EFF POST WAR ARMY LIST 0081-0085

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces Post War (Postwar EFF) 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 Postwar EFF units - these are described below and referenced on the datasheets.

PRIOR INDICES

Postwar EFF detachments may include any non-**Character** unit from previous EFF related indices in their army selection, replacing their <Faction> with EFF Post War.

ABILITIES

The following abilities are common to several EFF Post War 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).

Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Newtype

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 Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. 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 Newtype'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 Newtype'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 Newtype's unit can Charge this turn.

HUGUES COURAND DAMAGE Some of this model's characteristics FA-78-3 change as it suffers damage, as **POWER** shown below: NAME М WS BS S Т A Ld Sv **REMAINING W** 8 8 18 4 9 2+ 7-12+ Hugues Courand 525 points 12" Hugues Courand in the FA-78-3 Full Armor Gundam 7th is a single model equipped with a Beam Rifle, Beam Sabers, a Beam Shot Rifle, a Combat Shield, two Small 4-6 Beam Guns, three Three Shot Missile Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Hugues Courand** may be included in your army. 1-3

y.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.
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.
Beam Shot Rifle	36"	Heavy 2D6	8	-3	3	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun +65	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Small Beam Gun	24"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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 Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
WARGEAR OPTIONS		• •				th a Bazooka (Power Rating -3). hers or two Beam Spray Guns (Power Rating +3
		Shield: A model a 5+ invulneral			bat	Mobile Suit (p. 1)
ABILITIES	Core Exp	lodes (p. 1)				Hit and Run : This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
FACTION KEYWORDS	UC, 0081	, EFF Post War				
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile Sı	uit, S	pace, Gundam, Hugues Courand

М

9"

5"

WS

2+

3+

4+

BS

2+

3+

4+

4 POWER			F-)	XII	C	O	RE	FIGHT	ΓER II	
NAME	M	ws	BS S	Т	W	Α	Ld	Sv		
FF-XII 175	15"-30"	6+	4+ 6	5	6	2	7	2+		
This unit contains a single	FF-XII eq	uipped	with two	Beam	Spra	ıy Gı	ıns.			
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES		
Beam Spray Gun	24"	Pist	tol D3	8	-3	4		time you roll a wo	ound roll of 6+ for this a mortal wound.	
	Airborne and can o can Fly, a attacked i can Fly.	nly be and can	charged only att	by un	its that be	at	it on straio after incre	the spot up to 90° ght forwards. Not the initial pivot. V	e this model moves, first poor, then move the model the that it cannot pivot again when this model Advances racteristic by 15" until the coll any dice.	1 S,
	Hard to H subtract 1					at		cle Squadron (p.		
ABILITIES	target this	model	in the S	Shootin	g pha	ise.	Core	Explosion (p. 1)		
FACTION KEYWORDS	UC, 0083	, EFF F	Post Wai	ſ						
KEYWORDS	Fly, Vehic	le, Core	e Fighte	r, Grou	ınd					

1 4]	FF-	-XI						E FIGHTER II
POWER									JRNERN
NAME	M	WS	BS	S	T	W	Α	Ld	Sv
FF-XII-Fb 195	20"-40"	6+	4+	6	5	6	2	7	2+
This unit contains a single	FF-XI-Fb	equipp	oed wit	th tw	o Be	am S _l	pray	Guns	s.
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ILITIES
Beam Spray Gun	24"	Pis	stol D3	,	8	-3	4		ch time you roll a wound roll of 6+ for this apon, it also inflicts a mortal wound.
	Airborne and can c can Fly, a attacked i can Fly.	only be and ca	charg n only	ed b	y uni ck or	its tha be	t	it on straig after incre	personic: Each time this model moves, first pen the spot up to 90°, then move the model hight forwards. Note that it cannot pivot against the initial pivot. When this model Advances rease its Move characteristic by 20" until the she phase - do not roll any dice.
ABILITIES	Hard to H subtract 1 target this	1 from	hit rolls	s for	attac	cks tha			nicle Squadron (p. 1) re Explosion (p. 1)
FACTION KEYWORDS	UC, 0083	, EFF	Post V	Var					
KEYWORDS	Fly, Vehic	le. Co	re Fiah	nter	Snac	`e			

7 POWER		MS ZAK				2		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
MS-06F2 145	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06F2 is a single mo Shield, Grenades, a Heat			m Mac	hine	Gun	a Coi	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm MMP-70C +10		cking with this ract 1 from all to						the profiles listed b	pelow.	If you c	hoose	
90mm MMP-70C	30"	Assault 12	7	-1	1	-						
Grenade Launcher	30"	Assault 1	7	-1	D3	This	weapon m	nay only be fired o	nce p	er battle).	
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast						
Grenades	6"	Grenade 1	6	-1	D3	-						
Heat Hawk	Melee	Melee	+3	-3	6	-						
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.						
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.	
WARGEAR OPTIONS	Rating +1 This mode each). This mode This mode).	ddition ts Grer ocket E	up to nade: Boost	o 2 T s with ter (F	hree S n Smo Power	Shot Missi ke Grenad			•		
		Shield : A model a 5+ invulnera			ting any w el can use oting phas	des: Once per gar yeapons in the Sho its Smoke Grenade, your opponent r s for ranged weapo	ooting des; u must s	phase, ntil your subtract	this next 1			
ABILITIES	Mobile Su		210 GUV	<u> </u>		Rocket Booster: A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.						
FACTION KEYWORDS	UC, 0083,	EFF Post War										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd						

MS-14F

DAMAGE

Some of this model's characteristics

POWER	GE	LGO	OG	M	A	RI	NE	change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-14F 245	*	* *	8 8	15	2	8	3+	8-15+	12"	4+	3+
A MS-14F is a single mod Machine Gun, Beam Sabe			nm Hand	d Cai	nnon	s, a 12	20mm	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
90mm MMP-70C +10		cking with this ract 1 from all						the profiles listed b n.	elow.	If you o	choose
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired or	nce p	er battle	€.
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	i.				
Beam Rifle +40	36"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal W			i
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal W			i
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	a Bazooka	el may replace a, or a Beam f el may take a	Rifle (Po	wer	Ratir	ng +2)		00mm MMP-70C (I).	Powe	r Ratin	g +1),
ABILITIES	Mobile Su Core Exp	iit (p. 1) lodes (p. 1)						d <mark>+20</mark>: A model wit nerable save.	th a C	ombat	Shield
FACTION KEYWORDS	UC, 0083,	EFF Post Wa	ar								
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Spa	ace					

10 POWER	NR		044 VE						AR	DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	S	ws	BS		
NRX-044 Veteran 200	15"-30"	*	*	*	6	15	2	8	3+	8-15+	8	4+	3+		
A NRX-044 Veteran is a	single mode	el equi	pped v	with	a 360	° Coc	kpit.	а Не	avy	4-7	7	5+	4+		
Beam Rifle and Titanic F	•		•							1-3	6	6+	5+		
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES						
Heavy Beam Rifle	36"	As	sault 3	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			i		
Titanic Feet	Melee							Mak	e 3 hit rolls	s for each attack w	ith thi	is weap	on.		
	Airborne: and can o	60° Cockpit: This unit may reroll a his oll once per turn. irborne: This model cannot charge, and can only be charged by units that an Fly, and can only attack or be ttacked in the Fight phase by units the							Supersonic: Each time this model moves, first pin 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 9" until the end of the phase - do not roll any dice.						
A DIL ITIE O	Hard to H subtract 1 target this	from l mode	hit roll: I in the	s for	r attac	ks tha		this declar Mov Toug Supe	unit moves are it is tra ement cha ghness cha ersonic, Ai	ode:Before the first in the Movement insformed into Motoracteristic become aracteristic become rborne, and Hard to the second of the second in	phase pile Sues 12" es 7, a to Hit.	e, you o uit Mode , its and it lo This m	e. Its		

Core Explodes (p. 1)

UC, 0085, EFF Post War

Titanic, Vehicle, Mobile Suit, Ground

ABILITIES

KEYWORDS

FACTION KEYWORDS

may fire its Heavy Beam Rifle with a +1 to hit.

POWE NAME	R	OR GAI				Ld	Sv	DAMAGE Some of this mode change as it suffer shown below: REMAINING W				
ORX-005	_	* * *	• 7	15	2	8	3+	8-15+	8	4+	3+	
An ORX-005 is a single Beam Sabers, Titanic F				oit, tw	/o Be	am Ri	fles,	4-7 1-3	7 6	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
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.						
Beam Sabers	Melee	Melee	+6	-3	6	with this I.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	is weapo	on.	
	roll once per Airborne: and can on can Fly, an	pit : This unit er turn. This model ca ly be charged id can only at the Fight pha	annot ch d by unit tack or l	arge s tha	, it	Superit on the straig after increase of the	ds has a dersonic: E the spot ught forward the initial ase its Modern phase -	Shields: A model 4+ invulnerable sate time this mode up to 90°, then mode. Note that it capivot. When this rove characteristic leads not roll any diccode: Before the first	ve. lel mo ve the nnot p model by 9" u	ves, firs e model bivot aga Advand until the	et pivot ain ces, end	
ABILITIES	subtract 1 f	,	or attac	ks tha		this u decla Move Tougl Supe gains	init moves are it is tra ement cha hness cha ersonic, Ai a Hit and	in the Movement insformed into Molaracteristic become aracteristic become rborne, and Hard Run: This unit may, even if it has not	phase bile Sues 12" es 7, a to Hit. y mov	e, you c uit Mode , its and it los This m re 2D6" i	an e. Its ses lodel in your	

KEYWORDS

FACTION KEYWORDS

UC, 0085, EFF Post War

Titanic, Vehicle, Mobile Suit, Ground, Space

18 POWER		YBER RX-005						DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	S	WS	BS		
Cyber Newtype 350	15"-30"	* * *	7	15	2	8	3+	8-15+	8	4+	3+		
A Cyber Newtype in an O two Beam Rifles, Beam S							ockpit,	4-7 1-3	7 6	5+ 6+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			;		
Beam Sabers	Melee	Melee	+6	-3	6	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	s for each attack w	ith th	is weap	on.		
Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. 360° Cockpit: This unit may reroll a hit roll once per turn. Supersonic: Each time this model moves, first pivit 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 9" until the end of the phase - do not roll any dice.											st pivot ain ces,		
ABILITIES	subtract 1 target this	it: Your oppon from hit rolls fo model in the S uit (p. 1) lodes (p. 1)	or attac	ks tha		Mobile Suit Mode:Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							
	psyker. H Newtype I	owever, this m Power Disciplir	odel mu ne in ea	ust at ch of	temp you	ot to or Psych	nly manife nic phase	s as a Newtype, and st Combat Hypnosts Every time that nothing else happe	sis fro Com	m the bat Hyp	nosis		

fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

PSYKER

KEYWORDS

FACTION KEYWORDS

UC, 0085, EFF Post War

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

13 POWER		GM				NO				DAMAGE Some of this mode change as it suffer shown below:	ers da	mage, a	as	
	M	WS *	BS *	S	7	W	A	Ld	Sv	REMAINING W	M	WS	BS	
RGC-83 255				•	7	12	2	7	3+	7-12+	12"	4+	4+	
A RGC-83 is a single mod Cannons, Beam Sabers, (4-6	9"	5+	5+	
Link 60mm Vulcans.	SHODHAIH F	AITHOI,	Comb	at Sili	eiu,	, Illai	IIC F	eet, ai	iu iwiii	1-3	5"	6+	6+	
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Ass	ault 12	2	6	-1	1	-						
Beam Cannon	36" Assault 12 6 -1				6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Sabers	Melee	М	lelee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	М	lelee	U	ser	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.	
ABILITIES	Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.						e, nted	Shie Mob		,		th a Co	mbat	
FACTION KEYWORDS	UC, 0083,	UC, 0083, EFF Post War												

Titanic, Vehicle, Mobile Suit, Space, Ground

KEYWORDS

14 POWER		CHUC RC				IN 1		DAMAGE Some of this mo- change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Chuck Keith 280	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	2+	
Chuck Keith in an RGC-83 Machine Gun, two Beam 6 Shield, Titanic Feet, and 1 included in your army.	Cannons, E	Beam Sabers, C	Chobha	ım Ar	mor,	Coml	oat	4-6 1-3	9" 5"	5+ 6+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	· · · · · · · · · · · · · · · · · · ·										
Beam Cannon	36"	Each time you roll a wound roll of 6+ for this										
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack v	with thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targ	ets tha	t can F	ly.	
ABILITIES	Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor. Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0083,	EFF Post War										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	ınd, C	haracter					

8 POWER		RGI GM T			DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79C 170	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79C is a single mo		•				•	m	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-					
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
180mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	When targeting units with 5 or more models, cha 48" Heavy 2D6 8 -2 1 Blastweapon's type to Heavy 2D6.									
Beam Carbine +15	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o o inflicts a mortal w			
Beam Spray Gun +25	24"	Pistol 3	8	-3	4		•	roll a wound roll o o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ts tha	t can Fl	у.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (Power Rating +1).										
ABILITIES		Shield : A model s a 5+ invulneral			nbat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0081	, Postwar EFF									
KEYWORDS	Titanic, V	tanic, Vehicle, Mobile Suit, Space, Ground									

9 POWER		RGI SM TY				CI	E	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79C Ace 180	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+
A RGM-79C Ace is a sing Sabers, Titanic Feet, Twin							Beam	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-					
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
180mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1		•	g units with 5 or m type to Heavy 2D		odels, c	hange
Beam Carbine +15	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Beam Spray Gun +25	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	vith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can Fl	y.
WARGEAR OPTIONS	-1), a 180	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (Power Rating +1).									
ABILITIES		Shield : A model s a 5+ invulnerat			nbat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0081	, Postwar EFF								_	
KEYWORDS	Characte	r, Titanic, Vehicle	e, Mob	ile S	uit, S	pace, (Ground				

10 POWER]	RG POWE				SM		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79 Powered 210	*	* * 8	6	12	2	8	3+	7-12+	12"	4+	3+
A RGM-79 Powered GM is Beam Sabers, Titanic Fee								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI1	ΓIES				
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-					
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka 5	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make 3	3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can Fl	y.
WARGEAR OPTIONS	This mode	el may replace i	ts 120ı	mm N	/lach	ine Gun	with a 9	0mm Machine Gu	n, or a	a Bazoo	oka.
	This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.										
ABILITIES	subtract 1	from hit rolls for model in the S	r attac	ks th		•	•	ore Explodes (p.	1)		
FACTION KEYWORDS	UC, 0083,	EFF Post War									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd, Fly,	Jump Pa	ack			

11 POWER	RC	DICK SM-79					ED	DAMAGE Some of this modern change as it suffer shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Dick Allen 225	*	* * 8	6	12	3	8	3+	7-12+	12"	3+	3+	
Dick Allen in an RGM-79 I Machine Gun, Beam Sabe Shield. Only one of this ur	ers, Titanic	Feet, Twin Link	k 60mn					4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-						
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Bazooka 5	48"	•										
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ets tha	t can F l	y.	
WARGEAR OPTIONS	This mode	el may replace	its 120	mm M	lach	ine Gu	n with a 9	00mm Machine G	un, or	a Bazoo	oka.	
	Shield has Hit and R your Char declared a	lit: Your oppone	able save as the s	ve. ve 2D as not st	6" in	set up on the Move anyw	p this unit e battlefie ment pha here on tl	er Pack: During d at high altitude in eld. At the end of uses, this unit can ne battlefield that enemy models.	stead any of desce	of placi your end - set	ng it t it up	
ABILITIES	subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
FACTION KEYWORDS				٠٠٠٠٠ ر					- /			
KEYWORDS		IC, 0083, EFF Post War itanic, Vehicle, Mobile Suit, Space, Ground, Fly, Jump Pack, Character										

12 POWER		RG GM							DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79FP 240	*	* *	8	7	12	3	8	2+	7-12+	12"	3+	4+
A RGM-79FP is a single r Sabers, Titanic Feet, Twin Shield.		•							4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
100mm Machine Gun	24"	Rapid Fire	e 6	6	-1	1	-					
Beam Sabers	Melee	Melee		+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee		User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Spear	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 the with this weapon, it also inflicts a Mortal Wound.					
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	ly.
	shield has	Shield: A mos a 5+ invulr	nerab ooner	ole sav	/e. st		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Mobile Suit (p. 1)					
ABILITIES		from hit rol model in th										
FACTION KEYWORDS					ייק כ				- (F. ·/			
KEYWORDS	•	C, 0081, Postwar EFF itanic, Vehicle, Mobile Suit, Space, Ground										

9 POWER			R(DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N 185	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N is a single mo	odel equipi	oed wi	th a 1	20mn	n Ma	chine	Gur	n. Bea	m	4-7	10"	5+	4+
Sabers, Titanic Feet, Twin										1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 1	2	6	-1	1	-					
Bazooka -5	When Bla							its with 5 or more type to Heavy 2D6		ls, char	nge		
Beam Rifle +45	Each time						•	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	M	1elee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	N	1elee	ι	Jser	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	e 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
WARGEAR OPTIONS	This mode	-	repla	ce its	120r	mm N	/lach	ine Gu	ın with a E	Bazooka or a Bear	n Rifle	e (Powe	er
ABILITIES	Combat S shield has						bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0083	, EFF	Post V	Var									
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground											

10 POWER		OUTH RG			G	DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
South Burning 200	*	* * {	8 7	15	3	8	3+	8-15+	15"	3+	2+		
South Burning in a RGM-7 120mm Machine Gun, Be Combat Shield. Only one	am Sabers	, Titanic Feet,	Twin Lir	nk 60)mm	Vulcar	ns, and a	4-7 1-3	10" 6"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Bazooka -5	48"	Heavy 2D6	8	-2		its with 5 or more type to Heavy 2D6		ls, char	nge				
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v					
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.		
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (Power Rating +2).												
ABILITIES		Shield: A mode a 5+ invulner			nbat		ile Suit (p Explode	,					
FACTION KEYWORDS	UC, 0083,	, EFF Post Wa	ır			_							
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground											

9 POWER			GM-'			DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RGM-79Q 180	*	* *	8 7	15	2	7	3+	8-15+	12"	4+	4+		
A RGM-79Q is a single m	odel equipi	ped with a 1	20mm Ma	chine	e Gur	n. Bea	m	4-7	9"	5+	5+		
Sabers, Titanic Feet, Twin								1-3	5"	6+	6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 1	2 6	-1	1	-							
Bazooka -5	48"	When Blast.units with 5 or more models, change 48" Heavy 2D6 8 -2 1 this weapon's type to Heavy 2D6.											
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.		
WARGEAR OPTIONS	This mode		ce its 120r	mm N	/lach	ine Gu	ın with a E	Bazooka or a Bear	n Rifle	(Powe	er		
ABILITIES		Shield: A mo			bat		ile Suit (p Explode						
FACTION KEYWORDS	UC, 0084	, EFF Post V	Var										
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground											



DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79Q Veteran 18	8 <mark>5</mark> *	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
A RGM-79Q Veteran is	a single mo	del eau	ipped	with	a 12	0mm	Мас	hine (Gun.	4-7	9"	5+	4+
Beam Sabers, Titanic F	•									1-3	5"	6+	5+

·													
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Bazooka -5	48"	Heavy 2D6	8	-2	1	When Blast.units with 5 or more models, change this weapon's type to Heavy 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.							
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee He -3 6 weapon, it also inflicts a mortal wound. Melee User -2 2 Make 3 hit rolls for each attack with this weapon.											
Titanic Feet	Melee Melee User -2 2 Make 3 hit rolls for each attack with to												
Twin Link 60mm Vulcans	12"												
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka or 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	UC, 0084,	EFF Post War											
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground											

8 POWER				IS-1 ZA					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-106 165	*	*	* 8	3 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 is a single mo Cockpit, Beam Sabers, a					hine	Gun,	a 360°	0	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	/PE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Beam Rifle +45	36"	Hea	avy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Me	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Heat Hawk -20	Melee	Me	elee	+1	-2	D3	-					
Three Shot Missile Launcher	60"	Rapid	Fire D6	6 6	-1	1	Blast.					
Titanic Feet	Melee	Me	elee	User	-2	1	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, in This mode each).	el may i t must el may t	replace replace ake in	its 120n its Bear addition	nm N m Sa up to	Machi abers o 2 T	ne Gur with a hree St	n with a E Heat Ha not Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating le Launchers (Pow nbat Shields (Pow	r Ratii g -1). ver Ra	ating +1	I
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.										d has	
ABILITIES	Mobile Suit (p. 1) Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.											
FACTION KEYWORDS	UC, 0084	, EFF P	ost Wa	r								
KEYWORDS	Titanic, V	ehicle, N	Mobile \$	Suit, Spa	ace,	Grou	nd					

9 POWER		RM HIZA						DAMAGE Some of this mochange as it suffishown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RMS-106 Ace 175	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+		
A RMS-106 Ace is a single Cockpit, Beam Sabers, a				Mac	hine	Gun, a	a 360°	4-6 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Beam Rifle +45	36"	Heavy 3	8	-3	4			u roll a wound roll o o inflicts a mortal v					
Beam Sabers	Melee	Melee	+6	-3		ı roll a wound roll o o inflicts a mortal v							
Heat Hawk -20	Melee	Melee	+1	-2	D3	-							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	1	Make	3 hit rol	ls for each attack v	with this	s weap	on.		
WARGEAR OPTIONS	This mod does so, This mod each).	el may replace i it must replace i el may take in a	ts 120r its Bea ddition	nm N m Sa up to	/lach abers o 2 T	ine Gu with a hree S	in with a a Heat Ha Shot Miss	awk (Power Rating Beam Rifle (Powe awk (Power Ratin sile Launchers (Pow mbat Shields (Pow	er Ratir g -1). wer Ra	iting +1	I		
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)												
ABILITIES		plodes (p. 1)						t Shields <mark>+20</mark>: A m Is has a 4+ invulne			l		
FACTION KEYWORDS	UC, 0084	, EFF Post War											
KEYWORDS	Characte	Character, Titanic, Vehicle, Mobile Suit, Space, Ground											

11 POWER		R GAI		SAI			β		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-117 210	*	* *	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with a E	Beam	Rifle,	Bean	n Sa	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laur				,			,		1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	LITIES				
Beam Rifle	36" Heavy 3 8 -3 4							•	roll a wound roll o			
Beam Sabers	,						Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"	Assault	: 1	6	-1	D3	Each battle		weapons may only	be fi	red onc	e per
Titanic Feet	Melee	Melee)	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
	Mobile Su	i t (p. 1)					Com	ıbat Shiel	d : A model with a	comb	at shiel	d has
ABILITIES	Core Expl	odes (p. 1	l)					invulneral				
FACTION KEYWORDS	UC, 0084,	EFF Post	War									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

							DY				
M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	*	*	8 7	12	2	8	3+	7-12+	12"	4+	3+
ingle mode	l equipp	ed w	rith a Bear	m Ri	fle, E	eam S	Sabers, a	4-6	9"	5+	4+
-					,		,	1-3	5"	6+	5+
RANGE	TY	PE	S	AP	D	ABIL	ITIES				
Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
Melee	Me	lee	+6	-3	6		•				
30"	Assa	ault 1	6	-1	D3			weapons may onl	y be fi	red onc	e per
Melee	Ме	lee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Mobile Su	uit (p. 1))				Com	hat Shiel	d : A model with a	comb	at shiel	d has
Core Exp	lodes (p	o. 1)							5511150	a. 011101	G 1140
UC, 0084,	EFF Po	ost W	ar								
Titanic, Ve	hicle, M	1obile	Suit, Spa	ace,	Grou	nd					
	M * single mode ade Launch RANGE 36" Melee 30" Melee Mobile Su Core Exp UC, 0084,	M WS * * single model equipped ade Launchers, and RANGE TY 36" Head Melee Me 30" Assa Melee Me Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0084, EFF Po	M WS BS * * * single model equipped we hade Launchers, and Tital RANGE TYPE 36" Heavy 3 Melee Melee 30" Assault 1 Melee Melee Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0084, EFF Post W	M WS BS S T * * * 8 7 single model equipped with a Bea ade Launchers, and Titanic Feet. RANGE TYPE S 36" Heavy 3 8 Melee Melee +6 30" Assault 1 6 Melee Melee User Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0084, EFF Post War	M WS BS S T W * * * 8 7 12 single model equipped with a Beam Riade Launchers, and Titanic Feet. RANGE TYPE S AP 36" Heavy 3 8 -3 Melee Melee +6 -3 30" Assault 1 6 -1 Melee Melee User -2 Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0084, EFF Post War	M WS BS S T W A * * * 8 7 12 2 single model equipped with a Beam Rifle, Beade Launchers, and Titanic Feet. RANGE TYPE S AP D 36" Heavy 3 8 -3 4 Melee Melee +6 -3 6 30" Assault 1 6 -1 D3 Melee Melee User -2 2 Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0084, EFF Post War	M WS BS S T W A Ld * * * 8 7 12 2 8 single model equipped with a Beam Rifle, Beam S ade Launchers, and Titanic Feet. RANGE TYPE S AP D ABIL Each 36" Heavy 3 8 -3 4 weap Each Melee Melee +6 -3 6 weap Each 30" Assault 1 6 -1 D3 battle Melee Melee User -2 2 Make Mobile Suit (p. 1) Com Core Explodes (p. 1)	M WS BS S T W A Ld Sv * * * 8 7 12 2 8 3+ single model equipped with a Beam Rifle, Beam Sabers, a ade Launchers, and Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you weapon, it also beam Sabers, a service of the service	B VETERAN Some of this mode change as it suffeshown below: M WS BS S T W A Ld SV REMAINING W * * * 8 7 12 2 8 3+ 7-12+ single model equipped with a Beam Rifle, Beam Sabers, a ade Launchers, and Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you roll a wound roll of weapon, it also inflicts a mortal weapon and	B VETERAN M WS BS S T W A Ld Sv REMAINING W M * * * 8 7 12 2 8 3+ 7-12+ 12" single model equipped with a Beam Rifle, Beam Sabers, a ade Launchers, and Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Each of these weapons may only be find 30" Assault 1 6 -1 D3 battle. Melee Melee User -2 2 Make 3 hit rolls for each attack with thit mobile Suit (p. 1) Combat Shield: A model with a combat a 5+ invulnerable save. UC, 0084, EFF Post War	M WS BS S T W A Ld SV REMAINING W M WS * * * 8 7 12 2 8 3+ 7-12+ 12" 4+ single model equipped with a Beam Rifle, Beam Sabers, a december of the state of the st

11 POWER	RI	MS-17	9/R GM		M	-79	9R	DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RMS-179/RGM-79R 220	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+	
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Co								4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES					
90mm Machine Gun -60	24"	Rapid Fire D	03 6	0	1	-						
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-						
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	st					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll inflicts a mortal				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll inflicts a mortal				
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack	with thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat can	Fly.	
WARGEAR OPTIONS		el may replac Power Ratin						hine Gun (Powei 2).	r Rating	g -3), 1	80mm	
	Mobile S	uit (p. 1)				· invulneral	d : A model with a ble save. This unit may rer					
ABILITIES	Core Exp	lodes (p. 1)				turn	-	Triis driit may rei	On a m	t ron on	oc per	
FACTION KEYWORDS	UC, 0084, EFF Post War											
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou	nd						

12 power	RI	MS-179 GM					PR	DAMAGE Some of this mode change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RMS-179 Ace 230	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-179 Ace is a singl Beam Sabers, a Combat								4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun -60	24"	Rapid Fire D3	6	0	1	-						
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-						
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast						
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	with thi	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.	
WARGEAR OPTIONS		el may replace it Power Rating -2						hine Gun (Power 2).	Ratin	g -3), 18	30mm	
	Mobile S	uit (p. 1)				a 5+	invulneral	d : A model with a ble save. This unit may rere				
ABILITIES	Core Exp	lodes (p. 1)				turn.	COCKPIL.	This unit may len	on a III	. 1011 0110	re hei	
FACTION KEYWORDS	UC, 0084	, EFF Post War										
KEYWORDS	Character	character, Titanic, Vehicle, Mobile Suit, Space, Ground										

14 POWER		F GUN	RMV NTA					DAMAGE Some of this mode change as it suffer shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
RMV-1 225	*	* *	7 7	12	2	7	3+	7-12+	10"	4+	4+	
A RMV-1 is a single mode two 120mm Low Recoil C			4-6	7"	5+	5+						
Smoke Launchers.	amions, or	doning freat	23, two wi	133110	Lau		s, and	1-3	4"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
80mm Anti-Personnel Machine Gun	12"	Pistol 12	5	0	1	_						
120mm Low Recoil Cannon	96"	Blast. This weapon may target units not visible to										
Crushing Treads	Melee	Melee	User	-2	2	Mak	e 2 hit rolls	s for each attack v	vith thi	is weap	on.	
Missile Launcher	72"	Heavy D6	8	-2	2	Blas	t.					
	instead of Shooting Smoke La Shooting	aunchers: O shooting any phase, this manchers; unto phase, your of from all hit r	y weapon nodel can il your ne opponent	s in t use i xt must	he its	Mob move the s Wea only	ement pha ame turn. pons with gains a bo	This model can Fa ase and still shoot This unit may mo out the -1 penalty onus to its save fo e model is obscure	and/o ove an to hit. r being	r charge ld fire H This m g in cov	e in leavy lodel er if at	
ABILITIES		that target th		_		This	model ga	ins Titanic Prese i	nce (P	2.1).		
FACTION KEYWORDS	UC, 0081, Postwar EFF											
KEYWORDS	Titanic, Ve	ehicle, Mobile	e Tank, Gı	round	t							

16 POWER	GI	ORGI RX		DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Giorgio Miguel 340	*	* * 8	8	18	3	8	2+	7-12+	12"	3+	2+			
Giorgio Miguel in the RX-7 Beam Rifle, Beam Sabers				4-6	9"	4+	3+							
and a Combat Shield. On	ly one of th	is unit may be	include	ed in y	your	army.		1-3	5"	5+	4+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	1 Blast.								
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.													
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	ith thi	is weap	on.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.			
WARGEAR OPTIONS		• •					,	Power Rating -3). Bazooka (Power R	ating	+1).				
		Shield: A mode a 5+ invulnera uit (p. 1)			bat	reduce explose Fight the F	ced to 0 V ode), the p er and co F-X7 Cor e the prio	At any time, include Vounds (as long as billot may eject in a continue fighting. The Fighter unit, place in model was. The the game. The new vounds included the second of	s it do FF-X ne pilo cing it prior	es not 7 Core ot now u within 1 model i	lses I" of s			
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.													
FACTION KEYWORDS	UC, 0083, Postwar EFF													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground													

14 POWER	HU			C(K-78			RA	ND	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Hugues Courand 290	*	* :	8	8	18	4	9	2+	7-12+	12"	2+	2+
Hugues Courand in the R									4-6	9"	3+	3+
Beam Rifle, Beam Sabers Vulcans. Only one unit wi									1-3	5"	4+	4+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	LITIES				
Bazooka -50	48"											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.										
Beam Rifle	36"	Heav	y 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher +5	30"	Assau	lt 1	6	-1	D3	Each battle		weapons may only	/ be fii	red onc	e per
Titanic Feet	Melee	Mele	e	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	ire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (Power Rating -3). This model may take up to two Grenade Launchers.											
ABILITIES	Mobile St Core Exp	. ,	1)					nbat Shield invulneral	d : A model with a ole save.	comba	at shield	d has
FACTION KEYWORDS	UC, 0081,	EFF Pos	t War	t)								
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand										

14 POWER		KOU RX-				DAMAGE Some characteristics ch damage, as show	nange	as it su				
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kou Uraki 270	*	* * 8	8	18	2	8	2+	10-18+	12"	3+	3+	
Kou Uraki in the RX-78GF with a 90mm Machine Gu Feet, and Twin Link 60mn	n, Beam S	omba	t Shiel	d, Titanic	5-9	9"	4+	4+				
for your army.								1-4	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-						
180mm Cannon +10	48"	48" Heavy 1 8 -3 2D6 -										
Beam Rifle +60	36"	Heavy 3	8	-3	4		•	roll a wound roll c inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.	
WARGEAR OPTIONS		el may replace ating +3).	its 90m	m M	achin	e Gur	with a 18	30mm Cannon or a	a Bear	n Rifle		
ABILITIES	shield has	Shield: A modes a 5+ invulnerauit (p. 1)			nbat	reduce explored fight the F mode game	ced to 0 Wode), then er II and c F-XII unit, el was. Th	At any time, includence of the pilot may eject continue fighting. I placing it within the prior model is rew Core Fighter model unit.	s it doo t in a l The pi " of w emove	es not FF-XII (lot now here the	Core uses e prior the	
FACTION KEYWORDS	UC, 0083	, EFF Post Wai	ſ									
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Kou Uraki										

14 POWER		KOU RX-78						DAMAGE Some characteristics ch damage, as show	nange	as it su		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kou Uraki 350	*	* * 8	8	18	3	8	2+	10-18+	15"	3+	2+	
Kou Uraki in the RX-78GP01-Fb Gundam Zephyranthes Full Burnern is a single model equipped with a Beam Rifle, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kou Uraki may be taken for your army. 1-4 6" 5+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	l to all hit	rolls against targe	ts tha	t can Fl	y.	
	in your Ch declared a Combat S shield has Mobile Su	Shield: A mode a 5+ invulnera uit (p. 1)	ven if it	has r com	not	reduce exploration Fightor pilot remove of where	ed to 0 W de), the p er II Full E now uses ere the pr ved from	At any time, includonated to the control of the control of the control of the FF-XII-Fb unition model was. The game, Tello of the control of	s it doo FF-XI nue fig t, placi he pricew Cor	es not II-Fb Co hting. ⁻ ng it wi or mode re Fight	ore The thin 1" el is	
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.											
FACTION KEYWORDS	UC, 0083, EFF Post War											
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki										

14 POWER		KOU RX-						DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kou Uraki 325	*	* *	8 8	18	4	9	2+	10-18+	15"	2+	2+
Kou Uraki in the RX-78GF equipped with a 360° Coc Titanic Feet. Only one un	kpit, a Bea	m Rifle, Bear	n Sabers	s, a C	omb	at Shie		5-9 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	Blast					
Beam Rifle	36"	1 /									
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee										
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	(Power R	ating -1).					•	Power Rating -3) of the results of t		Bazool	kas
	roll once p	un : This unit arge phase,	may mov	ve 2D	06"	Mani _l Core	oulator Ar Fighter	Arms: A model ma ms to add up to 3' -20: A model equi t any time, includir	to a o	charge with a C	Core
ABILITIES	Combat S shield has Mobile St			bat	reduce exploit I Full uses the professional from the profession of	ced to 0 W de), eject Burnern the FF-XI rior mode the game	lary time, including and continue fight and continue fight II-Fb unit, placing it was. The prior notes the of the original urter to	it doo (II-Fb ting. 7 it withinodel i	es not Core Fi The pilo n 1" of s remo	ighter t now where ved	
FACTION KEYWORDS		UC, 0083, EFF Post War									
KEYWORDS		haracter, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki									

16 POWER	ZF	ERO N RX-					10	DAMAGE Some characteristics chamage, as show	nange	as it sut											
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS										
Zero Murasame 310		* *	8 8	18	3	8	2+	10-18+	15"	3+	2+										
Zero Murasame in the RX with a Beam Carbine, Bea of this unit may be taken f army as Cima Garahau in	am Sabers or your arr	, a Combat S ny. This unit	hield, and	d Tita	nic F	eet. C	nly one	5-9 1-4	10" 6"	4+ 5+	3+ 4+										
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES			<u> </u>											
Beam Carbine	30"	Rapid Fire 2	D3 8	-3	2		-	roll a wound roll o inflicts a mortal w													
Beam Sabers	Melee	Melee	+6	-3	6	- I ,															
Mega Particle Cannon +25	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 Carbine with a Mega Particle Cannon (Power Rating +1).																				
		tun : This unit narge phase, a charge.	•			may a	activate e ur Movem	5: A model equipp ach one once at the ent phases. Each	ne beg n activa	inning o ated Bo	of any ost										
		Shield: A mo s a 5+ invulne			bat	Boost Fly a	Pods are	your Movement c e currently activate o Hit: Your oppon r attacks that targe	ed, the ent m	model ust subt	gains tract 1										
ABILITIES	Mobile Some Exp					of you	ır next Mo	e. This bonus lasts ovement phase, at t Pod is exhausted	t which												
PSYKER	Cyber Newtype: A Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp																				
FACTION KEYWORDS	UC, 0083, Postwar EFF																				
KEYWORDS	Characte	r, Titanic, Veh	nicle, Mob	ile Su	uit, G	undan	n, Space,	Newtype, Psyker			paracter, Titanic, Vehicle, Mobile Suit, Gundam, Space, Newtype, Psyker										

		R	X-	80I	PR	-3						
13 POWER									DAMAGE Some of characteristics characteristics charage, as show	ange	as it su	
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-80PR-3 255	*	*	* 8	8	18	3	8	2+	10-18+	12"	3+	2+
A RX-80PR-3 is a single r Titanic Feet, and two Twir for your army.		5-9 1-4	9" 5"	4+ 5+	3+ 4+							
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
Bazooka +25	48"	Heav	y 2D6	8	-2	1	Blast	i.				
Heat Lance	Melee	Me	lee	Sx2	-4	6	1 from	m the Hit r	g with this weapon roll. If you charged y reroll any Hit roll ase.	in you	ur Char	ge
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	y.
WARGEAR OPTIONS	This mode	el may ta	ake a Ba	azooka	(Po	wer	Rating	g +1).				
	Core Exp	lodes (p	o. 1)				ile Suit (p	. 1)				
ABILITIES	Massive Shield: A model with a Massive Hit and Run: This unit can move 2D6" in your Shield has a 4+ invulnerable save. Charge phase (even if it has not declared a charge											
FACTION KEYWORDS	UC, 0081,	, Postwa	ar EFF									
KEYWORDS	Character	, Titanic	, Vehicle	e, Mob	ile Sι	ıit, G	round	, Space				

16 POWER	P	RX-PALE R					I	DAMAGE Some of characteristics chamage, as show	ange	as it su			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RX-80PR-4 325	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+		
A RX-80PR-4 is a single model equipped with Beam Sabers, a Combat Shield, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be taken for your army. Selection 15-9 9" 4+ 3+ 1-4 5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	·											
Heavy Beam Rifle	36"	, ,											
Combined Beam Launcher "Shekinah" +120	choose m	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.											
Giant Gatling	36"	Assault 12	8	-2	2	-							
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V					
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can Fl	y.		
WARGEAR OPTIONS		el may replace i ating +6).	ts Hea	vy Be	eam	Rifle w	rith a Com	nbined Beam Laun	cher "	Shekin	ah"		
	Core Explodes (p. 1) Mobile Suit (p. 1)												
ABILITIES	Combat Shield: A model with a Combat Shield has a 5+ invulnerable save. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).												
FACTION KEYWORDS	UC, 0084	, EFF Post War											
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Ground, Space											

13 POWER	,	WES R		/IU -12			łΥ		DAMAGE Some of this mo- change as it suff shown below:			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Wes Murphy 265	*	* *	8	7	15	3	8	3+	8-15+	15"	3+	2+
Wes Murphy in a RX-121- equipped with a 360° Coc Link 60mm Vulcans. Only	kpit, a Bea	m Rifle, Be	am S	abers	, Tita	nic F	eet, ar		4-7 1-3	10" 6"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy	3	8	-3	4		-	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	1 ,										
Titanic Feet	Melee	Melee	!	User	-2	2	Make	3 hit rolls	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly .										ly.
WARGEAR OPTIONS	This model may take a Combat Shield (Power Rating +1). This model may take up to 3 Boost Shields (Power Rating +1 each). If this model takes three Boost Shields, it may not also take a Combat Shield. Boost Shield +30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost											y me
	Combat S save. Twin Com Twin Com	Combat Shield +20: A model with a Combat Shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+							r Boost mode and lield in Boost moderacteristic. If a most mode, that moderour opponent mutcks that target this	I Shield de adds lodel ha del gair lest subt is mode	d mode s 3" to y as any ns Fly a tract 1 f el in the	/our Boost and from
	invulnerable save. Hit and Run : This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							Shield Moat Shield Shield ir Shield ir d in Shield	e. If a model has flode, that model of the flower that model has founded as the flower that th	counts more the it has mbat S	as havi nan one a Boosi	ing a e t
A DU ITIES	Core Exp)					Cockpit:	This unit may rer	oll a hi	t roll on	ce per	
ABILITIES	Mobile St	., ,	١٨/				turn.					
FACTION KEYWORDS		EFF Post						0				
KEYWORDS	Character	aracter, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam										

14 POWER	E	LIA]) H -12				R	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS E	ss s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Eliard Hunter 280	*	*	* 8	7	15	3	8	3+	8-15+	21"	3+	2+	
Eliard Hunter in a RX-121-2 Gundam TR-1 Hazel II is a single model equipped with a 120mm Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army. 4-7 16" 4+ 3+ 1-3 12" 5+ 4+													
WEAPON	RANGE	TYF	PΕ	S	AP	D	ABI	LITIES					
120mm Machine Gun	30"	Assau	lt 12	6	-1	1	-						
Beam Rifle +45								Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee	ee Melee			-3	2D3	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							on.					
Twin Link 60mm Vulcans	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly .									ly.			
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.					Core Explodes (p. 1) Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the							
FACTION KEYWORDS	Mobile Suit (p. 1) Shooting phase. UC, 0084, EFF Post War												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter, Fly												

Eliard Hunter in a RX-121-2A Gundam TR-1 Advanced Hazel is a single model equipped with a 120mm Machine Gun, Beam Sabers, two Sub Arms, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army. WEAPON RANGE TYPE SAP ABILITIES ABOUT ABSILITIES ABUSTANDE TYPE SAP ABUSTANDE Beam Rifle 1-33 Beam Rifle 1-45 1-75 for sub arms Melee Mel														
POWER RX-121-2A NAME M WS BS T W A Ld SV REMAINING W M WS BS Eliard Hunter in a RX-121-2A Gundam TR-1 Advanced Hazel is a single model acquipped with a 120mm Machine Gun, Beam Sabers, Ivvo Sub Arms, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in June 1-3 6" 5+ 4+ WEAPON RANGE TYPE S AP D ABILITIES 120mm Machine Gun 30" Assault 12 6 -1 1 - Beam Rifle 145, 1	11	E	LIAR	DΗ	W	N		R						
Eliard Hunter in a RX-121-2A Gundam TR-1 Advanced Hazel is a single model equipped with a 120mm Machine Gun, Beam Sabers, two Sub Arms, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES 120mm Machine Gun 30 30" Assault 12 6 -1 1 - Beam Rifle 45/ 175 for sub arms 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 User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take a Combat Shield (Power Rating +1). This model may take a Beam Rifle (Power Rating +1). This model may take a Beam Rifle (Power Rating +1). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2 each) for each sub Arm. WARGEAR OPTIONS Combat Shield 30 A model with a Combat Shields has a 4+ invulnerable save. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Explodes (p. 1) Mobile Suit (p. 1) **Beam Rifle (Power Rating +1) Town Combat Shields has a 4+ invulnerable save. Core Explodes (p. 1) Mobile Suit (p. 1) **Beam Rifle (Power Rating +1) Town Combat Shields has a 4+ invulnerable save. Core Explodes (p. 1) Mobile Suit (p. 1) **Beam Rifle (Power Rating +1) Town Combat Shields has a 4+ invulnerable save. Core Explodes (p. 1) Mobile Suit (p. 1) **Beam Rifle (Power Rating +1) **Core Explodes (p. 1) Mobile Suit (p. 1) **Apa Data Hunter may be included in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase.	POWER								change as it suffe					
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squipped with a 120mm Machine Gun, Beam Sabers, two Sub Arms, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army. WEAPON RANGE TYPE SAP DABILITIES 120mm Machine Gun 30" Assault 12 6 -1 1 1 - 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+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Titanic Feet Melee	Eliard Hunter 250	*	* *	8 7	15	3	8	3+	8-15+	15"	3+	2+		
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#75 for sub arms Beam Sabers Melee		•	Assault 12	U	-1	ı	- Each	time you	roll a wound roll o	of 6± fo	r thic			
Melee Melee User -2 2 Make 3 hit rolls for each attack with this 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. This model may take a Combat Shield (Power Rating +1). This model may take up to two Boost Shields (Power Rating +1 each). This model may take a Beam Rifle (Power Rating +1 each). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2 each) for each Sub Arm. WARGEAR OPTIONS Combat Shield 30: A model with a Combat Shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Twin Combat Shields has a 4+ invulnerable save. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Explodes (p. 1) Mobile Suit (p. 1) Mobile Suit (p. 1) A model with a combat Shield suit (p. 1) Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Add 1 to all hit rolls against targets that can Fly. Make 3 hit rolls for each attack with this weapon. Add 1 to all hit rolls against targets that can Fly. Add 1 to all hit rolls against targets that can Fly. Add 1 to all hit rolls against targets that can Fly. Add 1 to all hit rolls against targets that can Fly. Boat Shields (Power Rating +1). This model may take a Combat Shield for each Sub Arm and In a beach. This model may take a Combat Shield for each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase.		•	Heavy 3	8	-3	4		•						
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Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly. This model may take a Combat Shield (Power Rating +1). This model may take up to two Boost Shields (Power Rating +1 each). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2 each) for each Sub Arm. WARGEAR OPTIONS Boost Shield 30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield in Boost mode and Shield mode. Combat Shield 430: A model with a Combat Shields has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Hit and Run: This unit may move 2D6" in Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shield in Shield Mode, or it has a Boost Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields. Core Explodes (p. 1) Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase. FACTION KEYWORDS UC, 0084, EFF Post War	Titanic Feet							,				on.		
This model may take a Combat Shield (Power Rating +1). This model may take up to two Boost Shields (Power Rating +1 each). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2 each) for each Sub Arm. Boost Shield +30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield to either Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shields in Shield Mode, that model counts as having a Combat Shield. If a model has more than one Boost Shield Mode and a Combat Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields. Core Explodes (p. 1) Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase.											•			
Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield to either Boost mode and Shield mode. Combat Shield +30: A model with a Combat Shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Twin Combat Shields has a 4+ invulnerable save. This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Explodes (p. 1) Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield in Boost mode and Shield mode. Each Boost Shield in Boost mode and Shield has any Boost Shield in Boost mode and shield has any Boost Shield in Boost mode and shield has any Boost Shield in Fluration to Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shield in Shield Mode, that model counts as having a Combat Shield. If a model has more than one Boost Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields. Core Explodes (p. 1) Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase. FACTION KEYWORDS UC, 0084, EFF Post War	WARGEAR OPTIONS		•			OWE			<u> </u>			•		
Twin Combat Shields: A model with Twin Combat 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. If a model has any Boost Shields in Shield Mode, that model counts as having a Combat Shield. If a model has more than one Boost Shield in Shield Mode, or it has a Boost Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields. Core Explodes (p. 1) Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase. FACTION KEYWORDS World Combat Shields: Vour opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shields in Shield Mode, or it has a Boost Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields. Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase. FACTION KEYWORDS UC, 0084, EFF Post War		Combat Shield has a 5+ invulnerable						Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield to either Boost mode and Shield mode. Each Boost Shield in Boost mode adds 3" to your Movement characteristic. If a model has any Boost						
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