GJALLARHORN PD323 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Gjallarhorn miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Gjallarhorn units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **PD**, **PD323**, **Gjallarhorn**, **Ground**, and **Space**. **PD** defines the particular universe of Gundam that these suits fall into, **PD323** as the year the unit was deployed, and **Gjallarhorn** as the Gjallarhorn Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Gjallarhorn units:

Mobile Suit

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" receives D6 mortal wounds.

Weapon Types

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

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

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

Alaya-Vijnana

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.

ALAYA-VIJNANA DISCIPLINE

Murder Machine

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

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Alaya-Vijnana's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

Combat Hypnosis

Combat Hypnosis has a warp charge value of 6. If manifested, the Alaya-Vijnana's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Alaya-Vijnana's unit can Charge this turn.

18 POWER	\mathbf{G}^{A}	AELIC ASV				U	IN	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	
Gaelio Bauduin	*	* * 8	9	18	4	9	2+	10-18+	15"	2+	2+	
Gaelio Bauduin in an ASV a Gungnir, Slash Disks, a may be included in your a	nd Titanic F							5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ARII	ITIES	1-4	0	4+	4+	
Gungnir Fighting Gungnir Shooting Slash Disks	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 Melee Melee Sx2 -4 2D3 from all hit rolls made with this weapon. 24" Assault 9 6 -1 1 - 12" Rapid Fire 2 6 -3 1 -											
Titanic Feet WARGEAR OPTIONS	Melee This unit n	Melee nay take a Boo	User ost Pack					s for each attack v	vith thi	s weap	on.	
	This unit may take a Boost Pack (Power Rating +1). Flash Bangs: Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Flash Bangs; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if i has not declared a charge. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save											
ABILITIES	Core Explodes (p. 1), Mobile Suit (p. 1) against Kinetic shooting attacks.											
FACTION KEYWORDS	PD, PD323, Gjallarhorn											
KEYWORDS	Titanic, Ve	hicle, Mobile S	Buit, Gr	ound	I, Spa	ce, Cł	naracter, 0	Gundam, Gaelio B	auduir	า		



23 GAELIO BAUDUIN ASW-G-66 TROOPER

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	
Gaelio Bauduin	*	* *	8	9	18	4	9	2+	10-18+	15"	2+	2+	
Gaelio Bauduin in an ASV equipped with a Battle Bla and Titanic Feet. Only one army.	de, a Dest	royer Lance	, Kima	aris S	Shiel	d, Mi	ne Lau	ıncher,	5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES					
Battle Blade	Melee	Melee		+1	-2	D6	-						
Destroyer Lance Fighting Destroyer Lance	Melee	Melee	;	Sx2	-4	3D3	4D3.	If this un	ged this turn, incr it did not charge t s made with this w	his turr	n, subtr		
Shooting	24"	Assault 9)	6	-1	1	-						
Mine Launcher	When atta	When attacking with this weapon, choose one of the profiles listed below:											
Frag	When targeting units with 5 or more models, changes of the Grenade 3 6 -1 1 this weapon's type to Grenade 6.											change	
Krak	6"	Grenade	1	6	-1	D3	-						
Melta	4"	Grenade	1	8	-4	D6	You r	may only ເ	use this profile on	ce per	battle.		
Smoke	_	Grenade	1	-	-	-	your	next shoo act 1 from	use this profile one oting phase, your o n all ranged attack	ppone	nt mus	st	
Titanic Feet	Melee	Melee	ι	Jser	-2	D3	Make	3 hit rolls	s for each attack v	vith this	s weap	on.	
	into a Troo beginning phases. V its Movem Hard to H	ent characte i t and Fly .	r back our m ormed eristic Howe	c at the nover and the second the	he ment ains gain it ma	t 6" to is iy	Hard rolls	nerable sa	our opponent mus s that target this m	t subtr	act 1 fr		
ABILITIES	only make up to a 90° turn before each movement it makes, and the subsequent movement must be in a straight line. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.										_		
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Ve	hicle, Mobil	e Suit	, Gro	ound	, Cha	racter	, Gundam	, Gaelio Bauduin				

15 POWER		AELI		B ₂ B-0			U	IN	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
Gaelio Bauduin	*	* *	7	9	15	4	9	3+	8-15+	15"	2+	2+
Gaelio Bauduin in an EB- Boost Pack, a Lance + Sh									4-7	10"	3+	3+
with Gaelio Bauduin may				a m	o o la	W. O	iny on	o modo.	1-3	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABII	LITIES				
Lance + Short Rifle Fighting	If this unit charged this turn, increase of 3D3. If this unit did not charge this turn Melee Sx2 -4 D6 from all hit rolls made with this weapon										ı, subtra	
Lance + Short Rifle Shooting	24"	Assault	6	6	-1	1	-					
Titanic Feet	Melee	Melee)	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
	Boost Pac boost pac charge ph	k may mov	∙e up	to 2D6	3" in t	the	invul attad	Inerable sa cks. This u	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and L ulnera	aser sh	
	a charge. Core Exp		1)				add abilit until	up to 6" to ty, it subtra the next C	model may activat a charge roll. If the acts 1 from it's Atta Charge phase. The	he mo ack cha e Wire	del use aracteri	s this
ABILITIES	Mobile Suit (p. 1)provides a 6+ Invulnerable Save.PD, PD323, Gjallarhorn											
FACTION KEYWORDS				la Cuit	Ora	und	Cnas	o Charact	er Caslia Bandui	<u> </u>		
KEYWORDS	riy, Hilanio	, venicie,	Ιαοινι	ie Sult	, G10	und,	Spac	e, Charact	er, Gaelio Baudui	[]		

14 POWER		EIN E	DAI B-0			N		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	
Ein Dalton	*	* *	7 9	15	3	9	3+	8-15+	15"	2+	3+	
Ein Dalton in an EB-05S S 120mm Machine Gun, a E Only one model with Ein	Battle Axe, a	Boost Pack	, Titanic	Feet,	and	a Wir	e Claw.	4-7	10"	3+	4+	
be used in the same army	•		•	-				1-3	6"	4+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Battle Axe	Melee	Melee	+1	-2	D6	-						
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
	boost pack	c k : A model e may move u ase, even if it	up to 2D6	6" in 1	the	invu attad agai	Inerable sacks. This unst Kinetic	e Armor: This unit ave against Beam unit gains a 4+ inversions attacks. model may activate a charge roll. If the	and L ulnera	aser sh ble sav Vire Cla	re nw to	
ABILITIES	Core Expl	odes (p. 1) it (p. 1)				abili until	ty, it subtra the next 0	acts 1 from it's Atta Charge phase. Th Invulnerable Save	ack cha e Wire	aracteri		
FACTION KEYWORDS	PD, PD323, Gjallarhorn											
KEYWORDS	Fly, Titanio	Fly, Floric, Vehicle, Mobile Suit, Ground, Space, Character, Ein Dalton										

15 POWER		CGIL F	LIS CB-C			RE	ED	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
McGillis Fareed	*	* *	7 9	15	5 4	9	3+	8-15+	15"	2+	2+
McGillis Fareed in an EB-								4-7	10"	3+	3+
120mm Machine Gun, a E Only one model with McG							re Claw.	1-3	6"	4+	4+
WEAPON	RANGE	TYPE	S	AF	D D	ABI	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Battle Axe	Melee	Melee	+1	-2	. D6	-					
Titanic Feet	Melee	Melee	Use	er -2	D3	Mak	ce 3 hit roll	s for each attack v	vith thi	is weap	on.
	boost pack	ck : A model k may move ase, even if	up to 2	D6" ir	the	invu atta aga	Ilnerable sa cks. This i inst Kinetio	e Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks. model may activat	and Lulnera	aser sh ible sav	/e
ABILITIES	· ·	lodes (p. 1)				add abili unti	up to 6" to ity, it subtra I the next 0	a charge roll. If t acts 1 from it's Atta Charge phase. Th Invulnerable Save	he mo ack ch e Wire	del use aracter	es this
FACTION KEYWORDS	PD, PD32	3, Gjallarho	rn								
KEYWORDS	Fly, Titanio	c, Vehicle, M	lobile S	uit, G	round	Spac	ce, Charac	ter, McGillis Faree	d		

11 POWER			CB-0 CRA					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	
EB-06/J	*	* *	6 8	12	2	7	3+	7-12+	12"	4+	4+	
An EB-06 Graze or EB-06	SJ Graze G	round Type	is a single	e mod	del ec	luippe	d with a	4-6	9"	5+	5+	
120mm Machine Gun, a E	Battle Axe,	and Titanic	Feet.					1-3	5"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Assault 6	6 6	-1	1	-						
Battle Axe	Melee	Melee	+1	-2	D6	-						
Bazooka	48"	Heavy 2D	03 8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels,	change	
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.	
WARGEAR OPTIONS	This mode	el may repla el may take el may take	a Combat	Shie	ld (P	ower	Rating +1					
	a Combat save.	Shield: A mo	s a 5+ inv	ulner	able	invul attad	Inerable sa cks. This u	Armor: This unit ave against Beam unit gains a 4+ inv s shooting attacks.	and Lulnera	aser sh	_	
ABILITIES	boost pac	ck : A mode k may move ase, even if	up to 2D	6" in	the		Explode	,				
FACTION KEYWORDS												
KEYWORDS	PD, PD323, Gjallarhorn Titanic, Vehicle, Mobile Suit, Space, Ground											
RE I WORDS	manio, Ve	FILLICIE, IVIODII	ie Suit, Sp	ace,	GIUU	iiu						



EB-06/J GRAZE VETERAN

DAMAGE

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

POWER		4 44	\ D		V		, ,			shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
EB-06/J Vet	*	*	*	6	8	12	2	7	3+	7-12+	12"	3+	4+
An EB-06 Graze or EB-06	3J Graze G	round	Type \	/ete	ran is	a sir	ngle r	nodel		4-6	9"	4+	5+
equipped with a 120mm N										1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	As	sault 6		6	-1	1	-					
Battle Blade	Melee	N	/lelee		+1	-2	D6	-					
Bazooka	48"	Hea	avy 2D	3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Titanic Feet	Melee	N	/lelee		User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka. This model may take a Combat Shield (Power Rating +1).												
	Combat S a Combat save.					•		invul attac	nerable sa ks. This ι	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and L ulnera	aser sh	
ABILITIES	Boost Pack : A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							Core	Explode	s (p. 1)			
FACTION KEYWORDS	PD, PD323, Gjallarhorn								· ·	,			
KEYWORDS	Titanic, Ve				uit, Gro	ound							

11 power		CR		NK B-0		EN	T		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS I	3S :	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Crank Zent	*	*	*	6 8	12	2	8	3+	7-12+	12"	4+	3+
Crank Zent in an EB-06 G Gun, a Battle Axe, and Tit your army.		_							4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assa	ult 6	6	-1	1	-					
Battle Axe	Melee	Mel	ee	+1	-2	D6	-					
Bazooka	48"	Heavy	2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, c	hange
Titanic Feet	Melee	Mel	ee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith th	is weap	on.
WARGEAR OPTIONS	This mode This mode This mode	l may ta	ke a (Combat	Shie	ld (P	ower	Rating +1				
	Combat S a Combat save.						invul attac	nerable sa ks. This u	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and L ulnera	aser sh.	
ABILITIES	Boost Pac boost pack charge pha a charge.	k may m	ove u	p to 2D6	3" in	the	Core	Explode	s (p. 1)			
FACTION KEYWORDS		3, Gialla	rhorn					(P	,			
KEYWORDS	PD, PD323, Gjallarhorn Titanic, Vehicle, Mobile Suit, Space, Ground, Character											

11 power		EIN)A] B-(O'	N		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Ein Dalton	*	* *	6	8	12	3	8	3+	7-12+	12"	3+	4+
Ein Dalton in an EB-06 G Gun, a Battle Axe, and Ti included in your army.									4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assau	lt 6	6	-1	1	-					
Battle Axe	Melee	Mele	е	+1	-2	D6	-					
Bazooka	48"	Heavy	2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Titanic Feet	Melee	Mele	е	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode This mode This mode	l may tak	e a C	ombat	Shie	ld (P	ower	Rating +1				
	Combat S a Combat save.				•		invu attad	nerable sa ks. This ι	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and Lulnera	aser sh	
ABILITIES	Boost Pack boost pack charge pha a charge.	k may mo	ve up	to 2D	3" in 1	the	Core	Explode	s (p. 1)			
FACTION KEYWORDS												
KEYWORDS	Titanic, Ve			uit. Sp	ace.	Grou	nd. C	haracter. E	Ein Dalton			
	, • •	,		-, - F	,	J	, •					

12 POWER		G		B-				3		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
EB-06/J Ace	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
An EB-06 Graze or EB-06							mod	el equ	iipped	4-6	9"	4+	4+
with a 120mm Machine G	iun, a Battle	Axe,	and T	itanic	Fee	t.				1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	sault 6	6	6	-1	1	-					
Battle Axe	Melee	M	lelee		+1	-2	D6	-					
Bazooka	48"	Hea	vy 2D	3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels,	change
Titanic Feet	Melee	М	lelee	U	Jser	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	a Com	nbat	Shie	ld (P	ower	Rating +1				
	Combat S a Combat save.							invul attac	nerable sa ks. This ເ	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and Lulnera	aser sl	
ABILITIES	Boost Pack : A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declare a charge.								Explode	e s (p. 1)			
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Ve				Sn	ace	Grou	nd C	haracter				
	a, vc	,			, Jp	_,,	J. 04	, 0					

11 POWER		GR		B-0 Æ R			ER	2	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
EB-06R	*	*	*	6 8	12	2	7	3+	7-12+	15"	4+	4+
An EB-06R Graze Ritter is	s a single r	nodel e	equippe	ed with a	120	nm N	1achin	e Gun. a	4-6	10"	5+	5+
Knight Blade, and Titanic								- ,	1-3	6"	6+	6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	sault 6	6	-1	1	-					
Knight Blade	Melee	M	lelee	+1	-2	D6	-					
Titanic Feet	Melee	M	lelee	User	-2	D3	Make	3 hit rolls	s for each attack w	/ith thi	s weap	on.
WARGEAR OPTIONS	This mod	el may	take a	Boost Pa	ack (Powe	er Rati	ng +1).				
	Boost Pa boost pac charge ph a charge.	k may nase, e	move	up to 2D6	3" in	the	invulr attacl	nerable sa ks. This ເ	Armor: This unit ave against Beam unit gains a 4+ investigations shooting attacks.	and L ulnera	aser sh	
ABILITIES	Core Exp	lodes	(p. 1)				Mobi	le Suit (p	. 1)			
FACTION KEYWORDS	PD, PD32	23, Gja	llarhorr	า								
KEYWORDS	Titanic, V	ehicle,	Mobile	Suit, Gr	ound	, Spa	ce					

12 POWER	DI	EB-06 TTER						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
EB-06R Vet	*	* *	6 8	12	2	7	3+	7-12+	15"	3+	4+
An EB-06R Graze Ritter \	/eteran is a	single model	eguippe	d wi	th a 1	20mn		4-6	10"	4+	5+
Machine Gun, a Knight Bl		-						1-3	6"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Knight Blade	Melee	Melee	+1	-2	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rol	ls for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take a E	Boost Pa	ack (Powe	er Rat	ing +1).				
	This model may take a Boost Pack (Power Rating +1). Boost Pack : A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Nanolaminate Armor : This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.										
ABILITIES	Core Expl	lodes (p. 1)				Mob	ile Suit (p. 1)			
FACTION KEYWORDS	PD, PD32	3, Gjallarhorn									

Titanic, Vehicle, Mobile Suit, Ground, Space

KEYWORDS



12 EB-06RS GRAZE RITTER COMMAN RITTER COMMAND

DAMAGE

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

POWER			ן נט ו		ALV.	ŲŲ	UA U		shown below:			
NAME	М	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
EB-06RS	*	*	*	6 8	12	3	8	3+	7-12+	15"	3+	3+
An EB-06RS Graze Ritte	r Command	d Type	is a si	nale mod	el ea	uippe	ed with	ıa	4-6	10"	4+	4+
120mm Machine Gun, a		٠.		•	'	• •			1-3	6"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	As	sault 6	6	-1	1	-					
Knight Blade	Melee	N	1elee	+1	-2	D6	-					
Titanic Feet	Melee	M	1elee	User	-2	D3	Make	e 3 hit roll	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mod	el may	take a	Boost P	ack (Pow	er Rat	ing +1).				
	boost pac charge pl	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Nanolaminate Armor: This unit gains that invulnerable save against Beam and attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.								and L ulnera	aser sl	_
ABILITIES	Core Exp	lodes	(p. 1)				Mob	ile Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD32	PD, PD323, Gjallarhorn										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character											

12 POWER		CART EB	ΓΑ] B-06			JE		DAMAGE Some of this mod change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Carta Issue	*	* *	6 8	12	3	9	3+	7-12+	15"	3+	3+
Carta Issue in an EB-06R					_			4-6	10"	4+	4+
equipped with a 120mm N model of this type may be			ade, and	d lita	anic F	eet. C	only one	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Knight Blade	Melee	Melee	+1	-2	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take a l	Boost Pa	ack (Powe	er Rat	ing +1).				
	boost pack	ck: A model e may move u ase, even if it	nerable sa ks. This ເ	e Armor: This unit ave against Beam unit gains a 4+ inv s shooting attacks.	and L	aser sł					
ABILITIES	Core Expl	odes (p. 1)	ile Suit (p	o. 1)							
FACTION KEYWORDS	PD, PD323, Gjallarhorn										
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Ground, Space, Character									

13 POWER	C	ORAI E	L CO B-0			RA	D	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
Coral Conrad	*	* *	6 8	12	3	9	3+	7-12+	12"	2+	3+
Coral Conrad in an EB-06 Graze Commander Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of this model may be included in your army.								4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Battle Axe	Melee	Melee	+1	-2	D6	-					
Bazooka	48"	Heavy 2D3	8 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may replac el may take a el may take a	Combat	Shie	ld (P	ower	Rating +1				
	Combat Shield : A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.				
ABILITIES	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared Core Explodes (p. 1)										
FACTION KEYWORDS		a charge. Mobile Suit (p. 1) PD, PD323, Gjallarhorn									
					Crass	nd O	`horoctor				
KEYWORDS	ritanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground, Character									

12 POWER		OR	RIU R		S7 8-0			JA		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
Orlis Stenja	*	*	*	6	8	12	3	9	3+	7-12+	12"	3+	3+
Orlis Stenja in an EB-06 (a 120mm Machine Gun, a	a Battle Axe									4-6	9"	4+	4+
may be included in your a	•					• •	_			1-3	5"	5+	5+
WEAPON	RANGE		YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"		sault 6	3	6	-1	1	-					
Battle Axe	Melee	M	1elee		+1	-2	D6	-					
Bazooka	48"	Hea	avy 2D	3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	hange
Titanic Feet	Melee	M	1elee		User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode This mode This mode	l may	take a	a Co	mbat	Shie	ld (P	ower I	Rating +1				
	Combat S a Combat save.							Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
ADII ITIES	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared Core Explodes (p. 1)												
ABILITIES	a charge. Mobile Suit (p. 1)												
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Space, Ground, Character											

25 POWER		EIN E	DA				N		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS	S 1	Γ	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Ein Dalton	*	* *	9 9)	21	4	9	3+	10-21+	12"	2+	4+	
Ein Dalton in an EB-AX2 Graze Ein is a single model equipped with two 40mm Machine Guns, Drill Kicks, and two Massive Battle Axes. Only one model with Ein Dalton may be included in your army. 5-9 9" 3+ 5+ 1-4 4" 4+ 6+													
WEAPON	RANGE	TYPE	5	3 /	AP	D	ABIL	ITIES					
40mm Machine Gun	24"	Rapid Fire	e 3 6	3	-1	1	-						
Drill Kicks	Melee	Melee	Us	er	-5	2D3	-						
Massive Battle Axe	Melee	Melee	+	3	-3	2D6		odel figh	king with two Massive Battle Axes, each time del fights it may make an additional attack em.				
Pile Bunker	Melee	Melee	+:	3	-5	2D6	Each of this weapon may only be used once per battle.					per	
WARGEAR OPTIONS	This unit r	This unit may take two Pile Bunkers (Power Rating +2).											
ABILITIES	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds. Giant Mobile Suit - As Mobile Suit (p. 1), Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting weapons without any penalty to it's hit rolls. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.												
PSYKER	Alaya-Vijnana x3 : A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Ve	ehicle, Mobi	le Suit,	Giar	nt M	lobile	Suit, C	Ground, C	Character, Ein Dal	ton, Ps	syker		



NK-17 MOBILE WORKER

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
NK-17	8"	4+	4+	5	5	6	1	7	3+	

This unit contains 1 NK-17 Mobile Worker. It can include 1 additional NK-17 (**Power Rating +3**) or 2 additional NK-17s (**Power Rating +6**). Each model is equipped with an Anti-Personnel Cannon, a Heavy Cannon, and two Smoke Launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Cannon	12"	Rapid Fire 2	4	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Heavy Cannon	36"	Heavy 2	7	-1	2	-
ABILITIES	instead of Shooting of its Smo Shooting subtract 1	aunchers: Twick shooting any we phase, this mod like Launchers; up phase, your opp from all hit rolls that target this v	eapor el car until y onen s for ra	ns in to n use o our ne t must anged	he one ext	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.
FACTION KEYWORDS	PD, PD32	3, Gjallarhorn				
KEYWORDS	Vehicle, G	Ground	•		•	



NK-17 REAR SUPPORT MOBILE WORKER

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv
NK-17 Rear Support	8"	4+	4+	5	5	6	1	7	3+

This unit contains 1 NK-17 Rear Support Mobile Worker. It can include 1 additional NK-17 Rear Support (**Power Rating +4**) or 2 additional NK-17 Rear Supports (**Power Rating +8**). Each model is equipped with an Anti-Personnel Cannon and two Missile Launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Cannon	12"	Rapid Fire 2	4	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
ABILITIES						ounds, roll a D6 before removing from the battlefield. take a Mortal Wound.
FACTION KEYWORDS	PD, PD32	3, Gjallarhorn				
KEYWORDS	Vehicle, G	round				

GJALLARHORN POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
EB-06/J Ace	1	185
EB-06Rs	1	195

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

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

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

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

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

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

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

GJALLARHORN WARGEAR

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

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

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