

ZAFT CE 73 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Zodiac Alliance of Freedom Treaty (ZAFT) miniatures from CE 73. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several ZAFT units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **CE**, **CE73**, **ZAFT**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE73** as the year the unit was deployed, and **ZAFT** as the ZAFT Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

ZAFT (CE 73) detachments may include any non-**Character** unit from previous ZAFT related indices in their army selection.

ABILITIES

The following abilities are common to several ZAFT 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.

Mobile Tank

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. 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.

Wizard Pack System

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

Core Explodes

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

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows:

Weapons with *dark lance*, *flamer*, *fusion*, *gauss*, *grav*, *melta*, *phase*, *star*, *tesla*, or *vortex* as part of the name 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**

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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



7
POWER

TMF/A-802W2 BUCUE HOUND

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
TMF/A-802W2	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A TMF/A-802W2 is a single model equipped with Titanic Feet and a Twin Beam Saber.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
							Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3							
WARGEAR OPTIONS	This model may take a Wizard Pack.												
		Leap: This model may charge and attack units that can Fly, even though this model does not.					High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Feet, Twin Beam Saber, and Hit and Run , and it's Movement characteristic doubles.						
		Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).											
ABILITIES	Core Explodes (p. 1)					Mobile Tank (p. 1)							
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground, Wizard Pack System												





4

POWER


YFX-M56 CORE SPLENDOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
YFX-M56	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single YFX-M56 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. Only one model with ZGMF-X56S may be taken for your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Missile Launchers	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
ABILITIES	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 .						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 15" until the end of the phase - do not roll any dice.		
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
Core Explosion (p. 1)									
FACTION KEYWORDS	CE, CE73, ZAFT								
KEYWORDS	Fly, Vehicle, Space, Ground, ZGMF-X56S								

<div> 17 POWER</div> <div>ZGMF-601R GUAIZ R</div>										DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:																																									
<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>ZGMF-601R</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>15</td><td>2</td><td>8</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	ZGMF-601R	*	*	*	8	7	15	2	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>15"</td><td>3+</td><td>3+</td></tr><tr><td>4-7</td><td>11"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>6"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	8-15+	15"	3+	3+	4-7	11"	4+	4+	1-3	6"	5+	5+		
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
ZGMF-601R	*	*	*	8	7	15	2	8	3+																																										
REMAINING W	M	WS	BS																																																
8-15+	15"	3+	3+																																																
4-7	11"	4+	4+																																																
1-3	6"	5+	5+																																																
A ZGMF-601R is a single model equipped with Beam Claws, a Beam Rifle, a Combat Shield, two Railguns, Titanic Feet, and Twin Link CIWS.																																																			
<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 Claws</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Rifle</td><td>36"</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><tr><td>Railgun</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>2D3</td><td>-</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link CIWS</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all to hit rolls against targets that can Fly.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Claws	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Railgun	48"	Heavy 1	8	-3	2D3	-	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.	Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																													
Beam Claws	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																													
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																													
Railgun	48"	Heavy 1	8	-3	2D3	-																																													
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																													
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .																																													
<table><tr><td rowspan="2">ABILITIES</td><td colspan="5">Core Explodes (p. 1) Mobile Suit (p. 1)</td><td rowspan="2">Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.</td></tr><tr><td colspan="7"></td></tr></table>										ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)					Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.																																			
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)					Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.																																													
FACTION KEYWORDS CE, CE73, ZAFT																																																			
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground																																																			

<div>17 POWER</div> <div>ZGMF-601R GUAIZ R ACE</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
ZGMF-601R Ace	*	*	*	8	7	15	3	8	3+	8-15+	15"	2+	3+
A ZGMF-601R Ace is a single model equipped with Beam Claws, a Beam Rifle, a Combat Shield, two Railguns, Titanic Feet, and Twin Link CIWS.										4-7	11"	3+	4+
										1-3	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Claws	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Railgun	48"	Heavy 1		8	-3	2D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												

<div><div><div><div></div></div><div>7</div></div><div>POWER</div></div> <div>ZGMF-1000</div> <div>ZAKU</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
ZGMF-1000	*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1000 is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet.										4-6	11"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
---	Cracker	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
---	Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---	Krak	6"	Grenade 1		6	-1	D3	-					
---	Melta	4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.					
---	Smoke	-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.					
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System.												

<div> 8 POWER</div> <div>DEARKA ELSMAN ZGMF-1000</div>										DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:																																							
<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>Dearka Elsman</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>8</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	Dearka Elsman	*	*	*	7	7	12	2	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>15"</td><td>4+</td><td>3+</td></tr><tr><td>4-6</td><td>11"</td><td>5+</td><td>4+</td></tr><tr><td>1-3</td><td>6"</td><td>6+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	15"	4+	3+	4-6	11"	5+	4+	1-3	6"	6+	5+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
Dearka Elsman	*	*	*	7	7	12	2	8	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	15"	4+	3+																																														
4-6	11"	5+	4+																																														
1-3	6"	6+	5+																																														
Dearka Elsman in a ZGMF-1000 ZAKU is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet. Only one model with Dearka Elsman can be chosen for your army.																																																	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																								
Bazooka		48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.																																								
Beam Tomahawk		Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																								
Grenades		When attacking with this weapon, choose one of the profiles listed below.																																															
--- Cracker		12"		Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.																																								
--- Frag		6"		Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.																																								
--- Krak		6"		Grenade 1		6	-1	D3	-																																								
--- Melta		4"		Grenade 1		8	-4	D6	You may only use this profile once per battle.																																								
--- Smoke		-		Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.																																								
Heavy Beam Rifle		36"		Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.																																															
ABILITIES		Core Explodes (p. 1) Mobile Suit (p. 1)							Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.																																								
FACTION KEYWORDS		CE, CE73, ZAFT																																															
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Dearka Elsman																																															



8
POWER

ZGMF-1000 ZAKU VETERAN

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
ZGMF-1000 Veteran	*	*	*	7	7	12	2	8	3+	7-12+	15"	3+	3+
A ZGMF-1000 Veteran is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet.										4-6	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
--- Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
--- Krak	6"	Grenade 1	6	-1	D3	-							
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.							
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.							
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System.												



8

POWER

LUNAMARIA HAWKE

ZGMF-1000

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
Lunamaria Hawke	*	*	*	7	7	12	2	8	3+	7-12+	15"	3+	4+
Lunamaria Hawke in a ZGMF-1000 ZAKU is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades,and Titanic Feet. Only one model with Lunamaria Hawke can be chosen for your army.										4-6	11"	4+	5+
										1-3	6"	5+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
---	Cracker	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
---	Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---	Krak	6"	Grenade 1		6	-1	D3	-					
---	Melta	4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.					
---	Smoke	-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.					
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)							Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.					
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Lunamaria Hawke												



9
POWER

ALEX DINO ZGMF-1000

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
Alex Dino	*	*	*	7	7	12	5	9	3+	7-12+	15"	2+	2+
Alex Dino in a ZGMF-1000 is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet. Only one of this model may be taken for your army. This model may not be taken in the same army as Athrun Zala .										4-6	11"	3+	3+
										1-3	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
---	Cracker	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
---	Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---	Krak	6"	Grenade 1		6	-1	D3	-					
---	Melta	4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.					
---	Smoke	-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.					
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Character												



8

POWER

SHIHO HAHNENFUSS

ZGMF-1000

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
Shiho Hahnenfuss	*	*	*	7	7	12	3	8	3+	7-12+	15"	3+	3+
Shiho Hahnenfuss in a ZGMF-1000 ZAKU is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet. Only one model with Shiho Hahnenfuss can be chosen for your army.										4-6	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
---	Cracker	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
---	Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---	Krak	6"	Grenade 1		6	-1	D3	-					
---	Melta	4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.					
---	Smoke	-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.					
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Shiho Hahnenfuss												



9
POWER

ZGMF-1001 ZAKU PHANTOM

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
ZGMF-1001	*	*	*	7	7	15	2	8	3+	8-15+	15"	3+	3+
A ZGMF-1001 ZAKU Phantom is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet.										4-7	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
--- Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
--- Krak	6"	Grenade 1	6	-1	D3	-							
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.							
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.							
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System												



9

POWER

ZGMF-1001 ZAKU PHANTOM 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
ZGMF-1001 Ace	*	*	*	7	7	15	3	8	3+	8-15+	15"	3+	3+
A ZGMF-1001 ZAKU Phantom Ace is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet.										4-7	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
--- Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
--- Krak	6"	Grenade 1	6	-1	D3	-							
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.							
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.							
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System												



10

POWER

REY ZA BURREL

ZGMF-1001

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
Rey Za Burrel	*	*	*	7	7	15	5	9	3+	8-15+	15"	2+	2+
Rey Za Burrel in a ZGMF-1001 ZAKU Phantom is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet. Only one model with Rey Za Burrel may be taken for your army.										4-7	11"	3+	3+
										1-3	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Beam Tomahawk	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
--- Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
--- Krak	6"	Grenade 1	6	-1	D3	-							
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.							
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.							
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)					Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.							
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Character, Rey Za Burrel												



9
POWER

YZAK JOULE ZGMF-1001

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
Yzak Joule	*	*	*	7	7	15	4	9	3+	8-15+	15"	2+	3+
Yzak Joule in a ZGMF-1001 ZAKU Phantom is a single model equipped with a Beam Tomahawk, a Combat Shield, Grenades, and Titanic Feet. Only one model with Yzak Joule may be taken for your army.										4-7	11"	3+	4+
										1-3	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Tomahawk	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	When attacking with this weapon, choose one of the profiles listed below.												
---	Cracker	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
---	Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---	Krak	6"	Grenade 1		6	-1	D3	-					
---	Melta	4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.					
---	Smoke	-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.					
Heavy Beam Rifle	36"	Assault 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 take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.												
ABILITIES	Core Explodes (p. 1) Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Character, Yzak Joule												



17

POWER


ZGMF-2000

GOUF

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
ZGMF-2000	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	3+
A ZGMF-2000 GOUF is a single model equipped with Beam Sabers, a Combat Shield, two Four Barrelled Beam Guns, a Heat Rod, and Titanic Feet.										4-7	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
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.						
Four Barrelled Beam Gun	12"	Pistol 4		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Rod	Melee	Melee		+1	-3	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase. This weapon adds 2" to the result of any Charge roll.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save. Mobile Suit (p. 1)						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1)						
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Fly												

<div><div><div>17 POWER</div></div><div>HEINE WESTENFLUSS ZGMF-2000</div></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
Heine Westenfluss	*	*	*	8	7	15	4	9	3+	8-15+	15"	2+	3+
Heine Westenfluss in a ZGMF-2000 GOUF Ignited is a single model equipped with Beam Sabers, a Combat Shield, two Four Barrelled Beam Guns, a Heat Rod, and Titanic Feet. Only one model of this type may be included in your army.										4-7	11"	3+	4+
										1-3	6"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
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.					
Four Barrelled Beam Gun	12"		Pistol 4		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
								Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase. This weapon adds 2" to the result of any Charge roll.					
Heat Rod	Melee		Melee		+1	-3	D3	This weapon adds 2" to the result of any Charge roll.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save. Mobile Suit (p. 1)							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1)					
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Character												



27
POWER

ATHRUN ZALA ZGMF-X23S

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
Athrun Zala	*	*	*	8	7	18	5	9	3+	10-18+	12"	2+	2+
Athrun Zala in the ZGMF-X23S Saviour Gundam is a single model equipped with two Beam Cannons, a Beam Rifle, Beam Sabers, a Combat Shield, two Plasma Cannons, Titanic Feet, and Twin Link CIWS. Only one model with Athrun Zala may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	S+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Plasma 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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

PSYKER	SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know <i>Smite</i> , and do not damage other models from Perils of the Warp.
---------------	---

<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.</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>	<p>Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.</p> <p>Mobile Armor Transformation: This unit may transform into a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic doubles. It may not use Beam Sabers or Titanic Feet while transformed.</p> <p>Variable Phase Shift A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p>
---	---

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

FACTION KEYWORDS	CE, CE73, ZAFT
-------------------------	----------------

KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Athrun Zala, Fly, Space, Ground
-----------------	--



40
POWER

SHINN ASUKA ZGMF-X42S

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
Shinn Asuka	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Shinn Asuka in the ZGMF-X42S Destiny Gundam is a single model equipped with a Beam Anti-Ship Sword, two Beam Boomerangs, a Beam Launcher, Beam Shields, a Heavy Beam Rifle, two Small Beam Guns, a Titanic Feet, and Twin Link CIWS. Only one model with Shinn Asuka may be taken for your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti-Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

ABILITIES	Deuterium Engine: This model may attempt to manifest the psyker power <i>Three Times Faster</i> during each friendly psychic phase in addition to another psychic power.	Berserker: This model may reroll it's Charge distance rolls.
	Beam Shields: A model with beam shields has a 4+ invulnerable save.	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
	Core Explodes (p. 1)	Neutron Jammer Cancellation Phase Shift: A model equipped with a Neutron Jammer Cancellation Phase Shift system always has 3+ invulnerable save against Kinetic attacks.
	Mobile Suit (p. 1)	

PSYKER	SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.
---------------	---

FACTION KEYWORDS	CE, CE73, ZAFT
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Shinn Asuka, Gundam, Fly, Space, Ground

<div></div> <div>11</div> <div>LUNAMARIA HAWKE</div> <div>ZGMF-X56S</div> <div>POWER</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				
Lunamaria Hawke										*	*	*	8	7	18	3	8	3+	10-18+				12"	3+	3+				
Lunamaria Hawke in the ZGMF-X56S Impulse Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only model with Lunamaria Hawke may be taken for your army. Only one model with ZGMF-X56S may be taken for your army.														5-9				9"				4+				4+			
														1-4				5"				5+				5+			
WEAPON										RANGE			TYPE			S	AP	D	ABILITIES										
Armor Schneider										Melee			Melee			+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.										
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.										
Titanic Feet										Melee			Melee			User	-2	D3	Make 3 hit rolls for each attack with this weapon.										
Twin Link CIWS										12"			Rapid Fire 2			4	0	2	Add 1 to all to hit rolls against targets that can Fly .										
WARGEAR OPTIONS										This unit may take a Silhouette Pack.																			
										This unit may take a Combat Shield (Power Rating +1).																			
										This unit may take a Beam Rifle (Power Rating +4).																			
ABILITIES										Core Splendor: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Splendor and continue fighting. The pilot now uses the YFX-M56 Core Splendor unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Splendor model is considered part of the original unit.																			
										Combat Shield: A model with a combat shield has a 5+ invulnerable save.																			
										Core Explodes (p. 1)																			
FACTION KEYWORDS										Mobile Suit (p. 1)																			
										CE, CE73, ZAFT																			
KEYWORDS										Titanic, Character, Vehicle, Mobile Suit, Silhouette Pack System, Gundam, Space, Ground, Lunamaria Hawke, ZGMF-X56S																			



12
POWER

SHINN ASUKA ZGMF-X56S

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
Shinn Asuka	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Shinn Asuka in the ZGMF-X56S Impulse Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only model with Shinn Asuka may be taken for your army. Only one model with ZGMF-X56S may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Armor Schneider	Melee	Melee		+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.						
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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This unit may take a Silhouette Pack.												
	This unit may take a Combat Shield (Power Rating +1).												
ABILITIES	This unit may take a Beam Rifle (Power Rating +4).												
	<div><div><p>Core Splendor: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Splendor and continue fighting. The pilot now uses the YFX-M56 Core Splendor unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Splendor model is considered part of the original unit.</p><p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p><p>Core Explodes (p. 1)</p><p>Mobile Suit (p. 1)</p></div><div><p>Silhouette Pack System: Models that have the Silhouette Pack System can take as optional equipment a Silhouette Pack model. The Silhouette Pack is considered part of the model that takes it. The Silhouette Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.</p><p>Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p></div></div>												
PSYKER	SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	CE, CE73, ZAFT												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Silhouette Pack System, Psyker, SEED Factor, Gundam, Space, Ground, Shinn Asuka, ZGMF-X56S												



57
POWER

REY ZA BURREL ZGMF-X666S

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
Rey Za Burrel	*	*	*	8	8	18	5	9	3+	10-18+	12"	2+	2+
Large DRAGOON Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	3+	3+
Small DRAGOON Pod	12"	6+	4+	5	5	1	1	6	4+	1-4	5"	4+	4+

Rey Za Burrel in the ZGMF-X666S Legend Gundam is a single model equipped with a Beam Rifle, Beam Sabers, Beam Shields, Titanic Feet, and Twin Link CIWS. This model also has two Large DRAGOON pods equipped with a Beam Machine Gun each, and eight Small DRAGOON pods equipped with a Small Beam Gun each. Only one model with **Rey Za Burrel** may be taken for your army.

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+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Small Beam Gun	12"	Pistol 2	8	-3	2	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.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Beam Shields: A model with beam shields has a 4+ invulnerable save.

DRAGOON: When a model with DRAGOONS is set up, any accompanying DRAGOONS are attached, and are treated as being embarked. While the DRAGOONS remain attached, this model is considered to be equipped with the weapons of all of the DRAGOONS.

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

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

Saviour Protocols: If a **DRAGOON** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **DRAGOON** unit instead of the target unit. If you do, that **DRAGOON** unit suffers a mortal wound instead of the normal damage.

Deuterium Engine: This model may attempt to manifest the psyker power *Three Times Faster* during each friendly psychic phase. This model does not otherwise count as a psyker.

Neutron Jammer Cancellor Phase Shift: A model equipped with a Neutron Jammer Cancellor Phase Shift system always has 3+ invulnerable save against **Kinetic** attacks.

ABILITIES

FACTION KEYWORDS CE, CE73, ZAFT

KEYWORDS (ZGMF-X666S)

Titanic, Character, Vehicle, Mobile Suit, Rey Za Burrel, Gundam, Fly, Space, Ground

KEYWORDS (DRAGOONS)

DRAGOON, Fly

4

POWER

α FORCE SILHOUETTE

The α Force Silhouette is equipped with Beam Sabers. This model must be taken as a Silhouette Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
GRANTED ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
FACTION KEYWORDS	CE, CE73, ZAFT					
GRANTED KEYWORDS	Fly					

8

POWER

β SWORD SILHOUETTE

The β Sword Silhouette is equipped with two Beam Boomerangs and a Twin Beam Anti Ship Sword. This model must be taken as a Silhouette Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.
FACTION KEYWORDS	CE, CE73, ZAFT					

28

POWER

γ BLAST SILHOUETTE

The γ Blast Silhouette is equipped with Beam Javelins, two Heavy Weapon Pods, and a Twin Railgun. This model must be taken as a Silhouette Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Javelins (Melee)	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelins (Thrown)	24"	Assault 1	8	-3	2D3	May only be used twice, then Beam Javelins are no longer usable for the rest of the game.
Heavy Weapon Pod	When attacking with this weapon, choose one of the two profiles listed below.					
--- Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
----- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Twin Railgun	48"	Heavy 2	8	-3	2D3	-
FACTION KEYWORDS CE, CE73, ZAFT						

10

POWER

EX-A1 GUNNER WIZARD

The Gunner Wizard is equipped with a Beam Launcher. This model must be taken as a Wizard Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
FACTION KEYWORDS CE, CE73, ZAFT						

10

POWER

EX-K SLASH WIZARD

The Slash Wizard is equipped with a Beam Anti-Ship Ax and two Beam Gatlings. This model must be taken as a Wizard Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti-Ship Ax	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gatling	30"	Assault 5	8	-2	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
FACTION KEYWORDS CE, CE73, ZAFT						

4

POWER

EX-M BLAST WIZARD

The Blast Wizard is equipped with two Missile Launchers. This model must be taken as a Silhouette Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
GRANTED ABILITIES Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
FACTION KEYWORDS CE, CE73, ZAFT						
GRANTED KEYWORDS Fly						

5

POWER

KERBEROS WIZARD

The Kerberos Wizard is equipped with two Beam Cannons and Twin Beam Sabers. This model must be taken as a Wizard Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.
FACTION KEYWORDS CE, CE73, ZAFT						

ZAFT POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, ZGMF-601R	1	150
Ace, ZGMF-1001	1	115
ZGMF-2000	1	140

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-1000	1	80

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
YFX-M56	1	95

DRAGOON	
TYPE	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Large DRAGOON Pod	125
Small DRAGOON Pod	60

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
TMF/A-802W2	1	104
ZGMF-601R	1	150
Veteran, ZGMF-1000	1	95
ZGMF-1001	1	110

WIZARD PACKS	
TYPE	POINTS PER MODEL (DOES INCLUDE WARGEAR)
EX-A1 Gunner Wizard	145
EX-K Slash Wizard	190
EX-M Blaze Wizard	80
Kerberos Wizard	100

SILHOUETTE PACKS	
TYPE	POINTS PER MODEL (DOES INCLUDE WARGEAR)
α Force Silhouette	70
β Sword Silhouette	150
γ Blast Silhouette	430

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Alex Dino, ZGMF-1000	1	135
Dearka Elzman, ZGMF-1000	1	95
Lunamaria Hawke, ZGMF-1000	1	95
Shiho Hahnenfuss, ZGMF-1000	1	105
Rey Za Burrel, ZGMF-1001	1	135
Yzak Joule, ZGMF-1001	1	125
Heine Westenfluss, ZGMF-2000	1	150
Athrun Zala, ZGMF-X23S	1	225
Shinn Asuka, ZGMF-X42S	1	235
Lunamaria Hawke, ZGMF-X56S	1	170
Shinn Asuka, ZGMF-X56S	1	200
Rey Za Burrel, ZGMF-X666S	1	235

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Armor Schneider	15
Beam Anti-Ship Ax	40
Beam Anti-Ship Sword	40
Beam Claws	40
Beam Javelins	40
Beam Sabers	40
Beam Tomahawk	40
Heat Rod	20
Titanic Feet	0
Twin Beam Anti-Ship Sword	50
Twin Beam Sabers	50

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Gatling	75
Beam Launcher	200
Beam Machine Gun	75
Beam Rifle	75
Four Barrelled Beam gun	60
Grenades	0
Heavy Beam Rifle	80
Heavy Weapon Pod	225
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Small Beam Gun	35
Twin Link CIWS	10
Twin Link Small Missile Launchers	20
Twin Railgun	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Beam Shields	40
Combat Shield	20

ZAFT WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gatling	30"	Assault 5	8	-2	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelin (Thrown)	24"	Assault 1	8	-3	2D3	May only be used twice, then Beam Javelins are no longer usable for the rest of the game.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Sniper Mode	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Four Barrelled Beam Gun	12"	Pistol 4	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	When attacking with this weapon, choose one of the profiles listed below.					
--- Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.
--- Krak	6"	Grenade 1	6	-1	D3	-
--- Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.
--- Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Weapon Pod	When attacking with this weapon, choose one of the two profiles listed below.					
--- Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
----- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
Twin Railgun	48"	Heavy 2	8	-3	2D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Anti Ship Ax	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Claws	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelins (Melee)	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Tomahawk	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Rod	Melee	Melee	+1	-3	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase. This weapon adds 2" to the result of any Charge roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR

Beam Shields	A model with Beam Shields has a 4+ invulnerable save.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.