GUNDAM ALLIES AC195 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Gundam Allies 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 Gundam Allies 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**

Maganac Corps

The Maganac Corps are a flexible private fighting force, known for their customizations. Any model with **Maganac Corps** counts as a character for the purposes of Custom Upgrades.

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.



HEERO YUY XXXG-00W0

DAMAGE

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

NAME	М	ws	BS	S T	-	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Heero Yuy 765pts	*	*	*	8 7	,	18	5	9	2+	10-18+	15-30"	2+	2+		
Heero Yuy in the XXXG-0 Beam Sabers, two Buster Vulcans, and a Twin Mach taken for your army. Only army.	Rifles, a Co nine Canno	ombat S n. Only	Shield one ι	, Titan unit wi	iic F th F	eet, leerc	Twin Yuy	Link or m	60mm nay be	5-9 1-4	15-21" 15"	3+ 4+	3+ 4+		
WEAPON	RANGE	TY	PE	S	3	AP	D	ABIL	ITIES						
Beam Sabers	Melee When firin		lee uster l	+ Rifle. (-3 ose o	6 ne c	weap	oon, it also	roll a wound roll on inflicts a mortal was below. For each	wound.		each		
Buster Rifle		_								icts a mortal wou	_				
Beam Rifle Mode	36"	Hea	vy 3	8	3	-3	4	-							
Buster Rifle Mode	60"	A model can only fire the Buster Rifle Mode remained stationary in the preceding moven phase. Subtract 2 from any target unit's Invu-Save. This mode may only be fired 3 times i 60" Heavy 2D3 9 -4 4 battle.											nt erable		
Ancillary Targets	60"		vy 2	g)	-4	4	When the Buster Rifle Mode is fired, any unit with a model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly .							
Titanic Feet	Melee		lee	Us	er	-2	2	Make	e 3 hit rolls	for each attack v	with this	weapo	on.		
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	1 4		0	2	Add	1 to all hit	rolls against targe	ets that	can Fl y	y.		
Twin Machine Cannon	18"	Rapid	Fire 6	6	6	0	1	-							
	Mobile Sumay transithe beginn movement loses Fly, Superson characteris	a 5+ in it Transform to sing of the phases Hard to ic. Adoptic becomes	sform a Mob he gan s. Who b Hit, a ditiona omes	rable s aation bile Sume or en trai Airbo Illy, its 15".	: Th iit m any nsfo rne Mo	e. node of yo ormeo , and	it at our d, it	it on straig after incre of the move Hard rolls	the spot ught forward the initial ase its Mo e phase - o e at least &	ach time this mode p to 90°, then modes. Note that it capivot. When this eve characteristic do not roll any did in each movem our opponent must that target this nee.	ve the nannot pix model A by 12" use. This ent phaset subtra	nodel vot aga dvanc intil the model se. ct 1 fro	ain es, e end must		
ABILITIES	loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Mobile Suit (p. 1); Core Explodes (p. 1								it 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						
PSYKER	Zero System : This model is considered a psyker. This model can attempt to manifest psychic power in each friendly psychic phase, and can attempt to deny a single psych in each enemy psychic phase. It may use any power from the Zero System Discipling when manifesting. Note - Zero System models do not know Smite, and do not damage models from Perils of the Warp.										/chic p ine (p.	ower 1)			

FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Wing Gundam Zero, Gundam, Fly

16 POWER	D	OUO M XXX					ı	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
Duo Maxwell 330pts	*	* * 8	7	18	4	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG with a Beam Scythe, a Bu Twin Machine Cannon. O army.	ster Shield	, Titanic Feet, T	win Lir	nk 60	mm '	√ulcans	s, and a	5-9 1-4	10" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Scythe	Melee	Melee	Sx2	-4	6	1 from 6+ for Each	the Hit r this wea time you	g with this weapor roll. Each time you pon, it also inflicts roll a wound roll or inflicts a mortal w	roll a a mo	wound rtal wou or this	roll of ınd.
Buster Shield	36"	Grenade 3	8	-3	4	the Bu	uster Shie	eld is lost for the re weapon.			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can FI	y.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-					
	Shield has Gundaniu loses a W	nield: A model was a 5+ invulneral um Alloy: When ound, roll a D6. ose a wound.	ble sa ever t	ve. his ur	nit	redep away any ei	loy up to from you nemy mo	rs: Before the firs 18" away, but must r opponent's deployed. This unit co emy Vehicles .	st rem oymen	ain at le it zone :	east 9" and
ABILITIES	Hit and Run: This unit can move 2D6" in your Mobile Suit (p. 1); Core Explodes (p. 1) Charge phase (even if it has not declared a charge).										
FACTION KEYWORDS	AC, AC19	5, Gundam Allie	s, Gu	ndam	Pilo	ts					
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Gro	ound,	Cha	racter,	Duo Max	well, Gundam			

18 POWER		OUO N					Ĺ	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Duo Maxwell 390pts			8 7	18	5	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG equipped with a Buster Sh								5-9	10"	3+	4+
60mm Vulcans. Only one								1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Buster Shield	36"	Grenade 3	3 8	-3	4	weap	oon, it also Buster Shi	roll a wound roll on inflicts a mortal weld is lost for the read weapon.	ound.	Once	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Scythe	Melee	Melee	Sx2	-4	9	1 fro	m the Hit	g with this weapor roll. Each time you pon, it also inflicts	roll a	wound	d roll of
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
	this unit m but must i your oppo any enem having Co	mmers: Befonay redeploy remain at least nent's deploy y models. The over from ene	up to 18' st 9" awa yment zo his unit c emy Vehi	' awa ny fron ne ar ounts cles .	y, m nd s as	the b the c enga invul agair must	eginning loak can laged, the Anerable sanst Energy pass a Leever, whe	At the beginning of each of your mode engaged or discontinuous control of the con	oveme engag des a nerab onally invisil is eng	nt phased. When the save all engaged, gaged,	ses, hen emies ndam. this
	Shield has	nield: A mode s a 6+ invulne	erable sa	ve.		Hit a	nd Run: ¹	This unit can move	2D6"	in you	r
ABILITIES	loses a W	u m Alloy : Wh ound, roll a D ose a wound	06. On a					(even if it has not o. 1); Core Explod			narge).
FACTION KEYWORDS	AC, AC19	5, Gundam <i>A</i>	Allies, Gu	ından	n Pilo	ots					
KEYWORDS	Titanic, Ve	nnic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly									



TROWA BARTON XXXG-01H

DAMAGE

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

NAME	AME M WS BS S T W A Ld Sv							Sv	REMAINING W	M	WS	BS	
Trowa Barton 495pts	*	*	*	7	8	18	2	9	10-18+	10"	4+	2+	
Trowa Barton in the XXXG-0 with a Beam Gatling Gun, a two Three Shot Missile Laun	Folding	g Knife,	two M	issile	Lau	ıncheı	rs, a	Small	Shield,	5-9	7"	5+	3+
Twin Link 60mm Vulcans, an Barton may be taken for you	ıd a Tw	in Mach				-		-		1-4	4"	6+	4+

	,					
WEAPON	RANGE TYPE S			AP	D	ABILITIES
Beam Gatling Gun	36"	Heavy 2D3	8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Folding Knife	Melee	Melee	+3	-3	6	-
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly.
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-
		i eld : A model wi s a 6+ invulnera				Implacable Advance: 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
		um Alloy : Wher ound, roll a D6.		the hit roll as if firing an Assault weapon.		
ABILITIES	does not l	ose a wound.				Mobile Suit (p. 1); Core Explodes (p. 1)

FACTION KEYWORDS AC, AC195, Gundam Allies, Gundam Pilots

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



ABILITIES

TROWA BARTON XXXG-01H2

DAMAGE

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

NAME	М	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Trowa Barton 545pts	*	*	*	7	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXG- equipped with a Folding Kr Shot Missile Launchers, Tit Gatling Cannon, Twin Link unit with Trowa Barton ma	nife, two I anic Fee 60mm V	Missile l t, a Twi ulcans,	Launc n Bea and a	hers, m Ga Twin	a Si atling	mall S g Gun	Shiele , a T	d, two win He	Three eavy	5-9 1-4	7" 4"	5+ 6+	3+ 4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
					_	_	_						

	-	•				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Folding Knife	Melee	Melee	+3	-3	6	-
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-
		ield : A model w s a 6+ invulnera		Implacable Advance : 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		

Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.

Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon.

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

FACTION KEYWORDS AC, AC195, Gundam Allies, Gundam Pilots

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

40				_							
16 POWER	QUA'	TRE RA					NER	DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quatre Raberba Winner 300pts	*	* * 9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in equipped with a Flash Shi	ield, Heat S	Shotels, two Ho	ming M	lissile	es, Ti	tanic F	eet,	5-9	9"	3+	4+
Twin Anti Ship Swords, ar Raberba Winner may be		uatre	1-4	6"	4+	5+					
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Flash Shield	12"	Grenade D6	*	*	*	target your o	. Instead	does not inflict any d, if a unit is hit by t must subtract 1 fi he end of the turn.	the Fla	ash Shi	ield,
Heat Shotels		cking with this de, you must su						modes below. Wh	nen att	acking	with
Cross Crusher	Melee	Melee	Sx2	-4	9	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.					
Twin Anti Ship Swords	Melee	Melee	Sx2	-4	6			g with these weap attack with them in		•	
Homing Missile	48"	Heavy 1	8	-2	D6	Each battle		eapon may only b	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	ith thi	s weap	on.
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	ly.
	loses a W	ı m Alloy : Whe ound, roll a D6									s a 5+
ABILITIES	does not lose a wound. AC, AC195, Gundam Allies, Gundam Pil						e Suit (p	o. 1); Core Explod	es (p.	1)	
FACTION KEYWORDS	AC, AC19	5, Gundam Alli	es, Gu	ndan	n Pilo	ts					

Titanic, Vehicle, Mobile Suit, Ground, Character, Quatre Raberba Winner, Gundam

20 POWER		TRE RA					NER	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		
Quatre Raberba Winner 380pts	*	* *	9 9	18	4	9	2+	10-18+	12"	2+	3+		
Quatre Raberba Winner in model equipped with a Be Titanic Feet, Twin Anti Sh with Quatre Raberba Wir	eam Machin ip Swords,	e Gun, a Fla and Twin Lir	ash Shield nk 60mm	d, two Vulca	Hor	ning N	lissiles,	5-9 1-4	9" 6"	3+ 4+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES			1.	<u> </u>		
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each	n time you	roll a Wound roll o inflicts a Mortal V					
Flash Shield	12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by the Flash Shield, your opponent must subtract 1 from all hit rolls for											
Heat Shotels		cking with th le, you must				one o	of the two	modes below. Wh		acking	with		
Cross Crusher	Melee	Melee	Sx2	-4	9	choc	se an ene D6. On a	a Monster is slair my unit within 9" o a 4+, that unit take	of the I	bearer a			
Twin Anti Ship Swords	Melee	Melee	Sx2	-4	6			g with these weap ttack with them in	-	-			
Homing Missile	48"	Heavy 1	8	-2	D6			eapon may only be	e fired	once p	er		
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	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F I	ly.		
		m Alloy : Wl ound, roll a [h Shield: nerable sa	A model with a Fla	ash Sh	nield ha	s a 5+		
ABILITIES		ose a wound			,	Mob	ile Suit (p	. 1); Core Explod	es (p.	1)			
	single psy	chic power in	n each fri	endly	psy	chic pl	nase, and	his model can atte can attempt to de to manifest the fo	ny a si	ingle ps	sychic		
	unit within	Tactical Genius : <i>Tactical Genius</i> has a warp charge value of 6. If manifested, pick a friendly unit within 24" who may take an extra Move action, as if it were a new Movement Phase. In addition, they may Charge this turn.											
PSYKER	Note - Hal Perils of th	•	m models	s do r	not ki	now S	mite, and	do not damage otl	ner mo	odels fro	om		
FACTION KEYWORDS	AC, AC19	5, Gundam <i>I</i>	Allies, Gu	ndan	n Pilo	ts							
KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Raberba Winner, Gundam, Psyker, Zero System												

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	POV	VER

KEYWORDS

CHANG WUFEI XXXG-01S

DAMAGE

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

NAME	M	WS BS	S 1	٠ ٧	٧	Α	Ld	Sv	REMAINING W	M	WS	BS
Chang Wufei 345pts	*	* *	8 8	1	8	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXG a Beam Glaive, a Dragon and Twin Link 60mm Vulcayour army.	Claw, She	nlong Shield	win	Heavy	/ Flamer,	5-9 1-4	9" 6"	3+ 4+	4+ 5+			
WEAPON	RANGE	TYPE	S	A	P	D	ABIL	ITIES				
Beam Glaive	Melee	Melee	S>	(2 -	2	6	1 fro	m the Hit r	g with this weapon oll. Each time you apon, it also inflict	roll a	Wound	l roll of
Dragon Claw Melee +3 -3 3 -												
Shenlong Shield	12"	Assault D	06 7	,;	2	2		e thrown, t ne rest of t	he Shenlong Shie he battle.	ld may	/ not be	used
Titanic Feet	Melee	Melee	Us	er -	2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Heavy Flamer	12"	Heavy 2D	06 5		1	1	This	weapon a	utomatically hits it	s targe	et.	
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4 4	. ()	2	Add	1 to all hit	rolls against targe	ts that	t can FI	y.
ABILITIES	add 3" to roll. If you Attack val phase.	Claw: When the result of u do so, redu ue by 1 for the uit (p. 1); Co	this uni uce this the follo	t's Ch unit's wing	narg s Figh	je ht	Wound, roll a D6. On a 5 or 6, it does not lose a wound.Shenlong Shield: A model with a Shenlong Shield					
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots											

Titanic, Vehicle, Mobile Suit, Ground, Character, Chang Wufei, Gundam

POWER		CHAN XXX						DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Chang Wufei 460pts	*	* * {	8	18	4	9	2+	10-18+	12"	2+	3+		
Chang Wufei in the XXXG Altron Shield, Dragon Clav Twin Heavy Flamers, and Wufei may be taken for yo	ws, Stinger Twin Link	Tail, Titanic Fe	eet, a T	win B	eam	Triden	ıt, two	5-9 1-4	9" 6"	3+ 4+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Altron Shield	12"	Assault D6	7	-2	2		thrown, the Altron Shield may not be used fo est of the battle.						
Dragon Claws	Melee	Melee	+3	-3	3	-							
Stinger Tail	36"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			3		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.		
Twin Beam Trident	Melee	Melee	Sx2	-4	6	1 fron	n the Hit	g with this weapon roll. Each time you eapon, it also inflict	roll a	Wound	d roll of		
Twin Heavy Flamer	12"	Heavy 2D6	5	-1	1	This \	weapon a	utomatically hits it	s targ	et.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	l to all hit	rolls against targe	ts tha	t can F	ly.		
	add 3" to to	Haw: When Ch the result of thing the do so, reduce the by 1 for the	s unit's this ur	Char nit's	ge	Wour woun	nd, roll a [d.	Alloy: Whenever the D6. On a 5 or 6, it a A model with an A	does	not los	e a		
ABILITIES	Mobile St	uit (p. 1); Core	Explo	des (o. 1)	5+ inv	vulnerable	e save.					

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam

AC, AC195, Gundam Allies, Gundam Pilots

FACTION KEYWORDS

28 POWER		HEEF						DAMAGE Some of this moder change as it suffer shown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Heero Yuy	*	* * 8	7	18	5	9	2+	10-18+	15-30"	2+	2+		
Heero Yuy in the XXXG-0 Sabers, a Buster Rifle, Co a Twin Machine Cannon. army. Only one unit with V	ombat Shie Only one ι	d, Titanic Feet, init with Heero `	Twin l Yuy m	₋ink 6 ay be	60mm e take	Vulca on for	ans, and	5-9 1-4	15-21" 15"	3+ 4+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	Melee	+3			weap	on, it also	roll a wound roll o inflicts a mortal v	wound.				
Buster Rifle		When firing the Buster Rifle, choose one of the two modes below. For each entry below time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam We											
Beam Rifle Mode	36"	Heavy 3	8	-3	4	- -	it also iiiii	ioto a mortar woa	na. Doa	111 770	ароп.		
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 Invulner 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	When the Buster Rifle Mode is fired, any model within 1" of a line drawn from the firer to the targe automatically hit by the edges of the massive beauncluding friendly units but excluding models that							
Titanic Feet	Melee	Melee	User	-2	D3		_	s for each attack v	vith this	weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			rolls against targe		•			
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-							
	Mobile Sometimes the beginn movement loses Fly,	Shield: A model a 5+ invulneral uit Transformat form to a Mobile ning of the game t phases. When Hard to Hit, Ai	tion: T e Suit i e or an i transf	his u mode ny of y forme e, an	nit e at your ed, it d	it on straig after incre of the	the spot ught forward the initial ase its Mo phase -	each time this mod p to 90°, then mods. Note that it can pivot. When this ove characteristic do not roll any dic 3" in each movem	ve the rannot piremodel Aby 12" (see. This	nodel vot aga Advand until th mode	ain ces, e end		
	characteri	nic. Additionally stic becomes 19 nm Alloy: Wher	5".			rolls		our opponent mus s that target this n e.			om hit		
	loses a W	ound, roll a D6. ose a wound.				be ch	arged by	model cannot ch units that can Fly tacked in the Figh	, and ca	an only	/		
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) can Fly.												
FACTION KEYWORDS		5, Gundam Allie											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Gr	ound	, Cha	racter	, Heero Yı	uy, Wing Gundam	, Gunda	am, Fly	/		

7 POWER		W. MA	MS- 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 135pts	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+			
A WMS-03 is a single mod Shield, a Heat Hawk, and		nbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+								
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
120mm Machine Gun +10	30"	Assault 12	6	-1	1	-								
175mm Cannon -5	48"													
Beam Sabers +25	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v						
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	for each attack w	vith thi	s weap	on.			
WARGEAR OPTIONS	Melee													
ABILITIES	Mobile Su	it (p. 1); Core	e Explod	les (p. 1)	-		d : A model with a ble save.	comba	at shield	d has			
FACTION KEYWORDS	AC, AC195	5, Gundam Al	lies, Maç	gana	ıc Co	rps								
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	nd								

8 POWER			ΙA	G	IS- SAI EF	NA		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
WMS-03 Veteran 150pts	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A WMS-03 Veteran is a si	ngle model	equipp	oed w	/ith a	a 120n	nm N	/lachi	ne Gu	ın, a	4-6	9"	4+	4+
Combat Shield, a Heat Ha		1-3	5"	5+	5+								
WEAPON	RANGE	TY	/PE		S	AP	D	ABIL	LITIES				
120mm Machine Gun +10	30"	Assa	ault 1	2	6	-1	1	-					
175mm Cannon -5	48"	Hea	avy 1		8	-3	2D6	-					
Beam Sabers +25	Melee	Me	elee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Beam Rifle +45	36"	Hea	avy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Me	elee		+3	-3	6	-					
Titanic Feet	Melee	Me	elee		User	-2	2	Make	e 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 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2). If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1). This model may replace its Combat Shield with a 120mm Machine Gun.												
ABILITIES	Mobile Su	i t (p. 1); C o	re E	xplod	les (p. 1)	_		d : A model with a ole save.	comb	at shiel	d has
FACTION KEYWORDS	AC, AC19	5, Gun	dam .	Allie	s, Ma	gana	с Со	rps					
KEYWORDS	Titanic, Ve	hicle, N	Mobil	e Sı	ıit, Spa	ace,	Grou	nd					

8 POWER		AH WMS	3DU 3-03			C		DAMAGE Some of this mod change as it suffor shown below:					
NAME	M	WS BS S	Т	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 M 120mm Machine Gun, a C 60mm Vulcans. Only one	Combat Shie	eld, a Heat Ha	wk, Tita	nic F	eet,			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		•	roll a wound roll o inflicts a mortal v					
Heat Hawk	Melee	Melee	+3	-3	6	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.		
WARGEAR OPTIONS		l may replace I may take a 1						Beam Rifle (Powe 2).	r Ratii	ng +2).			
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	ınd, C	haracter						

8 POWER		AF WMS	IML -03			C		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	
Ahmad 170pts	*	* * 7	' 8	12	2	8	3+	7-12+	15"	3+	3+	
Ahmad in a WMS-03 AhC with a 120mm Machine G Twin Link 60mm Vulcans.	un, a Comb	oat Shield, a H	eat Haw	vk, T	itanic	Feet,	, and	4-6 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
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		-	roll a wound roll o inflicts a mortal v				
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.	
WARGEAR OPTIONS		el may replace el may take two						Beam Rifle (Powe 1g +3).	r Rati	ng +2).		
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps											
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, C	haracter					

POWER		A WMS	UD -03			C		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	
Auda 175pts	*	* * 7	8	12	2	8	3+	7-12+	12"	3+	3+	
Auda in a WMS-03 AuC N	•		_					4-6	9"	4+	4+	
120mm Machine Gun, a F 60mm Vulcans. Only one						d Twir	ı Link	1-3	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Heat Hawk	Melee	Melee	+3	-3	6	-						
Heavy Claw	Melee	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slai by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes										
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can FI	y.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2).											
ABILITIES		Shield: A mode a 5+ invulnera			bat	ile Suit (p Explode	,					
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd, C	haracter					

9 POWER	N	WN IAGA				CE		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		
WMS-03 Ace 180pts	*	* * 7	7	12	2	8	3+	7-12+	12"	2+	3+		
A WMS-03 Ace is a single	model equ	ipped with a 12	20mm l	Macl	nine (Gun, a	Combat	4-6	9"	3+	4+		
Shield, a Heat Hawk, and	Titanic Fee	t.						1-3	5"	4+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun +10	30"	Assault 12	6	-1	1	-							
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-							
Beam Sabers +25	Each time you roll a wound roll of 6+ for this												
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	for each attack w	ith thi	s weapo	on.		
WARGEAR OPTIONS	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2). If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1). This model may replace its Combat Shield with a 120mm Machine Gun.												
ABILITIES	Combat Shield: A model with a combat Shield with a 120mm Machine Gun. Mobile Suit (p. 1) Shield has a 5+ invulnerable save. Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd, Ch	aracter						

9 POWER	\mathbf{R}	ASHID WMS					[A	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		
Rashid Kurama 175pts	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	3+		
Rashid Kurama in a WMS-03 RKC Maganac Rashid Kurama 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. 4-6 9" 4+ 4+ 4- 5" 5+ 5+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Beam Rifle +45	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w					
Heat Hawk	Melee	Melee	+3	-3	6	-							
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
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	ly.		
WARGEAR OPTIONS	This mode	l may replace i	its 120r	nm N	/lach	ine G	un with a E	Beam Rifle (Powe	r Rati	ng +2).			
ABILITIES	Combat S shield has	s (p. 1)											
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	ınd, C	haracter						

10 POWER			W Ol			-04 \N				DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	T
WMS-04 200pts	*	6+	*	7	*	12	1	7	3+	7-12+	15"	4+	7
A WMS-04 is a single mod	del equippe	ed with	ı a 75ı	mm (Gatlir	ng Gu	n an	d a M	ega	4-6	10"	5+	6
Particle Cannon.		ANGE TYPE S AP D ABILI						<u> </u>	1-3	6"	6+	5	
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
75mm Gatling Gun	30"	Ass	ault 1	2	7	-1	1	-					
Mega Particle Cannon	48"	Each time you roll a wound roll of 6+ for this 48" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
ABILITIES	Back in the shoot and This unit is which it Act this unit man in which it the penalt firing an Act unit only go being in consistency gains Tita	e mov /or cha s eligit dvance akes a Advan y incura ssault lain a lover if ed from	emen arge in ble to sed. Ea a rang nced, rred to weap bonus at lea n the f	t phan the shoot ach to that to the son. It is that is the is that is that is t	ase a sam ot in a ime a attack attac hit ro Mode ts sav alf of	nd stile turn turn mode in a t k suff bll as i els in the m	II in el in turn ers if this		e Explode	s (p. 1)			
FACTION KEYWORDS	AC, AC19				s, Ma	agana	с Сс		-	,			
KEYWORDS	Titanic, Ve								ly				

2 14		HEE	RO Z-13			Y		DAMAGE Some of this mod change as it suffe							
POWER NAME	М		s T	W	Α	Ld	Sv	shown below: REMAINING W	M	WS	BS				
Heero Yuy 280pts			8 8	18	4	9	2+	10-18+	12"	2+	2+				
Heero Yuy in the OZ-13M Beam Anti-Ship Sword, a Twin Link 60mm Vulcans. army. Only one unit with	S Gundam Combat Sh Only one ւ	ield, two Clav unit with Heer	vs, a He r o Yuy m	at Ro nay b	d, Ti	tanic F	eet, and	5-9 1-4	9" 5"	3+ 4+	3+ 4+				
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES								
Beam Anti-Ship Sword	Melee	Melee	Sx2	-4	9	1 from 6+ fo	m the Hit or this wea	g with this weapon roll. Each time you apon, it also inflicts	a mo	a wound rtal wou	d roll of und.				
Claws	Melee	Melee	+3	-3	When attacking, you may make an additional attac -3 3 with this weapon.										
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.														
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.									
Heat Mode	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	rith thi	s weap	on.				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			rolls against targe			_				
	shield has	hield : A mod a 5+ invulner	able sav	e.		resul	t of this u ınit's Atta	en Charging, you nit's Charge roll. If ck value by 1 for th	you o	do so, r	educe				
	may transf the beginn phases. W to Hit, Air	borne, and S y, its Moveme	oile Suit r your mo ned, it lo uperso r	mode veme ses l nic.	at ent Hard	it on straig after incre of the	the spot ught forwar the initial ase its Me phase -	Each time this mod up to 90°, then mov ds. Note that it ca pivot. When this rove characteristic bedo not roll any dices" in each movements.	ve the nnot p nodel by 12' e. Th	model pivot ag Advand until the	ain ces, e end				
	loses a Wo does not lo	m Alloy: Who bund, roll a Do se a wound. it: Your oppor from hit rolls:	s model cannot cha units that can Fly , tacked in the Fight	and	can only	у									
ABILITIES		model in the			ile Suit (p	o. 1); Core Explod	es (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	5, Gundam Al	llies, Sar	nc Kir	ngdo	m									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace, (Grou	nd, Cł	naracter, I	leero Yuy, Epyon,	Gund	lam, Fly	/				

DAMAGE Some of this model's characteristics **OZ-12SMS TAURUS** change as it suffers damage, as **POWER** shown below: Ld **REMAINING W** WS NAME М WS BS W М BS 3+ OZ-12SMS 200pts 8 7 15 2 7 7-12+ 15-30" 4+ 3+ 4-6 15-21" 5+ 4+ An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet. 1-3 15" 6+ 5+ WEAPON **RANGE TYPE** AP **ABILITIES** D Each time you roll a wound roll of 6+ for this Beam Rifle 36" Heavy 3 8 -3 weapon, it also inflicts a mortal wound. This weapon ignores the Invulnerable save from Laser Gun -20 24" Pistol 2D3 7 -2 Beam Shield Teams. Mega Particle Cannon Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 48" weapon, it also inflicts a mortal wound. +10 Titanic Feet User -2 2 Make 3 hit rolls for each attack with this weapon. Melee Melee This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power WARGEAR OPTIONS Rating -1). 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. When this model Advances, Mobile Armor Transformation: This unit increase its Move characteristic by 12" until the end may transform to or from a Mobile Armor of the phase - do not roll any dice. This model must mode at the beginning of any of your move at least 8" in each movement phase. movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Hard to Hit: Your opponent must subtract 1 from hit **Supersonic.** Additionally, its Movement rolls for attacks that target this model in the characteristic increases by 6". It may not Shooting phase. use Titanic Feet while transformed. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only Mobile Suit (p. 1) attack or be attacked in the Fight phase by units that ABILITIES Core Explodes (p. 1) can Flv. AC, AC195, Gundam Allies, Sanc Kingdom FACTION KEYWORDS

Titanic, Vehicle, Mobile Suit, Space, Ground

13		UCRE SK-			N	DAMAGE Some of this mo change as it suff									
POWER	М	WS BS S		W	A	Ld	Sv	shown below: REMAINING W	М	ws	BS				
Lucrezia Noin 255pts	*	* * 8	3 7	15	3	8	3+	7-12+	15-30"	3+	2+				
Lucrezia Noin in a SK-129 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 of inflicts a mortal		this					
Beam Sabers	Melee	• /													
Laser Gun -20	This weapon ignores the Invulnerable save from 24" Pistol 2D3 7 -2 3 Beam Shield Teams.														
Mega Particle Cannon +10	Each time you roll a wound roll of 6+ for this														
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack	with this	weap	on.				
WARGEAR OPTIONS	This mode Rating -1)	• •	its Bea	m Rit	fle wi	th a M	ega Parti	cle Cannon or a L	aser Gu	ın (Po	wer				
	may trans	lit Transforma form to a Mobi ling of the gam	le Suit r	node	at	it on straig after incre of the	the spot ught forwar the initial ase its Mo phase -	Each time this mo up to 90°, then mo ds. Note that it co pivot. When this ove characteristic do not roll any dio 8" in each movem	ove the rannot pir model Aby 12" u	model vot ag Advand until th mode	ain ces, e end				
	movement loses Fly, Superson	t phases. Whe Hard to Hit, A ic. Additionall stic becomes 1	n transf Airborn y, its M	orme e, an	ed, it d	rolls Shoo	for attacks oting phas		nodel in	the					
ABILITIES	Mobile Su	uit (p. 1)				be ch	narged by k or be at	s model cannot ch units that can Fly tacked in the Figh	y , and ca	an only	/				
FACTION KEYWORDS	-	5, Gundam All	ies, Sar	nc Ki	ngdo										

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

40			DEF		A T			DAMACE				
13 POWER		TRE RA SK-					NEK	DAMAGE Some of this mo change as it suff shown below:				
NAME	М	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Quatre Raberba Winner 260pts	*	* * {	3 7	15	4	9	3+	7-12+	15-30"	2+	3+	
Quatre Raberba Winner i Beam Rifle, Beam Sabers Winner may be taken for	s, and Titani		-					4-6 1-3	15-21" 15"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll of 6+ for this o inflicts a mortal wound.				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll of 6+ for this o inflicts a mortal wound.				
Laser Gun -20	24"	Pistol 2D3	7	-2	3		weapon ioุ n Shield T	gnores the Invulnerable save from eams.				
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4		-	roll a wound roll of 6+ for this o inflicts a mortal wound.				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack	with this	weapo	on.	
WARGEAR OPTIONS	This mode Rating -1)	• •	its Bea	m Ri	fle wi	th a M	lega Parti	cle Cannon or a l	aser Gu	ın (Po v	wer	
	may transf	it Transforma	le Suit ı	mode	at	it on straig after incre of the	the spot ught forwar the initial ase its Mo e phase -	Each time this mo up to 90°, then mo ds. Note that it c pivot. When this ove characteristic do not roll any di 8" in each moven	ove the nannot pive model As by 12" ucce. This	nodel vot aga Advand until the mode	ain ces, e end	
	the beginning of the game or any of your movement phases. When transformed, it loses Fly , Hard to Hit , Airborne , and Supersonic . Additionally, its Movement characteristic becomes 12".					Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
	Mobile Suit (p. 1)						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					
ABILITIES	Core Explodes (p. 1)					can Fly .						

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Quatre Raberba Winner

FACTION KEYWORDS AC, AC195, Gundam Allies, Sanc Kingdom

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ZECHS MERQUISE XXXG-00W0

DAMAGE

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

NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Zechs Merquise	*	* *	8	7	18	4	9	2+	10-18+	15-30"	2+	2+
Zechs Merquise in the XX equipped with Beam Sabe Link 60mm Vulcans, and a Merquise may be taken for may be taken for your arm	ers, two Bu a Twin Mac or your arm	ster Rifles, hine Cann	a Col on. C	mbat sonly or	s a sir Shield ne un	d, Tit it wit	model anic F h Zec l	eet, Twin	5-9 1-4	15-21" 15"		3+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Sabers Buster Rifle			er Rifl				weap	oon, it also two mode	roll a wound roll of inflicts a mortal of selow. For each icts a mortal wou	wound. h entry b	pelow,	
Beam Rifle Mode	36"	Heavy		ו דט וכ 8	-3	s we	ароп,	it also iiiii	icis a mortai wou	iliu. Deal	II VVE	троп.
Buster Rifle Mode	60"	Heavy 2		9	-4	4	rema phas	ined station e. Subtrace . This mod	nly fire the Buster Rifle Mode if it onary in the preceding movement it 2 from any target unit's Invulnerable de may only be fired 3 times in a			
Ancillary Targets	60"	Heavy		9	-4	4	Wher mode targe mass	n the Bust el within 1' t is autom	er Rifle Mode is fired, any unit with a ' of a line drawn from the firer to the atically hit by the edges of the , including friendly units but excluding in Fly.			
Titanic Feet	Melee	Melee		User	-2	2			rolls for each attack with this weapon.			
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2			rolls against targ		•	
Twin Machine Cannon	18"	Rapid Fi	re 6	6	0	1	-		<u> </u>		•	
Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement Supersonic: Each time this model moves, first pit on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 12" until the of the phase - do not roll any dice. This model moves first pit on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 12" until the of the phase - do not roll any dice. This model moves first pit on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 12" until the of the phase - do not roll any dice. This model moves first pit on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 12" until the of the phase - do not roll any dice. This model move at least 8" in each movement phase.							ain es, e end I must					
ABILITIES	Characteristic becomes 15". Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Mahilo Suit (p. 1): Coro Explodes (p. 1)					rolls for attacks that target this model in the Shooting phase. 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 .						
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						ower . 1)					

FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Zechs Merquise, Wing Gundam, Gundam, Fly					