## **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.

#### **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. 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** 

#### 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	$\mathbf{G}$	AELIO ASV					IN	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
Gaelio Bauduin 360pts	*	* * 8	9	18	4	9	2+	10-18+	15"	2+	2+
Gaelio Bauduin in an ASV a Gungnir, Slash Disks, and be included in your army.								5-9 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES			·	
Gungnir Fighting Gungnir Shooting Slash Disks Titanic Feet	Melee 24" 12" Melee	Melee Assault 12 Rapid Fire 4 Melee	Sx2 6 6 User	-4 -1 -3 -2	6 1 1 2	If this all hi	s unit did r t rolls mac	ged this turn, incre not charge this turn de with this weapo s for each attack w	n, subi n.	tract 1 t	from
WARGEAR OPTIONS	This unit n	nay take a Boo	st Pack	(Po	wer	Rating	g <b>+1</b> ).				
ABILITIES	of shooting phase, this Flash Ban phase, you from all his target this	ngs: Twice per g any weapons s model can us gs; until your n ur opponent mu t rolls for range vehicle.	in the e one o ext Sho ust sub d weap	Shoo of its ooting tract oons	oting g 1 that	pack ever Nand invul attac	may mov if it has n olaminate nerable sa ks. This u	20: A model equip e up to 2D6" in the ot declared a chare Armor: This unit ave against Beam unit gains a 4+ invessions attacks.	gains and L ulnera	ge phas a 3+ aser sh	se, nooting
FACTION KEYWORDS		3, Gjallarhorn		(1	/	3					
KEYWORDS			Suit, Gro	ound,	, Spa	ice, C	haracter, 0	Gundam, Gaelio B	auduir	ו 1	



## GAELIO BAUDUIN POWER ASW-G-66 TROOPER

### 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	
Gaelio Bauduin 460pts	*	* * 8	9	18	4	9	2+	10-18+	15"	2+	2+	
Gaelio Bauduin in an ASV equipped with a Battle Bla	de, a Des	troyer Lance, Ki	maris (	Shiel	d, Miı	ne Lai	uncher,	5-9	10"	3+	3+	
and Titanic Feet. Only one							-	1-4	6"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Battle Blade	Melee	Melee	+3	-3	6	-						
Destroyer Lance Fighting	Melee	Melee	Sx2	-4	9	If this	s unit did r	ged this turn, incre not charge this turr le with this weapo	n, sub			
Destroyer Lance Shooting	24"	Assault 12	6	-1	1	-						
Mine Launcher	When atta	acking with this	weapo	n, ch	oose	one o	of the profi	les listed below:				
Frag	6"	Grenade 2D6	6	-1	1	Blas	t.					
Krak	6"	Grenade 1	6	-1	D3	-						
Melta	4"	Grenade 1	8	-4	D6	You	may only ເ	use this profile onc	e per	battle.		
Smoke	_	Grenade 1	-	_	-	your subti	next shoo ract 1 from	ting phase, your o	ppone	ent mus	t	
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
	into a Tro beginning phases.	oper Form or ba of each of your When transform	ick at t move ed, it r	the ment nay c	t	Invul	nerable sa	ave.			5+	
	movemer movemer may not p its Moven Fly and H	nt it makes, the solut must be in a solut must be in a solutor after movinent characterisolard to Hit: You	subseq traight g. It ga tic and r oppo	luent line, ains t gain nent	and ⊦6" to is must	invul attac agaii	nerable sa ks. This unst Kinetic	ave against Beam unit gains a 4+ invo shooting attacks.	and L	aser sh		
ABILITIES						Moh	ile Suit (n	1)				
FACTION KEYWORDS				ייק פ	.50.		<b></b> (p	• • • /				
KEYWORDS		6" Grenade 1 6 -1 D3 -  4" Grenade 1 8 -4 D6 You may only use this profile once per battle.  You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this  - Grenade 1 vehicle.										
			, •		,		,	, 20020111				

15 POWER	$\mathbf{G}$	AEL		B <sub>2</sub> B-0			U	IN	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
Gaelio Bauduin 295pts	*	* *	7	9	15	4	9	3+	8-15+	15"	2+	2+
Gaelio Bauduin in an EB-0 Boost Pack, a Lance + Sh				_					4-7	10"	3+	3+
with <b>Gaelio Bauduin</b> may							,		1-3	6"	4+	4+
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES				
Lance + Short Rifle Fighting	Melee	Mele	е	Sx2	-4	6	If thi	s unit did r	ged this turn, incre not charge this turn le with this weapo	n, subt	_	
Lance + Short Rifle Shooting	24"	Assaul	t 12	6	-1	1	-					
Titanic Feet	Melee	Mele	е	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
	Boost Pac boost pacl charge ph	k may mo	ve up	to 2D6	3" in t	he	invu attad	Inerable sa cks. This u	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and L	aser sh	_
	a charge.  Core Exp		1)				add abili until	up to 6" to ty, it subtra the next C	model may activat a charge roll. If the cts 1 from its Atta Charge phase. The	he mo cks ch e Wire	del use aracter	s this
ABILITIES	Mobile Su	. ,					prov	ides a 6+ l	nvulnerable Save			
FACTION KEYWORDS	PD, PD32											
KEYWORDS	Fly, Titanio	c, Vehicle	, Mobi	le Suit	, Gro	und,	Spac	e, Charact	er, Gaelio Bauduiı	n		

					N					
M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	* *	7 9	15	3	9	3+	8-15+	15"	2+	3+
Battle Axe, a	a Boost Pack,	Titanic	Feet,	and	a Wir	e Claw.	4-7	10"	3+	4+
•			- <b>,</b>			.,	1-3	6"	4+	5+
RANGE	TYPE	S	AP	D	ABII	LITIES				
30"										
Melee										
Melee										
boost pack	k may move u	p to 2D6	3" in t	he	invul attad agai	Inerable sacks. This unst Kinetic	ave against Beam unit gains a 4+ inv shooting attacks. model may activat	and Laulnera	aser sh ble sav Vire Cla	e w to
add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attacks characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.										
	., ,				<u> </u>					
Fly, Titanio	c, Vehicle, Mo	bile Suit	, Gro	und,	Spac	e, Charact	er, Ein Dalton			
	M * Schwalbe G Battle Axe, a Iton may be Gaelio Ba RANGE 30" Melee Melee  Boost Pac boost pacl charge ph a charge.  Core Expl Mobile Su PD, PD32	M WS BS  * * *  Schwalbe Graze is a sing Battle Axe, a Boost Pack, Iton may be included in y Gaelio Bauduin in an E  RANGE TYPE  30" Assault 12  Melee Melee  Melee Melee  Boost Pack: A model e boost pack may move u charge phase, even if it a charge.  Core Explodes (p. 1)  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	M WS BS S T  * * * 7 9  Schwalbe Graze is a single mode sattle Axe, a Boost Pack, Titanic Iton may be included in your arm Gaelio Bauduin in an EB-05S.  RANGE TYPE S  30" Assault 12 6  Melee Melee +3  Melee Melee User  Boost Pack: A model equipped boost pack may move up to 2D6 charge phase, even if it has not a charge.  Core Explodes (p. 1)  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	M WS BS S T W  * * * 7 9 15  Schwalbe Graze is a single model equal sattle Axe, a Boost Pack, Titanic Feet, Iton may be included in your army. To Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP  30" Assault 12 6 -1  Melee Melee +3 -3  Melee Melee User -2  Boost Pack: A model equipped with boost pack may move up to 2D6" in the charge phase, even if it has not declarate a charge.  Core Explodes (p. 1)  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	M WS BS S T W A  * * * 7 9 15 3  Schwalbe Graze is a single model equippe Battle Axe, a Boost Pack, Titanic Feet, and Iton may be included in your army. This use Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP D  30" Assault 12 6 -1 1  Melee Melee +3 -3 6  Melee Melee User -2 2  Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.  Core Explodes (p. 1)  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	M WS BS S T W A Ld  * * * * 7 9 15 3 9  Schwalbe Graze is a single model equipped with Battle Axe, a Boost Pack, Titanic Feet, and a Wir Iton may be included in your army. This unit may a Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP D ABID 30" Assault 12 6 -1 1 -  Melee Melee +3 -3 6 -  Melee Melee User -2 2 Make Naninvul attack a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.  Wire add Core Explodes (p. 1)  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	M WS BS S T W A Ld Sv  * * * 7 9 15 3 9 3+  Schwalbe Graze is a single model equipped with a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw.  Iton may be included in your army. This unit may not be a Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP D ABILITIES  30" Assault 12 6 -1 1 -  Melee Melee +3 -3 6 -  Melee Melee User -2 2 Make 3 hit rolls  Nanolaminate invulnerable sa attacks. This is against Kinetic action and the charge phase, even if it has not declared a charge.  Wire Claw: A is add up to 6" to ability, it subtrated until the next Coprovides a 6+  Mobile Suit (p. 1)  PD, PD323, Gjallarhorn	This work is some of this mode change as it suffes shown below:  M WS BS S T W A Ld SV REMAINING W  * * * 7 9 15 3 9 3+ 8-15+  Schwalbe Graze is a single model equipped with a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw. Iton may be included in your army. This unit may not be a Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP D ABILITIES  30" Assault 12 6 -1 1 -  Melee Melee +3 -3 6 -  Melee Melee User -2 2 Make 3 hit rolls for each attack with a 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.  Wire Claw: A model may activate add up to 6" to a charge roll. If to ability, it subtracts 1 from its Attacy until the next Charge phase. The provides a 6+ Invulnerable Save	The state of this model's change as it suffers dark shown below:  M WS BS S T W A Ld SV REMAINING W M  * * * 7 9 15 3 9 3+ 8-15+ 15"  Schwalbe Graze is a single model equipped with a stattle Axe, a Boost Pack, Titanic Feet, and a Wire Claw.  Iton may be included in your army. This unit may not be reached a charge.  Saluth Axe, a Boost Pack, Titanic Feet, and a Wire Claw.  Iton may be included in your army. This unit may not be reached a charge of this model's change as it suffers dark shown below:  Melec Suit (p. 1)  Schwalbe Graze is a single model equipped with a with a boost Pack in the charge phase, even if it has not declared a charge.  Some of this model's change as it suffers dark shown below:  REMAINING W M  4-7 10"  4-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-7 10"  A-8-15+ 15"  A-7 10"  A-8-15+ 15*  A-7 10"  A-	Some of this model's characte change as it suffers damage, a shown below:  M WS BS S T W A Ld SV  * * * 7 9 15 3 9 3+ 8-15+ 15" 2+  Schwalbe Graze is a single model equipped with a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw.  Iton may be included in your army. This unit may not be Gaelio Bauduin in an EB-05S.  RANGE TYPE S AP D ABILITIES  30" Assault 12 6 -1 1 -  Melee Melee +3 -3 6 -  Melee Melee User -2 2 Make 3 hit rolls for each attack with this weap  Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser sh attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Wire Claw: A model may activate its Wire Cla add up to 6" to a charge roll. If the model use ability, it subtracts 1 from its Attacks character until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.  PD, PD323, Gjallarhorn

# 15 MCGILLIS FAREED EB-05S

### DAMAGE

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

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
McGillis Fareed 300pts	*	*	*	7	9	15	4	9	3+	8-15+	15"	2+	2+
McGillis Fareed in an EB-053					_					4-7	10"	3+	3+
1120mm Machine Gun, a Batt Only one unit with <b>McGillis F</b>		•		,				a vvii	re Claw.	1-3	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
120mm Machine Gun	30"	Assault 12	6	-1	1	-								
Battle Axe	Melee	Melee	+3	-3	6	-								
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.								
ABILITIES	boost pack	.,	to 2D6	3" in t	ne	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Wire Claw: A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.								
		., ,				F								
FACTION KEYWORDS	PD, PD323, Gjallarhorn													
KEYWORDS	Fly, Titanic	D, PD323, Gjallarhorn  ly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, McGillis Fareed												

11 POWER					-0 (A)					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 215pts	*	*	*	6	8	12	2	7	3+	7-12+	12"	4+	4+
An EB-06 Graze or EB-06	J Graze Gi	ound	Type i	sas	single	mod	el ec	uipped	d with a	4-6	9"	5+	5+
120mm Machine Gun, a E	Battle Axe,	and Ti	tanic F	eet.						1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 1	2	6	-1	1	-					
Battle Axe	Melee	M	1elee		+3	-3	6	-					
Bazooka -5	48"	Hea	ıvy 2D	6	8	-2	1	Blast					
Titanic Feet	Melee	M	1elee		User	-2	2	Make	3 hit rolls	s for each attack v	vith th	is weap	on.
WARGEAR OPTIONS	This mode This mode This mode	l may	take a	а Со	mbat	Shiel	d ( <b>P</b>	ower F	Rating +1				
	Combat S with a Cor invulnerab	nbat S	Shield				ed	invulr attac	nerable sa ks. This u	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and Lulnera	aser sl	
ABILITIES	a boost pa charge ph a charge.	ick ma	y mov	e up	to 2	D6" ir	n the		Explode	. ,			
FACTION KEYWORDS	PD, PD32	3, Gja	llarhor	'n									
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Su	it, Sp	ace,	Grou	nd					

11 POWER	$\mathbf{G}$	RA	E		-00 VE			RA	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
EB-06/J Vet 220pts	*	*	*	6	8	12	2	7	3+	7-12+	12"	3+	4+
An EB-06 Graze or EB-06	J Graze G	round	Type \	/ete	ran is	a sin	igle r	nodel		4-6	9"	4+	5+
equipped with a 120mm N	/lachine Gւ	ın, a B	Battle B	lade	e, and	Titar	nic F	eet.		1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	sault 12	2	6	-1	1	-					
Battle Axe	Melee	N	/lelee		+3	-3	6	-					
Bazooka -5	48"	Hea	avy 2D6	6	8	-2	1	Blast	i.				
Titanic Feet	Melee	N	/lelee		User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	Со	mbat	Shiel	ld (P	ower l	Rating +1				
	with a Colinvulneral	mbat S ole sav	Shield ( /e.	gain	s a 5-	+		invul attac	nerable sa ks. This ເ	Armor: This unit ave against Beam unit gains a 4+ invi shooting attacks.	and L	aser sh	_
	a boost pa charge ph	ack ma	ay mov	e up	o to 2	D6" ir	n the		Explode	,			
ABILITIES	a charge.							Mob	ile Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD32												
KEYWORDS	Titanic, Ve	ehicle,	Mobile	e Su	it, Gr	ound							

11 power		CR		K B-(		EN	IT		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
Crank Zent 225pts	*	* :	6	8	12	2	8	3+	7-12+	12"	4+	3+
Crank Zent in an EB-06 G									4-6	9"	5+	4+
Gun, a Battle Axe, and Tit your army.	anic Feet. (	Only one	of the	se unit	s may	y be	include	ed in	1-3	5"	6+	5+
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assaul	t 12	6	-1	1	-					
Battle Axe	Melee	Mele	e	+3	-3	6	-					
Bazooka -5	48"	Heavy	2D6	8	-2	1	Blast.					
Titanic Feet	Melee	Mele	e	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka. This model may take a Combat Shield ( <b>Power Rating +1</b> ). This model may take a Boost Pack ( <b>Power Rating +1</b> ).											
	Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shooti attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.											
ABU ITIEO	Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.  Mobile Suit (p. 1)											
ABILITIES	a charge.	0 Cialle:	h				IIGOIVI	e Suit (p	0. 1)			
FACTION KEYWORDS	PD, PD323, Gjallarhorn  Titanic, Vehicle, Mobile Suit, Space, Ground, Character											
KEYWORDS	ilianic, ve	micie, Mc	S ella	uit, Sp	ace, (	rouح	na, Ch	aracter				

11 POWER		E	IN		A1 3-(		O'	N		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
Ein Dalton	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	4+
Ein Dalton in an EB-06 Gr		_								4-6	9"	4+	5+
Gun, a Battle Axe, and Tit in your army.	anic Feet. (	Only o	ne un	it Witi	h Ein	Dalt	on n	nay be	eincluded	1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	ault 1	2	6	-1	1	-					
Battle Axe	Melee	M	lelee		+3	-3	6	-					
Bazooka -5	48"	Hea	avy 2D	6	8	-2	1	Blas	t.				
Titanic Feet	Melee	M	1elee		User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	a Cor	mbat	Shiel	ld (P	ower	Rating +1				
	Combat S with a Cor invulnerab	nbat S ole sav	Shield /e.	gains	s a 5-	+		invul attac	nerable sa ks. This u	Armor: This unit ave against Beam unit gains a 4+ inv shooting attacks.	and L	aser sh	
ABILITIES	a boost pacharge phacharge.	ack ma	ay mov	ve up	to 2	D6" ir	n the		Explode	.,			
FACTION KEYWORDS	PD, PD32	3 Gia	llarho	rn				IVIOD	ne ouit (p	. 1)			
KEYWORDS					it Sn	are l	Grou	nd C	haracter, E	in Dalton			
TL I HOILDO	mamo, ve	, noic,	MODII	C Cui	ıt, Op	acc,	Siou	iiu, O	i idi doloi, L				

EB-06/J Ace 230pts * * * 6 8 12 3 8 3+ 7-12+ 12" 3+ 3  An EB-06 Graze or EB-06J Graze Ground Type Ace is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.  WEAPON RANGE TYPE S AP D ABILITIES  120mm Machine Gun 30" Assault 12 6 -1 1 -  Battle Axe Melee Melee +3 -3 6 -  Bazooka 5 48" Heavy 2D6 8 -2 1 Blast.  Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon  This model may replace the 120mm Machine Gun with a Bazooka.  This model may take a Combat Shield (Power Rating +1).  WARGEAR OPTIONS  This model may take a Boost Pack (Power Rating +1).  Combat Shield 20: A model equipped with a boost pack may move up to 2D6" in the Core Explodes (p. 1)	11 POWER		G			-00 ZE			D		DAMAGE Some of this mod change as it suffe shown below:			
An EB-06 Graze or EB-06J Graze Ground Type Ace is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.  WEAPON  RANGE  TYPE  S  AP  D  ABILITIES  120mm Machine Gun  30"  Assault 12  6 -1 1 -  Battle Axe  Melee  Melee  Heavy 2D6  Bazooka  Melee  M	NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.    1-3 5" 5+ 5	EB-06/J Ace 230pts	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.    1-3 5" 5+ 5	An EB-06 Graze or EB-06	J Graze Gr	ound	Type /	Ace	is a si	ngle	mod	el equ	ipped	4-6	9"	4+	4+
120mm Machine Gun 30" Assault 12 6 -1 1 -  Battle Axe Melee Melee +3 -3 6 -  Bazooka 5 48" Heavy 2D6 8 -2 1 Blast.  Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon  This model may replace the 120mm Machine Gun with a Bazooka.  This model may take a Combat Shield (Power Rating +1).  This model may take a Boost Pack (Power Rating +1).  Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shoo attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the Core Explodes (p. 1)									•		1-3	5"	5+	5+
Battle Axe	WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka  Titanic Feet  Melee	120mm Machine Gun	30"	Ass	ault 1	2	6	-1	1	-					
Titanic Feet  Melee  Melee  User -2 2 Make 3 hit rolls for each attack with this weapon  This model may replace the 120mm Machine Gun with a Bazooka. This model may take a Combat Shield (Power Rating +1).  This model may take a Boost Pack (Power Rating +1).  Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shoo attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the  Core Explodes (p. 1)	Battle Axe	Melee	M	lelee		+3	-3	6	-					
This model may replace the 120mm Machine Gun with a Bazooka. This model may take a Combat Shield (Power Rating +1).  This model may take a Boost Pack (Power Rating +1).  Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Kinetic shooting attacks.  Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the Core Explodes (p. 1)	Bazooka -5	48"	Hea	vy 2D	6	8	-2	1	Blast					
This model may take a Combat Shield (Power Rating +1).  This model may take a Boost Pack (Power Rating +1).  Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shoo attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the Core Explodes (p. 1)	Titanic Feet	Melee	M	lelee		User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shoo attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.  Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the Core Explodes (p. 1)	WARGEAR OPTIONS	This mode	This model may take a Combat Shield ( <b>Power Rating +1</b> ).											
a boost pack may move up to 2D6" in the Core Explodes (p. 1)		with a Con invulnerab	Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save against Beam and Laser shoo attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.											
	ADII ITIES													
FACTION KEYWORDS PD, PD323, Gjallarhorn														
		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

11 POWER		GRA	El Zl				<b>D</b> R		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
EB-06R 225pts	*	*	* 6	8	12	2	7	3+	7-12+	15"	4+	4+
An EB-06R Graze Ritter is	s a single m	nodel eg	uipped	with a	120n	nm N	1achine	e Gun, a	4-6	10"	5+	5+
Knight Blade, and Titanic	-	'						•	1-3	6"	6+	6+
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assau	ılt 12	6	-1	1	-					
Knight Blade	Melee	Mel	ee	+3	-3	6	-					
Titanic Feet	Melee											on.
WARGEAR OPTIONS	This mode	el may ta	ike a B	oost Pa	ack (F	Powe	er Rati	ng +1).				
	a boost pa	This model may take a Boost Pack ( <b>Power Rating +1</b> ). <b>Boost Pack +20</b> : A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. <b>Nanolaminate Armor</b> : This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.										
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)											
FACTION KEYWORDS	PD, PD323, Gjallarhorn											
KEYWORDS	Titanic, Ve	hicle, M	obile S	uit, Gr	ound,	Spa	ce					

12 POWER		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 230pts	*	* *	6 8	12	2	7	3+	7-12+	15"	3+	4+
An EB-06R Graze Ritter V	eteran is a	single model	equippe	d wit	ha 1	20mm	1	4-6	10"	4+	5+
Machine Gun, a Knight Bla		•	- qpp-					1-3	6"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Knight Blade	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take a	Boost Pa	ack (I	Pow	er Rati	ing +1).				
	a boost pa	ack may move	up to 2	D6" ii	n the	th Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shootind attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
ABILITIES	Core Exp	lodes (p. 1)				Mobile Suit (p. 1)					
FACTION KEYWORDS	PD, PD32	PD, PD323, Gjallarhorn									

Titanic, Vehicle, Mobile Suit, Ground, Space

**KEYWORDS** 

12 POWER		CB-06I CTER						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-06RS 250pts	*	* *	6 8	12	3	8	3+	7-12+	15"	3+	3+
An EB-06RS Graze Ritter	Command	Tvpe is a sin	ale mode	el ea	uippe	ed with	n a	4-6	10"	4+	4+
120mm Machine Gun, a K				'	''			1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Knight Blade	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take a	Boost Pa	ack (I	Powe	er Rat	ing +1).				
	a boost pa charge ph a charge.	ack may move ase, even if it	up to 2l	D6" iı	n the	th <b>Nanolaminate Armor</b> : 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 Exp	lodes (p. 1)				Mob	ile Suit (p	o. 1)			

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

FACTION KEYWORDS PD, PD323, Gjallarhorn

KEYWORDS

13 POWER		CAR E	TA 1 B-06			JE		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
Carta Issue 255pts	*	* *	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 Nof this unit may be include			Blade, and	d Tita	inic F	eet. C	Only one	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
Knight Blade	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.
WARGEAR OPTIONS	This mode	el may take a	Boost Pa	ack (I	Powe	er Rat	ing +1).				
	a boost pa	ack may mov	e up to 2	Armor: This unit ave against Beam unit gains a 4+ inves shooting attacks.	and L ulnera	aser sh					
ABILITIES	Core Exp	lodes (p. 1)				Mob	ile Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD323, Gjallarhorn										
KEYWORDS	Titanic, Ve	hicle, Mobile	e Suit, Gro	ound,	, Spa	ice, Cl	haracter				

12 POWER	C	OF	RA E		C(8-0			RA	D	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	
Coral Conrad 245pts	*	*	*	6	8	12	3	9	3+	7-12+	12"	2+	3+	
Coral Conrad in an EB-06			•	•		_			• •	4-6	9"	3+	4+	
a 120mm Machine Gun, a be included in your army.	i Battle Axe	e, and	Titanic	Fee	et. Oi	nly or	ne of	this u	nit may	1-3	5"	4+	5+	
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Ass	sault 12	2	6	-1	1	-						
Battle Axe	Melee	M	/lelee		+3	-3	6	-						
Bazooka -5	48"	Hea	avy 2D	6	8	-2	1	Blast	t.					
Titanic Feet	Melee	N	/lelee		User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	а Со	mbat	Shiel	ld (P	ower l	Rating +1					
	with a Cor invulnerab	Combat Shield +20: 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 shootin attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.				
ABILITIES	Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.  Core Explodes (p. 1)  Mobile Suit (p. 1)													
FACTION KEYWORDS	a charge.	3 Cia	llarhor	'n				IVIOD	ne Suit (p	· 1)				
KEYWORDS	PD, PD323, Gjallarhorn  Titania, Vahiala, Mahila Suit, Space, Ground, Character													
KL I WORDS	manic, ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

12 POWER		OR		S S			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 235pts	*	*	*	6 8	12	3	9	3+	7-12+	12"	3+	3+
Orlis Stenja in an EB-06 G 120mm Machine Gun, a B included in your army.									4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 12	2 6	-1	1	-					
Battle Axe	Melee	M	1elee	+3	-3	6	-					
Bazooka -5	48"	48" Heavy 2D6 8 -2 1 Blast.										
Titanic Feet	Melee	M	1elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	/ith thi	s weap	on.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	Combat	Shie	ld ( <b>P</b>	ower l	Rating +1				
	Combat S with a Cor invulnerab	mbat S ole sav	Shield ( e.	gains a 5	+		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shootin attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
	Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared							-				
ABILITIES	a charge. Mobile Suit (p. 1)											
FACTION KEYWORDS	PD, PD323, Gjallarhorn											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character										

<b>25</b>			NI	)A]		<b>O</b>	N		DAMAGE			
POWER			EF	<b>8-A</b>	X	2			Some of this mo change as it suff shown below:			
NAME	М	ws	BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Ein Dalton 500pts	*	*	* (	9	24	4	9	3+	12-21+	12"	2+	4+
Ein Dalton in an EB-AX2 ( Machine Guns, Drill Kicks	, and Mass								6-11	9"	3+	5+
may be included in your a	-								1-5	4"	4+	6+
WEAPON	RANGE		YPE	S	AP	D	ABILI	TIES				
40mm Machine Gun	24"	•	d Fire 6	6	-1 -	1	-					
Drill Kicks	Melee	M	elee	User	-5	6	-					
Massive Battle Axes	Melee	М	elee	+6	-4	2D6			g with this weapo may make an ad			
Pile Bunker +30	Melee	М	elee	x2	-5	9			eapon may only b ct 1 from all hit ro			
WARGEAR OPTIONS	This unit n	nay tak	ce up to	two Pil	e Bu	nkers	(Powe	r Rating	+1 each).			
	but counts	o 0 wou it from and ea 06 mor bile Su as 20	unds, ro the batt ach unit tal wour uit - As I models	ll a D6 lefield. within 3 nds. Mobile 3	befoi On a BD6" Suit (	re a 5+ it	invuln	erable sa	• <b>Armor</b> : This uni ave against Beam	and L	aser sh	
ABILITIES	determinir marker.	ig cont	roi oi ar	i object	ive				unit gains a 4+ inv shooting attacks		bie sav	re
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, PD32	3, Gjal	larhorn									
KEYWORDS	Titanic, Ve	hicle,	Mobile S	Suit, Gi	ant M	1obile	Suit, C	Ground, C	Character, Ein Da	Iton, Ps	syker	

3 POWER			$\mathbf{N}$	10	BI			-17 WORI	KER	
NAME	М	ws	BS S	Т	W	Α	Ld	Sv		
NK-17 70pts	8"	4+	4+ 5	5	6	1	7	3+		
This unit contains 1 NK-17 (Power Rating +7). Each								`	• ,	
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES		
Anti-Personnel Cannon	12"	Rapid	Fire 4	4	-1	1	-			
Heavy Cannon	36"	Hea	vy 2	7	-1	2	-			
ABILITIES	Smoke Launchers: Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.								ing from the b	ed to 0 wounds, roll attlefield. On a 6 it take a Mortal
FACTION KEYWORDS	PD, PD323, Gjallarhorn									
KEYWORDS	Vehicle, G	Ground								

5 POWER			N						R SUPPORT WORKER
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
NK-17 Rear Support 100pts	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 ( <b>Power Rating</b>									

This unit contains 1 NK-17 Rear Support Mobile Worker. It can include 1 additional NK-17 Rear Support (**Power Rating +5**) or 2 additional NK-17 Rear Supports (**Power Rating +10**). 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 4	4	-1	1	-						
Missile Launcher	72"	72" Heavy D6 8 -2 2 Blast.										
ABILITIES	•	<b>Explodes</b> : 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	D, PD323, Gjallarhorn										
KEYWORDS	Vehicle, G	Vehicle, Ground										