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	M	ws	BS	S	Т	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-00\\ Beam Sabers, two Buster F\\ Vulcans, and a Twin Machir taken for your army. Only of	Rifles, a (Combat on. On	Shiel	d, Tit unit	anic with	Feet, Heer	Twir o Y u	n Link I y or r	60mm nay be	5-9	15-21"	3+	3+
army.			J				•		•	1-4	15"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Buster Rifle		•				of the two modes below. For each entry below, each eapon, it also inflicts a mortal wound. Beam Weapon.
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This mode may only be fired 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-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	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
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	-

Hard to Hit: Your opponent must subtract 1 from hit 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**.

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

transformed, it loses Fly, Hard to Hit, Airborne, Aircraft, and Supersonic. Additionally, its

ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1) Movement characteristic becomes 15".

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.

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

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, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.

transform to a Mobile Suit mode at the beginning of

the game or any of your movement phases. When

Mobile Suit Transformation: This unit may

FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots
KEYWORDS	Titanic, Vehicle, Aircraft, 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	Buster Shield: A model with a Buster Shield has a 5+ invulnerable save. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Hyper Jammers: Before the first turn, this unit may redeploy up to 18" away, but must remain at least 9' away from your opponent's deployment zone and any enemy models. This unit counts as having Cover from enemy Vehicles.									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	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
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, 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	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Trowa Barton 495pts	*	*	*	7	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXG-0 with a Beam Gatling Gun, a two Three Shot Missile Laun	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			
Gundanium Alloy : Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it						the hit roll as if firing an Assault weapon.			
ABILITIES	does not lose 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	Т	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+
	Ship Swords, and Twin Link 60mm Vulcans. Only one unit with Quatre Vinner may be taken for your army. 1-4 6" 4+ 5-									5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Flash Shield	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 12" Grenade D6 * * * that unit until the end of the turn.										ield,
Heat Shotels		cking with this de, you must su						modes below. Wh	nen att	acking	with
Cross Crusher	Melee	Melee	Sx2	-4	9	choos	se an ene D6. On a	a Monster is slaii emy unit within 9" o a 4+, that unit take	of the I	bearer :	
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.
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it						erable s				s a 5+
ABILITIES		ose a wound.					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	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"	Grenade D	06 *	*	*	targe your	et. Instead opponent	oes not inflict any d, if a unit is hit by must subtract 1 fr ne end of the turn.	the Fla	ash Shi	eld,
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	choo roll a	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 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		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	Melee	+	3 -	3	3	-						
Shenlong Shield	12"	Once thrown, the Shenlong Shield may not be u											
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	Wour wour Sher	nd, roll a [nd. nlong Shi e	lloy: Whenever the D6. On a 5 or 6, it will be	does	not lose	e a	
FACTION KEYWORDS	Mobile Suit (p. 1); Core Explodes (p. 1) has a 5+ invulnerable save. 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, test of the	the Altron Shield m battle.	nay no	ot be us	ed for
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 to all hit rolls against targets that can F								ly.		
	add 3" to t	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	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			RO	Y	U	Y		DAMAGE Some of this mod	del's cha	aracte	ristics
POWER		XXX	G -	01	W	J		change as it suffo 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	ombat Shie Only one ι	ld, Titanic Feet, unit with Heero	Twin L Yuy m	ink 6 ay be	60mn e take	n Vulca en for y	ns, and	5-9 1-4	15-21" 15"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o		this	
Buster Rifle								s below. For eaclicts a mortal would			
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-					
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	remai phase	ned stations. Subtract. This mo	nly fire the Buster onary in the prece ot 2 from any targo de may only be fir	eding mo et unit's	oveme Invulr	ent nerable
Ancillary Targets	60"	Heavy 2	9	-4	4	within auton	i 1" of a li natically h ling friend	er Rifle Mode is fine drawn from the nit by the edges of the units but exclu	e firer to f the ma	the ta	arget is beam,
Titanic Feet	Melee	Melee	User	-	D3			s for each attack v	with this	weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			rolls against targe		•	
Twin Machine Cannon	18"	Rapid Fire 2D3	3 6	0	1	-		<u> </u>			
	Mobile Somay transithe begins movemen loses Fly, Aircraft, aits Movem 15". Gundania loses a W	Shield: A mode as a 5+ invulnerary uit Transforma form to a Mobil ning of the gam t phases. When Hard to Hit, A and Supersonia nent characteristicum Alloy: When ound, roll a D6 ose a wound.	tion: T e Suit i e or an i transf irborne c. Add tic bec	his umode y of the e, litional omes	init e at your ed, it ally, s	it on t straig after t increa of the move Hard rolls fo Shoot	he spot u ht forward the initial ase its Mo a phase - at least 8 to Hit: Yo or attacks ting phas prne: This	Each time this modup to 90°, then modules. Note that it capivot. When this ove characteristic do not roll any did 3" in each movemour opponent must that target this me.	we the rannot pirmodel A by 12" use. This ent phast subtranodel in	nodel vot ag Advand until th mode se. act 1 fr the	ain ces, ee end el must rom hit
ABILITIES		uit (p. 1); Core	Explo	des (′n 1\	attack	or be at	tacked in the Figh			
FACTION KEYWORDS		5, Gundam Alli		<u> </u>	·· ·		·J·				
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	-,	, u								

Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Character, Heero Yuy, Wing Gundam, Gundam,

KEYWORDS

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"	Heavy 1	8	-3	2D6	-							
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	Combat Shield: A model with a combat shield has Mobile Suit (p. 1); Core Explodes (p. 1) a 5+ invulnerable save.												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
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	ombat Shield, a Heat Hawk, and Titanic Feet.										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	Combat Shield: A model with a combat shield has Mobile Suit (p. 1); Core Explodes (p. 1) a 5+ invulnerable save.												d has
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Ve	hicle, N	Mobil	e Sı	ıit, Spa	ace,	Grou	nd					

8 POWER		AH WMS	3DU 3-03		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	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a 175mm Cannon (Power Rating +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, AC19	5, Gundam Alli	ies, Ma	gana	ıc Co	rps						
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground, Character										

8 POWER		AF WMS	IML -03		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	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take two 175mm Cannons (Power Rating +3).												
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	Fitanic, Vehicle, Mobile Suit, Space, Ground, Character											

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 Heat Hawk, a Heavy Claw, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. 1-3 5"													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Beam Rifle +45	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.												
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 slair 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, AC19	5, Gundam Alli	es, Maç	gana	с Со	rps							
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd, C	haracter						

9 POWER	N	WN IAGA				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	Melee	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 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	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. 1-3 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	ns 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly .										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 Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC19	5, Gundam Alli	es, Ma	gana	c Co	rps							
KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

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.									<u> </u>	1-3	6"	6+	5
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
75mm Gatling Gun	30"	30" Assault 12 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 eligith dvance akes a Advan y incura ssaulth ain 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 the is th	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, AC195, Gundam Allies, Maganac Corps												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly											

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14 POWER			EE OZ				I		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
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 I	Combat Sh Only one (nield, tv unit wit	vo Claws h Heero	s, a He Yuy n	at Ro nay b	d, Ti	tanic F	eet, and	5-9 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	ITIES				
Beam Anti-Ship Sword	Melee	M	elee	Sx2	-4	9	1 from 6+ fo	m the Hit r r this wea	g with this weapon oll. Each time you pon, it also inflicts	u roll a a mo	a wound rtal wou	roll of ind.
Claws	Melee	M	elee	+3	-3	3		n attacking this weapo	g, you may make a on.	an add	ditional	attack
Heat Rod	When atta	cking \	with the	Heat R	od, cl	hoos	e one	of the two	modes below.			
Entangle Mode	Each successful hit with this weapon causes the Melee * * * enemy unit to lose an attack in this combat phas Each time you roll a wound roll of 6+ for this											
Heat Mode	Each time you roll a wound roll of 6+ for this Melee											
Titanic Feet	Melee	M	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.
	shield has	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly . Heat Rod : When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduct this unit's Attack value by 1 for the following Fight phase. Mobile Suit Transformation : This unit										
	may transf the beginn	form to ning of /hen tra borne i c . Ad	a Mobil any of yo ansformo Aircraf ditionally	e Suit our mo ed, it lo t, and y, its M	mode veme ses l	at ent Hard	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 mov ds. Note that it ca pivot. When this r ove characteristic be do not roll any dice 3" in each movement	ve the nnot p model by 12" e. Thi	model pivot aga Advand until the s mode	ain ces, e end
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. 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 the can Fly.										/	
ABILITIES	subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)											
PSYKER	Zero System : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	AC, AC19	5, Gun	dam Alli	es, Sa	nc Kir	ngdo	m					
KEYWORDS	Titanic, Ve Fly	hicle, i	Aircraft,	Mobile	Suit,	Spa	ce, Gr	ound, Cha	aracter, Heero Yuy	, Ерус	on, Gun	dam,

10 POWER	07	Z-12SN	MS '	TA	U	RU	J S	DAMAGE Some of this mochange as it suffishown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
OZ-12SMS 200pts	*	* *	8 7	15	2	7	3+	7-12+	15-30"	4+	3+
An OZ-12SMS Taurus is a Feet.	a single mod	del equipped v	with a B	eam l	Rifle	and Ti	tanic	4-6 1-3	15-21" 15"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v		this	
Laser Gun -20	24"	Pistol 2D3	7	-2	3		weapon iç n Shield T	gnores the Invulne eams.	erable sa	ave fro	om
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v		this	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	with this	weap	on.
WARGEAR OPTIONS	This mode Rating -1)		its Bea	m Rif	le wi	th a Me	ega Partio	cle Cannon or a L	aser Gu	n (Po	wer
	may transf mode at th movement	form to or fron te beginning o phases. Whe	n a Mob of any of en transf	ile Arı your forme	mor	it on t straig after t increa of the move	he spot u ht forward the initial ase its Mo phase - at least t	Each time this modup to 90°, then module. Note that it can pivot. When this ove characteristic do not roll any did by in each movem	we the nannot pix model A by 12" use. This ent phas	nodel ot aga dvand intil th mode se.	ain ces, e end I must
	gains Fly, Hard to Hit, Airborne, Aircraft, and Supersonic. Additionally, its Movement characteristic becomes 12". Hard to Hit: Your opponent must subtract rolls for attacks that target this model in the Shooting phase.							om me			
ABILITIES	Mobile Su	. ,				be ch attack	arged by cor be at	s model cannot ch units that can Fly tacked in the Figh	, and ca	n only	/
	-	odes (p. 1)	lion Sa	ao Kir	ada	can F	ıy.				
FACTION KEYWORDS KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom Titanic, Vehicle, Aircraft, Mobile Suit, Space, Ground										
NL I WUNDS	mame, ve	mole, Allerall,	, woone	Juit,	opa	ce, Git	Juliu				

13 POWER	\mathbf{L}^{\dagger}	UCRE SK-				OI	N	DAMAGE Some of this mo change as it suff shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lucrezia Noin 255pts	*	* *	8 7	15	3	8	3+	7-12+	15-30"	3+	2+
Lucrezia Noin in a SK-12S Rifle, Beam Sabers, and T taken for your army.		•						4-6 1-3	15-21" 15"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	.ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal		this	
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal		this	
Laser Gun -20	24"	Pistol 2D3	7	-2	3		weapon i n Shield 1	gnores the Invuln Teams.	erable s	ave fro	m
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal		this	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack	with this	weap	on.
This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power WARGEAR OPTIONS Rating -1).								wer			
	may transf the beginn movement	it Transforma orm to a Mob ing of the gan phases. Whe	ile Suit r ne or an en transf	mode y of y orme	at your	it on straig after incre of the	the spot ught forwar the initial ase its Me phase -	Each time this mo up to 90°, then mo ds. Note that it controlled pivot. When this ove characteristic do not roll any die 8" in each movern	ove the rannot pive model Aby 12" upper the contraction of the contrac	nodel vot aga Advand until th mode	ain ces, e end
	Aircraft, a	Hard to Hit, And Supersonent characteri	ic. Add	itiona	•	rolls Shoo	for attack oting phas		nodel in	the	
ABILITIES	Mobile Suit (p. 1) Core Explodes (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 can Fly .					
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom										

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

13 POWER		TRE RA SK					NER	DAMAGE Some of this mochange as it sufficients shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Quatre Raberba Winner <mark>260pts</mark>	*	* *	8 7	15	4	9	3+	7-12+	15-30"	2+	3+	
Quatre Raberba Winner i Beam Rifle, Beam Sabers	s, and Titan		_					4-6	15-21"	3+	4+	
Winner may be taken for								1-3	15"	4+	5+	
WEAPON	RANGE	TYPE	S	AP	D		ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll inflicts a mortal		this		
Beam Sabers	Melee	Melee	+6	-3	6		_	ou roll a wound roll of 6+ for this lso inflicts a mortal wound.				
Laser Gun -20	24"	Pistol 2D3	7	-2	3			on ignores the Invulnerable save from eld Teams.				
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4		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	s for each attack	with this	weap	on.	
WARGEAR OPTIONS	This mode Rating -1)		its Bea	m Rif	le wi	th a M	ega Parti	cle Cannon or a l	Laser Gu	ın (Po	wer	
	may trans	lit Transform form to a Mob ling of the gar t phases. Whe	ile Suit i ne or ar	mode ny of y	at our	it on straig after incre of the	the spot u ght forwar the initial ase its Mo e phase -	Each time this mo up to 90°, then mo ds. Note that it o pivot. When this ove characteristic do not roll any di 8" in each moven	ove the reannot pive model Act by 12" uce. This	model vot aga Advand until th mode	ain ces, e end	
	loses Fly, Hard to Hit, Airborne, Aircraft, 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.							
ADU IZIEO	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	-	lodes (p. 1)		121		can F	·ly.					
FACTION KEYWORDS	AC, AC19	5, Gundam Al	iies, Sa	nc Kir	ngdo	m						

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



38 ZECHS MERQUISE XXXG-00W0

DAMAGE

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

POWER			U -(JU	VV	U		shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	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 Bus a Twin Mac or your arm	ster Rifles, a Co hine Cannon.	ombat Only o	Shiel ne un	d, Tit iit wit	anic Fo	าร	5-9 1-4	15-21" 15"	3+	3+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6	Each weap	time you on, it also	roll a wound roll o	wound.		
Buster Rifle		=						s below. For eac icts a mortal wou	-		
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-					
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	remai phase	ned stations. Subtract. This mod	nly fire the Buster onary in the prece ot 2 from any targ de may only be fil	eding mo et unit's	veme Invuln	nt erable
Ancillary Targets	60"	Heavy 2	9	-4	4	mode target mass	l within 1' t is autom	er Rifle Mode is f ' of a line drawn f atically hit by the , including friendly n Fly .	rom the edges o	firer to	the
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack v	with this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targ	ets that o	can FI	y.
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-					
	subtract 1 target this Airborne: and can or can Fly, a	it: Your oppone from hit rolls fo model in the S This model can hly be charged and can only atta the Fight phas	or attac hooting nnot ch by unit ack or	ks tha g pha narge ts tha be	se. , it	a 5+ i Supe it on t straig after t increa	nvulneral rsonic: E he spot u ht forward the initial ase its Mo phase - o	d: A model with a ble save. Each time this moon p to 90°, then modes. Note that it can pivot. When this ove characteristic do not roll any dicar in each movements.	del move ove the n annot piv model A by 12" u ce. This	es, firs nodel oot aga dvand intil the mode	t pivot ain es, e end
ABILITIES	Gundaniu loses a Wo does not lo	m Alloy: When bund, roll a D6. ose a wound. hit (p. 1); Core	On a	5 or (6, it	transf the ga transf Aircr	orm to a ame or ar ormed, it aft, and S	ansformation: T Mobile Suit mode ny of your movem loses Fly, Hard t Supersonic. Add racteristic becom	e at the beent phase to Hit, A itionally,	eginni ses. W irborr	hen
PSYKER	psychic point each en when man	wer in each fri emy psychic p	endly p hase. - Zero	sych It mag Syste	ic ph y use	ase, aı e any p	nd can att ower fron	odel can attempt tempt to deny a s n the Zero Systen ow Smite, and do	ingle psy n Discipl	/chic p	ower 1)

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