# **OMNI ENFORCER CE 73 ARMY LIST**

This section contains all the datasheets that you will need in order to fight battles with your Oppose Militancy and Neutralize Invasion Enforcer (OMNI Enforcer, OMNI) miniatures from CE 73. 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 OMNI 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 CE, CE73, OMNI, Ground, and Space. CE defines the particular universe of Gundam that these suits fall into, CE73 as the year the unit was deployed, and OMNI as the OMNI Enforcer Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

## PRIOR INDICES

OMNI (CE 73) detachments may include any non-**Character** unit from previous OMNI related indices in their army selection. OMNI (CE 73) units that may take Striker Packs may take any Striker Pack from previous OMNI related indices. OMNI units from previous indices that may take Striker Packs may take any Striker Pack from this index.

## **ABILITIES**

The following abilities are common to several OMNI 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.

## Striker Pack System

Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

# **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 gains **Energy** 

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

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

## **SEED Factor**

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

## **SEED FACTOR DISCIPLINE**

## **Three Times Faster**

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

## **Plot Armor**

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the SEED Factor'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 SEED Factor'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 SEED Factor's unit can Charge this turn.

6 POWER		SLA	T-01 UGH AGG		NE			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
GAT-01A2R	*	* *	7 6	12	2	7	3+	7-12+	12"	4+	4+
A GAT-01A2R is a single	model equi	ipped with tw	o Anti Infa	antrv	/ Gun:	s. Bea	am	4-6	9"	5+	5+
Sabers, Titanic Feet, and				<i>,</i>		-,		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	s	AP	D	ABII	LITIES				
Anti Infantry Gun	12"	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon 12" Rapid Fire 2 4 0 1 may be fired within 1" of an enemy unit.  Each time you roll a wound roll of 6+ for this									
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	is weap	on.
Twin Link CIWS	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against tai	gets t	that car	r Fly.
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield ( <b>Power Rating +1</b> ). This unit may take a Beam Rifle ( <b>Power Rating +4</b> ).										
ABILITIES		Shield: A mod a 5+ invulne			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	CE, CE73	B, OMNI		_							
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground										



# GAT-01A2R 6 SLAUGHTER OWER DAGGER VETERAN

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	M	ws	BS
GAT-01A2R Veteran	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
A GAT-01A2R Veteran is a	uns.	4-6	9"	5+	4+								
Beam Sabers, Titanic Feet, and Twin Link CIWS.										1-3	5"	6+	5+

,	,											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 c this weapon's type to Rapid I may be fired within 1" of an e	Fire 4. This weapon					
Beam Rifle	36"	Heavy 3	8	-3	4	· '						
Beam Sabers	Melee											
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls agains	t targets that can <b>Fly</b> .					
WARGEAR OPTIONS	This unit n	nay take a Strik nay take a Com nay take a Bea	nbat Sh	ield	•	<b>O</b> ,						
ABILITIES	Combat Shield: A model with a combat Mobile Suit (p. 1) Shield has a 5+ invulnerable save.  Core Explodes (p. 1)											
FACTION KEYWORDS	CE, CE73	, OMNI										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground											

7 POWER		SI	GAT LAU LGG	GI	11		R		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
GAT-01A2R Ace	*	*	* 7	6	12	2	8	3+	7-12+	12"	3+	3+
A GAT-01A2R Ace is a sir	ngle model	equipp	ed with t	wo An	ti Infa	antry	Guns	, Beam	4-6	9"	4+	4+
Sabers, Titanic Feet, and	•							,	1-3	5"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
Anti Infantry Gun	12"	When targeting units with 5 or more models, char this weapon's type to Rapid Fire 4. This weapon 12" Rapid Fire 2 4 0 1 may be fired within 1" of an enemy unit.									_	
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	elee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	M	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapid	d Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This unit r	This unit may take a Striker Pack. This unit may take a Combat Shield ( <b>Power Rating +1</b> ). This unit may take a Beam Rifle ( <b>Power Rating +4</b> ).										
ABILITIES	Combat S shield has					nbat		oile Suit (p e Explode	,			
FACTION KEYWORDS	CE, CE73	CE, CE73, OMNI										

Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

6 POWER			GAT AG				ı		DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
GAT-02L2	*	*	* 7	6	12	2	8	3+	7-12+	12"	4+	4+
A GAT-02L2 is a single manning from Infantry Guns, Titanic Fee				ti Armo	or Pe	netra	tors, t	wo Anti	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE		'PE	S	AP	D	ABIL	ITIES				
Anti Armor Penetrator (Melee)	Melee	Me	elee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.					cking is
Anti Armor Penetrator (Thrown)	24"	Assa	ault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.					
Anti Infantry Gun	12"	When targeting units with 5 or more models, chang this weapon's type to Rapid Fire 4. This weapon										
Bazooka	48"	Heav	y 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Carbine	30"	Rapid F	Fire 2D3	8 8	-3	2			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ме	elee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link CIWS	12"	Rapid	Fire 4	4	0	2	Add 1	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield ( <b>Power Rating +1</b> ). This unit may take a Bazooka ( <b>Power Rating +1</b> ) or a Beam Carbine ( <b>Power Rating +4</b> ).											
ABILITIES	Combat shield ha					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	CE, CE7	3, OMNI										
KEYWORDS	Titanic, V	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground										

# 6 GAT-02L2 DAGGER L VETERAN

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

When targeting units with 5 or more models, change

\ POWEF	₹		ן עין ו	\Vē	VI.			shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
GAT-02L2 Veteran	*	* *	7 6	12	2	8	3+	7-12+	12"	4+	3+
A GAT-02L2 Veteran is a	_				Armor	Pene	trators,	4-6	9"	5+	4+
two Anti Infantry Guns, T	itanic Feet, a	and Twin Linl	k CIWS.					1-3	5"	6+	5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	ITIES				
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	wear with mode	oon, it als two Anti <i>i</i> el fights it	u roll a Wound roll o o inflicts a Mortal V Armor Penetrators, t may make an add	Wound each	l. If atta time th	acking nis
Anti Armor Penetrator	24"	Assault 1	7	-1	D2	wear throv	on, it als	uroll a Wound roll oo inflicts a Mortal Nunti Armor Penetrat	Vound	I. Once	Э

this weapon's type to Rapid Fire 4. This weapon

Anti Infantry Gun

12" Rapid Fire 2 4 0 1 may be fired within 1" of an enemy unit.

When targeting units with 5 or more models, change

Bazooka

48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.

Each time you roll a wound roll of 6+ for this
Beam Carbine 30" Rapid Fire 2D3 8 -3 2 weapon, it also inflicts a mortal wound.

Titanic Feet Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.

Twin Link CIWS

12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets that can **Fly**.

This unit may take a Striker Pack.

This unit may take a Combat Shield (**Power Rating +1**).

WARGEAR OPTIONS

This unit may take a Bazooka (**Power Rating +1**) or a Beam Carbine (**Power Rating +4**).

ABILITIES

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

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

**FACTION KEYWORDS** CE, CE73, OMNI

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

8 POWER	G		Γ <b>-0</b>	4	W	IN	D	Aľ	M	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
GAT-04	*	*	*	7	6	15	2	8	3+	8-15+	15"	4+	3+
A GAT-04 is a single model equipped with two Anti Armor Penetra									am	4-7	11"	5+	4+
Sabers, Titanic Feet, and								,		1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
Anti Armor Penetrator (Melee)	Melee	N	lelee		+1	-1	D2	wea with mod	pon, it also two Anti A lel fights it	roll a Wound roll on the conflicts a Mortal Volumer Penetrators, may make an add	Vounc each	l. If atta time th	cking is
									_	roll a Wound roll o inflicts a Mortal V			

7

+3

8

User

4

8

This unit may take a Windam Shield (Power Rating +1).

This unit may take a Heavy Beam Rifle (Power Rating +4). Windam Shield: A model with a Windam Mobile Suit (p. 1)

Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

-1

-3

-2

0

-2

D6

D2 again in this battle.

Anti Armor Penetrator

24"

Melee

36"

Melee

12"

48"

CE, CE73, OMNI

Assault 1

Melee

Rapid Fire 2D3

Melee

Rapid Fire 4

Heavy 1

This unit may take a Striker Pack.

Shield has a 5+ invulnerable save.

(Thrown)

Beam Sabers

Titanic Feet

**ABILITIES** 

**KEYWORDS** 

Heavy Beam Rifle

Twin Link CIWS

Windam Shield

WARGEAR OPTIONS

**FACTION KEYWORDS** 

thrown, that Anti Armor Penetrator may not be used

Each time you roll a wound roll of 6+ for this

Each time you roll a wound roll of 6+ for this

Make 3 hit rolls for each attack with this weapon.

This weapon may only be fired once per battle.

Add 1 to all to hit rolls against targets that can Fly.

weapon, it also inflicts a mortal wound.

-3 2D3 weapon, it also inflicts a mortal wound.

Core Explodes (p. 1)

9 POWER		SAT-04 <i>A</i>	W.C.		ID.	AN	⁄I	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	
GAT-04 Ace	*	* * 7	6	15	2	8	3+	8-15+	15"	3+	3+	
A GAT-04 Ace is a single Sabers, Titanic Feet, and			Anti Arı	mor I	Penet	rators	, Beam	4-7 1-3	11" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	. 0				
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	weap	oon, it also two Anti A el fights it	roll a Wound roll on inflicts a Mortal Warmor Penetrators, may make an add	Vound each	l. If atta time th	cking is	
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	weap throw	on, it also	roll a Wound roll on inflicts a Mortal Voltantian Armor Penetrate attle.	Vound	I. Once	•	
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Heavy Beam Rifle	36"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	ith thi	s weap	on.	
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1	1 to all to	hit rolls against ta	rgets t	hat can	Fly.	
Windam Shield	48"	Heavy 1	8	-2	D6	This	weapon r	nay only be fired o	nce p	er battle	Э.	
WARGEAR OPTIONS	This unit	may take a Strik may take a Wino may take a Hea	dam Sl	hield				<b>4</b> ).				
ABILITIES		<b>Shield</b> : A mode s a 5+ invulnera			ndam		ile Suit (p Explode	,				
FACTION KEYWORDS	CE, CE7	CE, CE73, OMNI										

Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

10 POWER		NEO RO	OA AT-			KE		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		
Neo Roanoke	*	* * 7	6	15	4	9	3+	8-15+	15"	3+	2+		
Neo Roanoke in a GAT-0 Penetrators, Beam Saber model may be taken for y as <b>Mwu La Flaga</b> .	rs, Titanic F	e of this	4-7 1-3	11" 6"	4+ 5+	3+ 4+							
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES						
Anti Armor Penetrator (Melee)	Melee												
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	weapo	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.						
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v					
Heavy Beam Rifle	36"	Rapid Fire 2D3	8	-3	2			roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.		
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	that car	Fly.		
Windam Shield	48"	Heavy 1	8	-2	D6	This v	veapon n	nay only be fired o	nce p	er battle	e.		
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Windam Shield ( <b>Power Rating +1</b> ). This unit may take a Heavy Beam Rifle ( <b>Power Rating +4</b> ).												
ABILITIES		Shield: A mode s a 5+ invulnera			ndam		e Suit (p Explode	,					
FACTION KEYWORDS	CE, CE7	E, CE73, OMNI											

Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

18 POWER		JDIE F GAT					FT	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	
Mudie Holcroft	*	* * 8	7	21	2	8	3+	10-21+	10"	4+	3+	
Mudie Holcroft in the GAT Anti Armor Penetrators, to Railgun, Titanic Feet, and for your army.	wo Beam Pi	stols, Beam Sa	abers, a	a Co	mbat	Shield	, a	5-9 1-4	7" 3"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	weap with t	on, it also wo Anti A Il fights it	roll a Wound roll o inflicts a Mortal V rmor Penetrators, may make an add	Vound each	l. If atta time th	cking is	
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.						
Beam Pistol	24"	Pistol 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			5	
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Railgun	48"	Heavy 1	8	-3	2D3	-						
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	vith thi	s weap	on.	
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat car	Fly.	
ABILITIES	shield has	shield: A mode a 5+ invulnera lodes (p. 1) uit (p. 1)			nbat	Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.					t any f your model vated nile	
FACTION KEYWORDS	CE, CE73	CE, CE73, OMNI										

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



# SHAMS COUZA GAT-X103AP

### **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	М	ws	BS
Shams Couza	*	*	*	8	7	18	2	7	3+	10-18+	12"	4+	3+
Shams Couza in the GAT-x1 two Bayonet Beam Rifles, a		5-9	9"	5+	4+								
Railgun, and Titanic Feet. O		1-4	5"	6+	5+								

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bayonet Beam Rifle (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Bayonet Beam Rifle (Shooting)	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Railgun	48"	Heavy 1	8	-3	2D3	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

FACTION KEYWORDS CE, CE73, OMNI

**KEYWORDS** Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground

activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first Bayonet Beam Rifle: These rifles may be used in Fights using the melee profile. Contrary to the title, the Bayonet Beam Rifles are considered Kinetic when used to fight in a melee.

**Combining Guns**: This model may combine it's

15 POWER		EN C GA	AL T-X				NG	DAMAGE Some of this mod change as it suffe shown below:				
NAME		WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Sven Cal Bayang	*	* *	8 7	18	3	8	3+	10-18+	12"	3+	2+	
	ng in the GAT-x105E Strike E is a single model equipp itanic Feet, and Twin Link CIWS. Only one of this model.							5-9 1-4	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES			<u> </u>	, -	
Beam Pistol	24"	Each time you roll a Wound roll of 6+ with this										
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Rifle w/ Grenade Launcher		When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.									choose	
Beam Rifle	36"	Heavy 3	8	-3	4		_	ı roll a wound roll c o inflicts a mortal v				
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon r	may only be fired o	nce p	er battl	e.	
Titanic Feet	Melee	Melee	Use	r -2	D3	Make	3 hit roll	s for each attack w	ith th	is weap	on.	
Twin Link CIWS	12"	Rapid Fire	2 4	0	2	Add	1 to all to	hit rolls against ta	rgets t	that car	r Fly.	
WARGEAR OPTIONS	This unit m		Combat S	hield		Rating	<b>+4</b> ), or a	ı Beam Rifle w/ Gro				
	it's Rocket		add up t	o 6" to	оа	a 5+	invulnera	<b>ld</b> : A model with a lble save.				
	it's Rocket Anchors 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.						ble Phas and the o movemer	se Shift: A model of a Shift system may effects last until the of phase. When a distributed the first the	/ activ e begi ctivatii	rate it a nning o ng, the	t any f your model	
ABILITIES	Mobile Su	,				takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against <b>Kinetic</b> attacks.						
FACTION KEYWORDS	Core Explodes (p. 1) against Kinetic attacks.  CE, CE73, OMNI											
KEYWORDS		Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground										
	, 2	,	,		, -		- , -	, = =====, ===	, -			

14 POWER		ILIO E GAT					CK	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
Emilio Bloderick	*	* * 8	7	18	2	8	3+	10-18+	12"	3+	3+
Emilio Bloderick in the GAT-x105E Strike E is a single model equipped Beam Pistols, Titanic Feet, and Twin Link CIWS. Only one of this motaken for your army.								5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Pistol	24"	Pistol 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal \			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o o inflicts a mortal v			
Beam Rifle w/ Grenade Launcher	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.										
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon r	may only be fired o	nce p	er battle	Э.
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	vith thi	s weap	on.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add <sup>′</sup>	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This unit n		nbat Sh	nield				Beam Rifle w/ Gr	enade	Launch	ner
	it's Rocket charge rol it subtract	nchors: A mod Anchors to ad I. If the model Is 1 from it's Atta Stic until the ne	d up to uses th ack	6" to	ра	Variatime, next takes	invulnera  ble Phas ble Phase and the e movemer a Mortal	d: A model with a ble save.  Se Shift: A model of the Shift system may be set the set of the system and the system and the system and the system of the syst	equipp y activ e begii ctivatir time i	ed with ate it at nning of ng, the it is activ	a any f your model vated

**ABILITIES** 

**KEYWORDS** 

**FACTION KEYWORDS** 

Core Explodes (p. 1)

CE, CE73, OMNI

active, the model gains a 3+ invulnerable save

against Kinetic attacks.

Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground

14 POWER			Al SA'							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
Dana Snip	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Dana Snip in the GAT-x10 Pistols, Titanic Feet, and your army.										5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TY	/PE		S	AP	D	ABIL	ITIES			-	
Beam Pistol	24"	Each time you roll a Wound roll of 6+ with this										;	
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Rifle w/ Grenade Launcher		When attacking with this weapon, choose one or both of the profiles listed below. If you choos both, subtract 1 from all to hit rolls made with this weapon.									choose		
Beam Rifle	36"	Hea	avy 3		8	-3	4		•	roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Ass	ault 1		6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	Э.
Titanic Feet	Melee	Me	elee	ι	Jser	-2	D3	Make	3 hit rolls	s for each attack w	vith th	is weap	on.
Twin Link CIWS	12"	Rapid	d Fire	2	4	0	2	Add	1 to all to	hit rolls against ta	rgets	that can	Fly.
WARGEAR OPTIONS	This unit n This unit n This unit n ( <b>Power R</b> a	nay tak nay tak	ce a C ce a B	omb	at Sh	nield (	•		• ,	Beam Rifle w/ Gr	enade	Launcl	her
ABILITIES	Rocket Anchors: A model may activate it's Rocket Anchors 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.  Mobile Suit (p. 1)  Core Explodes (p. 1)												a any f your model vated nile
FACTION KEYWORDS	CE, CE73	, OMN											
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground												

# STING OAKLEY **ZGMF-X24S**

## 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
Sting Oakley	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
EQFU-5X Mobile Weapon Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	4+	4+

Sting Oakley in the ZGMF-X24S Chaos Gundam is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and three Twin Link CIWS. This model also has two EQFU-5X Mobile Weapon Pods, each equipped with a Beam Cannon and Three Shot Missile Launcher. Only one model with Sting Oakley may be taken for your army.

1-4	5"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	S+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.

Hard to Hit\*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode. When transformed, it loses use of one of the Twin Link CIWS but gains use of the Beam Cannon. It also gains Hard to Hit\* and it's Movement characteristic

Saviour Protocols: If a DRAGOON unit when an enemy successfully wounds that unit, you can choose to allocate that wound to the **DRAGOON** unit instead of the target unit. If you do, that **DRAGOON** unit suffers a mortal wound instead of the normal damage.

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

Mobile Suit (p. 1)

increases by 6".

Core Explodes (p. 1)

**ABILITIES** 

Hit and Run\*: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).

Mobile Weapon Pod: These pods are considered DRAGOONs. When a model with DRAGOONs is set up, any accompanying **DRAGOON**s are attached, and are treated as being embarked. While the **DRAGOON**s remain attached, the model gains Hit and Run\*.

If the battlefield is in **Space**, any or all of the is within 3" of the unit that launched them **DRAGOON** models can disembark or re-embark. When disembarked, those **DRAGOON** models are treated as a separate unit. If the controlling unit is destroyed, those **DRAGOON** models are destroyed as well.

> Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.

PSYKER	<b>Biological CPU</b> :A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	CE, CE73, OMNI
KEYWORDS (ZGMF-X24S)	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Space, Ground, Sting Oakley, Fly
KEYWORDS (EQFU-5X)	DRAGOON, Fly



# AUEL NEIDER ZGMF-X31S

## 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
Auel Neider	*	*	*	8	7	18	2	8	3+	10-18+	12"	4+	3+
Auel Neider in the ZGMF-X Beam Lance, three CIWS.		5-9	9"	5+	4+								
Beam Lance, three CIWS, a Mega Particle Cannon, two Missile Launchers, two Plasma Cannons, Titanic Feet, two Triple Beam Cannons, and two Twin Railguns. Only one model of this type may be taken for your army.  1-4  5" 6+													5+
WEADON	DANCE	-	VDE		_	<b>A</b> D	_	A DII	ITIEC				

,												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Beam Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Twin Railguns	48"	Heavy 2	8	-3	2D3	-						
ABILITIES	with a Var activate it until the be movemen model take time it is a the Mortal model gail	Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.  Mobile Armor Mode: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases in the Water only. In Mobile Armor Mode, this model loses Fly and can only use the Beam Lance, Missile Launchers, Plasma Cannons, and Twin Railguns. It's movement characteristic is doubled (stacking with the Aquatic bonus).  Underwater Missiles: The Missile Launcher may only be used in the Water.										
PSYKER	psyker. H Factor Posuccessfu fails, this r own. This	<b>Biological CPU</b> :A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	CE, CE73	, OMNI										
KEYWORDS	Titanic, Ch Aquatic	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground, Aquatic										



**KEYWORDS** 

# 17 STELLA LOUSSIER ZGMF-X88S

## **DAMAGE**

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

FOWLI								snown below:			
NAME	М	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Stella Loussier	*	* *	7 7	18	2	7	3+	10-18+	15"	4+	4+
Stella Loussier in the ZGI two Beam Cannons, Bea and a Twin Link CIWS. O army. Only one model wi	Titanio taker	Feet,	5-9 1-4	11" 6"	5+ 6+	5+ 6+					
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4	Each	time you	roll a Wound roll on inflicts a Mortal \			3
Beam Sabers	Melee	Melee	Sx3	-3	2D3		_	roll a Wound roll o inflicts a Mortal \			3
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal \			3
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith th	is weap	on.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add <sup>2</sup>	I to all to	hit rolls against ta	rgets t	that car	า Fly.
	with a Var activate it until the b movemen model tak time it is a the Morta model gai	reginning of you that phase. When these a Mortal Wo activated in a b I Wound. While tins a 3+ invulne inetic attacks.	hift systend the ear nextender activation of the earth of	tem reffect ating, The for not e, the	nay ts last the irst take	this model loses <b>Hard to Hit*</b> and gains <b>Hit and Run*</b> . It's movement characteristic is increased by 6". <b>Hit and Run*</b> : This unit can move 2D6" in your Charge phase (even if it did not declare a charge). <b>Hard to Hit*</b> : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase					
ABILITIES		olodes (p. 1)				<b>Combat Shield</b> : A model with a combat shield has a 5+ invulnerable save.					
PSYKER	<b>Biological CPU</b> :A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	CE, CE73	B, OMNI					<u>_</u>				
	Titanic, C	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground,									

Stella Loussier, ZGMF-X88S

# 2 POWER

# AQM/E-A4E1 JET STRIKER

The AQM/E-A4E1 must be taken as a Striker Pack Option.

THE AGINI/E-A4ET HIGSED	o tanon ao	a cumor r acre c	p	·							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can <b>Fly</b> .					
WARGEAR OPTIONS	options: F Anti Ship	The model taking this pack may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher ( <b>Power Rating +1 each</b> ), and/or Twin Anti Ship Missiles ( <b>Power Rating +1 each</b> ).  The model taking this pack may take any of its optional weapons from its <b>Wargear Options</b> .									
GRANTED ABILITIES	equipped <b>Shift</b> syst	nift Battery: If the with this pack ha em, then the firs ctivated in a battl I Wound.	as ang t time	/ Pha	se	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.					
FACTION KEYWORDS	CE, CE73	B, OMNI									
GRANTED KEYWORDS	Fly										

# 9 AQM/E-M1 INTEGRATED POWER WEAPONS STRIKER PACK (IWSP)

The AQM/E-M1 is equipped with a 120mm Gatling, a Beam Boomerang, a Combat Shield, two Railguns, Twin Anti Ship Swords, and Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
WARGEAR OPTIONS		•	•			any optional weapons from it's <b>Wargear Options</b> a Beam Rifle+Grenade Launcher.
	subtract 1	it: Your oppone from hit rolls fo model in the S	or attac	ks th		<b>Combat Shield</b> : A model with a combat shield has a 5+ invulnerable save.
	target this model in the Shooting phase. If the model already has <b>Hard to Hit</b> , the opponent must subtract 2 from hit rolls that target this model in the Shooting					<b>Phase Shift Battery</b> : If the model equipped with this pack has any <b>Phase Shift</b> system, then the first time <b>Phase Shift</b> is activated in a battle, do not take
GRANTED ABILITIES	phase.					the Mortal Wound.
FACTION KEYWORDS	CE, CE73	, OMNI				
GRANTED KEYWORDS	Fly			•	•	

# AQM/E-M11 DOPPLEHORN STRIKER

The AQM/E-M11 is equipped with two Railguns. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Railgun	48"	Heavy 1	8	-3	2D3	-
WARGEAR OPTIONS	The model	taking this pac	k may	take	any	of its optional weapons from its Wargear Options.
GRANTED ABILITIES	Phase Shift Battery: If the model equipped with this pack has any Phase Shift system, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.					
FACTION KEYWORDS	CE, CE73, OMNI					

# 6 POWER

# AQM/E-X09S NOIR STRIKER

The AQM/E-X09S is equipped with Twin Beam Anti Ship Swords and two Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

taken as a Striker Fack O	puon.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
WARGEAR OPTIONS	The model t	aking this pa	ck may	take	any	of its optional weapons from its <b>Wargear Options</b> .
	in the Shooting phase. If the model already has <b>Hard to Hit</b> , the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.  Rocket Anchors to add up to 6" to a char roll. If the model uses this ability, it subtract from it's Attack characteristic until the ne Charge phase. If a model has the <b>Supe</b> ability, it may instead turn up to 90° after moving and declare a charge in the Charge phase. If a model has the <b>Airborne</b> ability.			Rocket Anchors: A model may activate it's Rocket Anchors 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. If a model has the Supersonic ability, it may instead turn up to 90° after moving and declare a charge in the Charge phase. If a model has the Airborne ability, it		
GRANTED ABILITIES	not take the	Mortal Woun	ıd.			phase.
FACTION KEYWORDS	CE, CE73,	INMC				
GRANTED KEYWORDS	Fly					

# **OMNI 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)
Ace, GAT-01A2R	1	74
Ace, GAT-04	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01A2R	1	64
GAT-02L2	1	64

STRIKER PACKS				
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)			
AQM/E-A4E1	35			
AQM/E-M1	35			
AQM/E-M11	5			
AQM/E-X09S	45			

DRAGOONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (INCLUDING WARGEAR)
EQFU-5X	1	100

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, GAT-01A2R	1	69
Veteran, GAT-02L2	1	69
GAT-04	1	75

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Neo Roanoke, GAT-04	1	100
Mudie Holcroft, GAT-X1022	1	135
Shams Couza, GAT-X103AP	1	145
Sven Cal Bayang, GAT-x105E	1	150
Emilio Bloderick, GAT-X105E	1	140
Dana Snip, GAT-X105E	1	140
Sting Oakley, ZGMF-X24S	1	145
Auel Neider, ZGMF-X31S	1	140
Stella Loussier, ZGMF-X88S	1	135

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
120mm Gatling	30
Anti Infantry Gun	5
Bayonet Beam Rifle	100
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Carbine	55
Beam Launcher	200
Beam Pistol	65
Beam Rifle	75
Beam Rifle + Grenade Launcher	80
CIWS	5
Heavy Beam Rifle	80
Heavy Missile	6
Mega Particle Cannon	85
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Three Shot Missile Launcher	25
Triple Beam Cannon	75
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20
Twin Railgun	50

MELEE WEAPONS				
WEAPON	POINTS PER WEAPON			
Anti Armor Penetrator	15			
Beam Lance	40			
Beam Sabers	40			
Titanic Feet	0			
Twin Anti Ship Swords	30			
Twin Beam Anti Ship Swords	50			

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Combat Shield	20		
Windam Shield	25		

# **OMNI WARGEAR**

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
Bayonet Beam Rifle (Shooting)	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Pistol	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle + Grenade Launcher		king with this weapo		ose on	e or both	of the profiles listed below. If you choose both, subtract 1 from
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

RANGED WEAPONS CONT.								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .		
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .		
Twin Railgun	48"	Heavy 2	8	-3	2D3	-		
Windam Shield	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per battle.		

MELEE WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.
Bayonet Beam Rifle (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Windam Shield	A model with a Windam Shield has a 5+ invulnerable save.