

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.



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POWER

HEERO YUY

XXXG-00W0


DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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-00W0 Wing Zero Gundam is a single model equipped with Beam Sabers, two Buster Rifles, a Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Heero Yuy or may be taken for your army. Only one unit with Wing Gundam Zero may be taken for your army.										5-9	15-21"	3+	3+	
										1-4	15"	4+	4+	
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	When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Weapon.													
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	-								

----- 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	-								
Combat Shield: A model with a combat shield has a 5+ invulnerable save.														
Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly , Hard to Hit , Airborne , and Supersonic . Additionally, its Movement characteristic becomes 15".														
Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.														
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.														
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 .														
ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1)														
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.														
PSYKER														

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

<div></div> <div>16</div> <div>POWER</div> <div>DUO MAXWELL</div> <div>XXXG-01D</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	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-01D Gundam Deathscythe is a single model equipped with a Beam Scythe, a Buster Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Duo Maxwell may be taken for your army.											5-9	10"	3+	4+
											1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Scythe	Melee	Melee		Sx2	-4	6	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.							
Buster Shield	36"	Grenade 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Once fired, the Buster Shield is lost for the rest of the battle. This is a Beam weapon.							
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 2D3		6	0	1	-							
		Buster Shield: A model with a Buster Shield has a 5+ invulnerable save.					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 .							
		Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.					Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS		AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Character, Duo Maxwell, Gundam												



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POWER


DUO MAXWELL

XXXG-01D2

DAMAGE

Some of this model's characteristics change as it suffers damage, as 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-01D2 Gundam Deathscythe Hell is a single model equipped with a Buster Shield, Titanic Feet, a Twin Beam Scythe, and Twin Link 60mm Vulcans. Only one unit with Duo Maxwell may be taken for your army.										5-9	10"	3+	4+	
										1-4	6"	4+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Buster Shield	36"	Grenade 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Once fired, the Buster Shield is lost for the rest of the battle. This is a Beam weapon.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
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 targets that can Fly .							
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 . Buster Shield: A model with a Buster Shield has a 6+ invulnerable save. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.										Active Cloak: At the beginning of the game and at the beginning of each of your movement phases, the cloak can be engaged or disengaged. When engaged, the Active Cloak provides a 4+ invulnerable save and a 3+ invulnerable save against Energy weapons. Additionally, all enemies must pass a Ld test to target the invisible Gundam. However, when the Active Cloak is engaged, this unit may not attack or use any weapons at all.				
										Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).				
										Mobile Suit (p. 1); Core Explodes (p. 1)				
ABILITIES														
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly													

<div> <div>25</div> <div>POWER</div></div> <div>TROWA BARTON</div> <div>XXXG-01H</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																		
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Trowa Barton</td><td>495pts</td><td>*</td><td>*</td><td>*</td><td>7</td><td>8</td><td>18</td><td>2</td><td>9</td><td>2+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	Trowa Barton	495pts	*	*	*	7	8	18	2	9	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>10-18+</td><td>10"</td><td>4+</td><td>2+</td></tr><tr><td>5-9</td><td>7"</td><td>5+</td><td>3+</td></tr><tr><td>1-4</td><td>4"</td><td>6+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	10-18+	10"	4+	2+	5-9	7"	5+	3+	1-4	4"	6+	4+																										
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<div>Trowa Barton in the XXXG-01H Gundam Heavyarms is a single model equipped with a Beam Gatling Gun, a Folding Knife, two Missile Launchers, a Small Shield, two Three Shot Missile Launchers, Titanic Feet, a Twin Heavy Gatling Cannon, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Trowa Barton may be taken for your army.</div>																																																																													
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Gatling Gun</td><td>36"</td><td>Heavy 2D3</td><td>8</td><td>-2</td><td>2</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Folding Knife</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Missile Launcher</td><td>72"</td><td>Heavy D6</td><td>8</td><td>-2</td><td>2</td><td>Blast.</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D6</td><td>6</td><td>-1</td><td>1</td><td>Blast.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Heavy Gatling</td><td>30"</td><td>Heavy 2D6</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all hit rolls against targets that can Fly.</td></tr><tr><td>Twin Machine Cannon</td><td>18"</td><td>Rapid Fire 6</td><td>6</td><td>0</td><td>1</td><td>-</td></tr></table>															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	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																																							
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<div><div><div><div><div></div><div>Small Shield: A model with a Small Shield has a 6+ invulnerable save.</div></div><div><div></div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div></div><div><div></div><div>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 the hit roll as if firing an Assault weapon.</div></div></div><div><div>ABILITIES</div><div>Mobile Suit (p. 1); Core Explodes (p. 1)</div></div></div>																																																																													
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POWER

TROWA BARTON

XXXG-01H2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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-01H2 Gundam Heavyarms Custom is a single model equipped with a Folding Knife, two Missile Launchers, a Small Shield, two Three Shot Missile Launchers, Titanic Feet, a Twin Beam Gatling Gun, a Twin Heavy Gatling Cannon, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Trowa Barton may be taken for your army.										5-9	7"	5+	3+	
										1-4	4"	6+	4+	
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	-							
						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 the hit roll as if firing an Assault weapon.								
						Mobile Suit (p. 1); Core Explodes (p. 1)								
ABILITIES		Small Shield: A model with a Small Shield has a 6+ invulnerable save. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.												
FACTION KEYWORDS		AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam												



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POWER

QUATRE RABERBA WINNER XXXG-01SR

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quatre Raberba Winner <div>300pts</div>	*	*	*	9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in the XXXG-01SR Gundam Sandrock is a single model equipped with a Flash Shield, Heat Shotels, two Homing Missiles, Titanic Feet, Twin Anti Ship Swords, and Twin Link 60mm Vulcans. Only one unit with Quatre Raberba Winner may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Flash Shield	12"	Grenade D6	*	*	*	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 that unit until the end of the turn.							
Heat Shotels	When attacking with this weapon, choose one of the two modes below. When attacking with either mode, you must subtract 1 from the Hit roll.												
Cross Crusher	Melee	Melee	Sx2	-4	9	If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.							
Twin Anti Ship Swords	Melee	Melee	Sx2	-4	6	When attacking with these weapons, you may make an additional attack with them in the Fight phase.							
Homing Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.							
Titanic Feet	Melee	Melee	User	-2	D3	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 .							
						Flash Shield: A model with a Flash Shield has a 5+ invulnerable save.							
ABILITIES						Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Mobile Suit (p. 1); Core Explodes (p. 1)							
FACTION KEYWORDS						AC, AC195, Gundam Allies, Gundam Pilots							
KEYWORDS						Titanic, Vehicle, Mobile Suit, Ground, Character, Quatre Raberba Winner, Gundam							



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POWER

QUATRE RABERBA WINNER

XXXG-01SR2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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 the XXXG-01SR2 Gundam Sandrock Custom is a single model equipped with a Beam Machine Gun, a Flash Shield, two Homing Missiles, Titanic Feet, Twin Anti Ship Swords, and Twin Link 60mm Vulcans. Only one unit with Quatre Raberba Winner may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Flash Shield	12"		Grenade D6		*	*	*	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 that unit until the end of the turn.					
Heat Shotels	When attacking with this weapon, choose one of the two modes below. When attacking with either mode, you must subtract 1 from the Hit roll.												
Cross Crusher	Melee		Melee		Sx2	-4	9	If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.					
Twin Anti Ship Swords	Melee		Melee		Sx2	-4	6	When attacking with these weapons, you may make an additional attack with them in the Fight phase.					
Homing Missile	48"		Heavy 1		8	-2	D6	Each of this weapon may only be fired once per battle.					
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 .					
ABILITIES	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.							Flash Shield: A model with a Flash Shield has a 5+ invulnerable save.					
	Mobile Suit (p. 1); Core Explodes (p. 1)												
PSYKER	Half 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 only attempt to manifest the following power:												
	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.												
	Note - Half Zero System models do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Raberba Winner, Gundam, Psyker, Zero System												



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POWER

CHANG WUFEI

XXXG-01S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Chang Wufei	345pts	*	*	*	8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXG-01S Shenlong Gundam is a single model equipped with a Beam Glaive, a Dragon Claw, Shenlong Shield, Titanic Feet, Twin Heavy Flamer, and Twin Link 60mm Vulcans. Only one unit with Chang Wufei may be taken for your army.										5-9	9"	3+	4+	
										1-4	6"	4+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Glaive	Melee	Melee		Sx2	-2	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Dragon Claw	Melee	Melee		+3	-3	3	-							
Shenlong Shield	12"	Assault D6		7	-2	2	Once thrown, the Shenlong Shield may not be used for the rest of the battle.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Heavy Flamer	12"	Heavy 2D6		5	-1	1	This weapon automatically hits its target.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .							
ABILITIES	Dragon Claw: When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduce this unit's Attack value by 1 for the following Fight phase. Mobile Suit (p. 1); Core Explodes (p. 1)						Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.							
							Shenlong Shield: A model with a Shenlong Shield has a 5+ invulnerable save.							
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Character, Chang Wufei, Gundam													



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POWER

CHANG WUFEI

XXXG-01S2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Chang Wufei	460pts	*	*	*	8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXG-01S2 Altron Gundam is a single model equipped with an Altron Shield, Dragon Claws, Stinger Tail, Titanic Feet, a Twin Beam Trident, two Twin Heavy Flamers, and Twin Link 60mm Vulcans. Only one unit with Chang Wufei may be taken for your army.											5-9	9"	3+	4+
											1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Altron Shield	12"	Assault D6		7	-2	2	Once thrown, the Altron Shield may not be used for the rest of the battle.							
Dragon Claws	Melee	Melee		+3	-3	3	-							
Stinger Tail	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Trident	Melee	Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Twin Heavy Flamer	12"	Heavy 2D6		5	-1	1	This weapon automatically hits its target.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .							
ABILITIES	Dragon Claw: When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduce this unit's Attack value by 1 for the following Fight phase. Mobile Suit (p. 1); Core Explodes (p. 1)						Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.							
							Altron Shield: A model with an Altron Shield has a 5+ invulnerable save.							
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam													



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POWER

HEERO YUY


XXXG-01W

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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-01W Wing Gundam is a single model equipped with Beam Sabers, a Buster Rifle, Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Heero Yuy may be taken for your army. Only one unit with Wing Gundam may be taken for your army.										5-9	15-21"	3+	3+
										1-4	15"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, 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 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	D3	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 2D3	6	0	1	-							
<div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 15".</div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div> <div><div>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.</div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>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.</div></div>													
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Character, Heero Yuy, Wing Gundam, Gundam, Fly												

<div><div><div><div></div></div><div>7</div></div><div>POWER</div></div> <div>WMS-03</div> <div>MAGANAC</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME		M	WS	BS	S	T	W	A	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 model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	5+
											1-3	5"	6+	6+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
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	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle	+45	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Titanic Feet		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).												
WARGEAR OPTIONS		This model may replace its Combat Shield with a 120mm Machine Gun.												
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
FACTION KEYWORDS		AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												

<div><div></div><div>8 POWER</div></div> <div>WMS-03 MAGANAC VETERAN</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>														
NAME											M	WS	BS	S	T	W	A	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 single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.															4-6	9"	4+	4+							
															1-3	5"	5+	5+							
WEAPON											RANGE		TYPE		S	AP	D	ABILITIES							
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	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Rifle											+45	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk												Melee	Melee		+3	-3	6	-							
Titanic Feet												Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS											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).														
ABILITIES											This model may replace its Combat Shield with a 120mm Machine Gun.														
											Combat Shield: A model with a combat shield has a 5+ invulnerable save.														
FACTION KEYWORDS											AC, AC195, Gundam Allies, Maganac Corps														
KEYWORDS											Titanic, Vehicle, Mobile Suit, Space, Ground														



8
POWER

ABDUL WMS-03 ABC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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 Maganac Abdul Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
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	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heat Hawk	Melee		Melee		+3	-3	6	-						
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.						
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, AC195, Gundam Allies, Maganac Corps													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													




8
POWER

AHMAD WMS-03 AHC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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 Maganac Ahmad Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
175mm Cannon	+25	Heavy 1		8	-3	2D6								
Beam Rifle	+45	Heavy 3		8	-3	4	Make 3 hit rolls for each attack with this weapon.							
Heat Hawk	Melee	Melee		+3	-3	6								
Titanic Feet	Melee	Melee		User	-2	2	Add 1 to all hit rolls against targets that can Fly.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2								
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, Vehicle, Mobile Suit, Space, Ground, Character													

<div></div> <div>9</div> <div>POWER</div> <div>AUDA</div> <div>WMS-03 AUC</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	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 Maganac Auda Custom is a single model equipped with a 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.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 6		6	-1	1	-							
Beam Rifle	+45 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
							When attacking with this weapon, you must subtract 1 from the Hit roll. 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.							
Heavy Claw	Melee	Melee		Sx2	-4	6								
Titanic Feet	Melee	Melee		User	-2	D3	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 .							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (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, AC195, Gundam Allies, Maganac Corps													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													



9
POWER

WMS-03 MAGANAC ACE

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	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 equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	3+	4+			
											1-3	5"	4+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
120mm Machine Gun		+10	30"	Assault 12		6	-1	1	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
175mm Cannon		-5	48"	Heavy 1		8	-3	2D6									
Beam Sabers		+25	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Rifle		+45	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Heat Hawk			Melee	Melee		+3	-3	6	-								
Titanic Feet			Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS		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).															
ABILITIES		This model may replace its Combat Shield with a 120mm Machine Gun.															
		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, Vehicle, Mobile Suit, Space, Ground, Character															




9
POWER

RASHID KURAMA WMS-03 RKC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Rashid Kurama	175pts	*	*	*	7	8	12	3	8	3+	7-12+	12"	3+	3+
Rashid Kurama in a WMS-03 RKC Maganac Rashid Kurama Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Beam Rifle	+45 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
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 .							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (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, AC195, Gundam Allies, Maganac Corps													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													

<div><div>10 POWER</div><div>WMS-04 OLIFANT</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>WMS-04</td><td>200pts</td><td>*</td><td>6+</td><td>*</td><td>7</td><td>*</td><td>12</td><td>1</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	WMS-04	200pts	*	6+	*	7	*	12	1	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>BS</th><th>T</th></tr><tr><td>7-12+</td><td>15"</td><td>4+</td><td>7</td></tr><tr><td>4-6</td><td>10"</td><td>5+</td><td>6</td></tr><tr><td>1-3</td><td>6"</td><td>6+</td><td>5</td></tr></table>				REMAINING W	M	BS	T	7-12+	15"	4+	7	4-6	10"	5+	6	1-3	6"	6+	5
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
WMS-04	200pts	*	6+	*	7	*	12	1	7	3+																																									
REMAINING W	M	BS	T																																																
7-12+	15"	4+	7																																																
4-6	10"	5+	6																																																
1-3	6"	6+	5																																																
A WMS-04 is a single model equipped with a 75mm Gatling Gun and a Mega Particle Cannon.																																																			
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>75mm Gatling Gun</td><td>30"</td><td>Assault 12</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Mega Particle Cannon</td><td>48"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	75mm Gatling Gun	30"	Assault 12	7	-1	1	-	Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																													
75mm Gatling Gun	30"	Assault 12	7	-1	1	-																																													
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																													
<div><div></div><div><div>Mobile Tank: Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. 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 the hit roll as if firing an Assault weapon. Models in this unit only gain 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.</div><div>Core Explodes (p. 1)</div></div></div>																																																			
<table><tr><td>ABILITIES</td><td colspan="10"></td></tr><tr><td>FACTION KEYWORDS</td><td colspan="10">AC, AC195, Gundam Allies, Maganac Corps</td></tr><tr><td>KEYWORDS</td><td colspan="10">Titanic, Vehicle, Mobile Suit, Space, Ground, Fly</td></tr></table>											ABILITIES											FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps										KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly																	
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FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps																																																		
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly																																																		



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POWER

HEERO YUY

OZ-13MS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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-13MS Gundam Epyon is a single model equipped with a Beam Anti-Ship Sword, a Combat Shield, two Claws, a Heat Rod, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Heero Yuy may be taken for your army. Only one unit with Epyon may be taken for your army.											5-9	9"	3+	3+
											1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Anti-Ship Sword	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.								
Claws	Melee	Melee	+3	-3	3	When attacking, you may make an additional attack with this weapon.								
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.													
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.								
--- Heat Mode	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
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 .								
<div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of any of your movement phases. When transformed, it loses Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 12".</div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div> <div>Heat Rod: When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduce this unit's Attack value by 1 for the following Fight phase.</div> <div>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.</div> <div>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.</div>														
ABILITIES						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, AC195, Gundam Allies, Sanc Kingdom								
KEYWORDS						Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Epyon, Gundam, Fly								



10

POWER

OZ-12SMS TAURUS

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	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 single model equipped with a Beam Rifle and Titanic Feet.											4-6	15-21"	5+	4+
											1-3	15"	6+	5+

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle		36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Laser Gun	-20	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable save from Beam Shield 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	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (**Power Rating -1**).

<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>		<p>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.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>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.</p>
ABILITIES		

FACTION KEYWORDS AC, AC195, Gundam Allies, Sanc Kingdom

KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground



13

POWER

LUCREZIA NOIN

SK-12SMS

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	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-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with Lucrezia Noin may be taken for your army.											4-6	15-21"	4+	3+			
											1-3	15"	5+	4+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
Beam Rifle		36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Laser Gun		-20	24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield 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 for each attack with this weapon.								
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).															
		<div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 12".</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div> <div>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.</div> <div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div> <div>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.</div>															
ABILITIES																	
FACTION KEYWORDS		AC, AC195, Gundam Allies, Sanc Kingdom															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lucrezia Noin															



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POWER

QUATRE RABERBA WINNER

SK-12SMS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quatre Raberba Winner <div>260pts</div>	*	*	*	8	7	15	4	9	3+	7-12+	15-30"	2+	3+
Quatre Raberba Winner in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one unit with Quatre Raberba Winner may be taken for your army.	4-6	15-21"	3+	4+									
	1-3	15"	4+	5+									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Laser Gun	<div>-20</div> 24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.						
Mega Particle Cannon	<div>+10</div> 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 for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).												
<div><div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 12".</div><div>Mobile Suit (p. 1)</div></div><div><div>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.</div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>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.</div></div></div>													
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Quatre Raberba Winner												



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POWER

ZECHS MERQUISE

XXXG-00W0

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	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 XXXG-00W0 Wing Zero Gundam is a single model equipped with Beam Sabers, two Buster Rifles, a Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Zechs Merquise may be taken for your army. Only one unit with Wing Gundam Zero may be taken for your army.										5-9	15-21"	3+	3+
										1-4	15"	4+	4+
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	When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, 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	-							
<div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 15".</div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div> <div>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.</div> <div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div> <div>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.</div>													
ABILITIES	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, AC195, Gundam Allies, Sanc Kingdom
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Zechs Merquise, Wing Gundam, Gundam, Fly