WARGEAR OPTIONS	This unit may take two Pile Bunkers (Power Rating +2).												
ABILITIES	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.												
	Giant Mobile Suit - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to it's hit rolls. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.												
PSYKER	Alaya-Vijnana x3: A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Giant Mobile Suit, Ground, Character, Ein Dalton, Psyker												



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POWER

NK-17 MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
NK-17	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 NK-17 Mobile Worker. It can include 1 additional NK-17 (Power Rating +3) or 2 additional NK-17s (Power Rating +6). Each model is equipped with an Anti-Personnel Cannon, a Heavy Cannon, and two Smoke Launchers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Anti-Personnel Cannon	12"	Rapid Fire 2		4	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.		
Heavy Cannon	36"	Heavy 2		7	-1	2	-		
ABILITIES	Smoke Launchers: Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.			
FACTION KEYWORDS	PD, PD323, Gjallarhorn								
KEYWORDS	Vehicle, Ground								



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POWER

NK-17 REAR SUPPORT MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
NK-17 Rear Support	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 NK-17 Rear Support Mobile Worker. It can include 1 additional NK-17 Rear Support (Power Rating +4) or 2 additional NK-17 Rear Supports (Power Rating +8). Each model is equipped with an Anti-Personnel Cannon and two Missile Launchers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Anti-Personnel Cannon	12"	Rapid Fire 2		4	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.		
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
FACTION KEYWORDS	PD, PD323, Gjallarhorn								
KEYWORDS	Vehicle, Ground								

GJALLARHORN 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)
EB-06/J Ace	1	185
EB-06Rs	1	195

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
EB-06/J Veteran	1	175
EB-06R Veteran	1	185

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
EB-06/J	1	170
EB-06R	1	180
NK-17	1-3	40

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
NK-17 Rear Support	1-3	40

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Gaelio Bauduin, ASW-G-66	1	280
Gaelio Bauduin, ASW-G-66 Troper	1	320
Gaelio Bauduin, EB-05S	1	220
Ein Dalton, EB-05S	1	205
McGillis Fareed, EB-05S	1	220
Crank Zent, EB-06	1	180
Ein Dalton, EB-06	1	180
Carta Issue, EB-06Rs	1	200
Coral Conrad, EB-06S	1	200
Orlis Stenja, EB-06S	1	190
Ein Dalton, EB-AX2	1	380

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
40mm Machine Gun	20
120mm Machine Gun	30
Anti-Personnel Cannon	4
Bazooka	25
Heavy Cannon	25
Missile Launcher	25
Mine Launcher	5
Slash Disks	10

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Boost Pack	20
Combat Shield	20
Kimaris Shield	20
Smoke Launcher	0
Wire Claw	15

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Battle Axe	15
Battle Blade	15
Destroyer Lance	100
Drill Kicks	0
Gungnir	80
Knight Blade	15
Lance + Short Rifle	40
Massive Battle Axe	40
Pile Bunker	15
Titanic Feet	0

GJALLARHORN WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
40mm Machine Gun	24"	Rapid Fire 3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Anti Personnel Cannon	12"	Rapid Fire 2	4	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Destroyer Lance (Shooting)	24"	Assault 9	6	-1	1	-
Gungnir (Shooting)	24"	Assault 9	6	-1	1	-
Heavy Cannon	36"	Heavy 2	7	-1	2	-
Lance + Short Rifle (Shooting)	24"	Assault 6	6	-1	1	-
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Mine Launcher	When attacking with this weapon, choose one of the profiles listed below:					
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.
--- Krak	6"	Grenade 1	6	-1	D3	-
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.
Slash Disks	12"	Rapid Fire 2	6	-3	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle Axe	Melee	Melee	+1	-2	D6	-
Battle Blade	Melee	Melee	+1	-2	D6	-
Destroyer Lance (Fighting)	Melee	Melee	Sx2	-4	3D3	If this unit charged this turn, increase damage to 4D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.
Drill Kicks	Melee	Melee	User	-5	2D3	-
Gungnir (Fighting)	Melee	Melee	Sx2	-4	2D3	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.
Knight Blade	Melee	Melee	+1	-2	D6	-
Lance + Short Rifle (Fighting)	Melee	Melee	Sx2	-4	D6	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.
Massive Battle Axe	Melee	Melee	+3	-3	2D6	If Attacking with two Massive Battle Axes, each time this model fights it may make an additional attack with them.
Pile Bunker	Melee	Melee	+3	-5	2D6	Each of this weapon may only be used once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR

Boost Pack	A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Kimaris Shield	A model with a Kimaris Shield has a 5+ invulnerable save.
Smoke Launcher	Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launcher; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Wire Claw	A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.