GUNDAM ALLIES AC195 ARMY LIST

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

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **AC**, **AC195**, **Gundam Allies**,

<Organization>, Ground, and Space. AC defines the particular universe of Gundam that these suits fall into, AC195 as the year the unit was deployed, and Gundam Allies as the Gundam Allies faction. <Organization> refers to a particular group within the Gundam Allies that the unit may belong to. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Gundam Allies units:

Mobile Suit

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

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**

Maganac Corps

The Maganac Corps are a flexible private fighting force, known for their customizations. Any model with **Maganac Corps** counts as a character for the purposes of Custom Upgrades.

Zero System

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

SEED FACTOR DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

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

Combat Hypnosis

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



Continued next page.

M

WS

BS

NAME

Heero Yuy

HEERO YUY XXXG-00W0

Т

W

18

5

S

8 7

DAMAGE

REMAINING W

10-18+

Sv

2+

Ld

9

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

12"

WS

2+

BS

2+

··,										
Heero Yuy in the XXXG-0 Beam Sabers, a Combat S Vulcans, and a Twin Mach	Shield, Tit	anic Feet, a Twin	Buste	er Rif	le, Tv	vin Link 60mm	5-9	9"	3+	3+
taken for your army. Only army.		•				•	1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you weapon, it also				
Twin Buster Rifle	Buster m	ng the Twin Bust ode, Heero Yuy o its as having one	counts	as h	naving	g two of each we				
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you weapon, it also				
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4		onary in the pre ot 2 from any ta ne you roll a Wo o inflicts a Morta nly be fired in e	eceding manger rget units ound roll of al Wound	noveme s Invulr of 6+ w l. This	ent nerable ith this
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Bust within 1" of a lin automatically hincluding friend can Fly . Each this weapon, it	ne drawn from a nit by the edges dly units but exc time you roll a	the firer to of the moduding m Wound r	to the ta assive nodels the	arget is beam, hat
Twin Buster Rifle Mode	96"	Heavy 5	10	-4	4	A model can or remained static phase. Subtract Save. Each tim weapon, it also weapon may o Mode 3 times i model to the ta	nly fire the Twir onary in the pre ot 2 from any ta ne you roll a Wo o inflicts a Morta nly be fired in e n a battle. Dra arget. Any mode nit, including frie	n Buster Feceding manget unit; bund roll of all Wound sither Buston a line fel under the modern to the sendly manual sendly manual sendly manual sendly modern to the sendly manual sendly manual sendly modern to the sendly manual sendly modern to the sendly mode	Rifle Monovements Invulrof 6+ worder Rifle From the Inner Index (1) and the Inner Invested Rifle	ent nerable ith this e e firing
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls	•	•		on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit				
Twin Machine Cannon	18"	Rapid Fire 2D3		0	1	-		J		

	Combat Shield: A model with a combat shield has a 5+ invulnerable save.	
	Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not	straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must
	use Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.	Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
	Gundanium Alloy : Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.	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
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)	that can Fly .
PSYKER	psychic power in each friendly psychic phain each enemy psychic phase. It may use	psyker. This model can attempt to manifest a single ase, and can attempt to deny a single psychic power any power from the Zero System Discipline (p. 1) odels do not know Smite, and do not damage other
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilo	ts
KEYWORDS		nd, Character, Heero Yuy, Wing Gundam, Gundam,

17 POWER		OUO M XXX					ı	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
Duo Maxwell	*	* * 8	7	18	4	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXC with a Beam Scythe, a Bu Twin Machine Cannon. Carmy.	ıster Shield	l, Titanic Feet, T	win Li	nk 60	mm '	√ulcans	s, and a	5-9 1-4	10" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES				
Beam Scythe	Melee	Melee	Sx2	-3	2D3	1 from 6+ for	the Hit i this wea	g with this weapon oll. Each time you pon, it also inflicts	ı roll a s a mo	wound rtal wou	roll of
Buster Shield	36"	Grenade 3	8	-3	4	weapo	on, it also ester Shie	roll a wound roll on inflicts a mortal weld is lost for the roll weapon.	vound	. Once	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	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 I	ly.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-					
		hield : A model v s a 6+ invulnera			er	on the	board, a	rs: This unit may as long as it is no b. This unit autom hicles.	closer	than 9"	from
ABILITIES	loses a W	um Alloy : Wher /ound, roll a D6. lose a wound.				Charg	e phase	This unit can move (even if it has not . 1); Core Explo c	decla	red a ch	
FACTION KEYWORDS	AC, AC19	95, Gundam Allie	es, Gu	ndan	n Pilo			· •	.,		
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Gr	ound	, Cha	racter,	Duo Max	well, Gundam			

18 POWER	D	UO M XXX					- -	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
Duo Maxwell	*	* *	3 7	18	4	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG equipped with a Buster Sh 60mm Vulcans. Only one	nield, Titani	ic Feet, a Twin	Beam S	Scyth	ne, ar	ıd Twii	n Link	5-9 1-4	10" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Buster Shield	36"	Grenade 3	8	-3	4	weap	on, it also Juster Shi	roll a wound roll on the roll of the roll	vound	. Once	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Scythe	Melee	When attacking with this weapon, you must sul 1 from the Hit roll. When attacking with this wea make one additional attack with it this combat t Each time you roll a wound roll of 6+ for this									eapon,
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.
	anywhere no closer This unit a enemy Ve	mmers: This u on the board, than 9" from al automatically h hicles.	as long I enemy as Cove	as it y uni er fro	t is ts. om	the b the c enga invulu agair must Howe	eginning of loak can be ged, the Anerable sanst Energy pass a Leever, when	At the beginning of each of your more engaged or districted Cloak provious and a 3+ invulous weapons. Additional test to target the notice the Active Cloak tack or use any we	oveme engag des a Inerab onally invisil	ent phased. What 4+ le save , all ene ble Gur gaged,	ses, nen emies ndam. this
ABILITIES	Shield has Gundaniu loses a W	s a 6+ invulner um Alloy: Whe ound, roll a De ose a wound.	able sa enever t	ve. his u	nit	Hit a Char	nd Run: ⁻ ge phase	This unit can move (even if it has not o. 1); Core Explo d	e 2D6" decla	in you red a cl	r
FACTION KEYWORDS	AC, AC19	5, Gundam All	ies, Gu	ndar	n Pilo	ts					
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly									



KEYWORDS

TROWA BARTON DAMAGE Some of the

POWER	_	XXX		01				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
Trowa Barton	*	* * 7	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXC with a Beam Gatling Gun, two Three Shot Missile La Twin Link 60mm Vulcans, Trowa Barton may be tak	a Folding unchers, ⁻ and a Twi	Knife, two Missi Titanic Feet, a Tv n Machine Canr	le Lau vin He	nche avy (rs, a Gatlir	Small ng Car	Shield, nnon,	5-9 1-4	7" 4"	5+ 6+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Gatling Gun	36"	Heavy 2D3	8	-2	2			roll a wound roll o inflicts a mortal v			
Folding Knife	Melee	Melee	+1	-1	1	-					
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m type to Heavy D6.		odels, d	change
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-					
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-					
ABILITIES	Shield ha Gundani loses a W	nield: A model was a 6+ invulnera um Alloy: Wher Vound, roll a D6. lose a wound.	ble sa	ve. his u		the p	enalty to f	dvance: This mod firing Heavy weap . 1); Core Explod	ons af	ter it m	
FACTION KEYWORDS	AC, AC19	95, Gundam Alli	es, Gu	ndan	n Pilo	ots					

Titanic, Vehicle, Mobile Suit, Ground, Character, Trowa Barton, Gundam



TROWA BARTON XXXG-01H2

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	М	WS	BS
Trowa Barton	*	* * 7	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXC equipped with a Folding K Shot Missile Launchers, T Gatling Cannon, Twin Link	nife, two Mitanic Feet	lissile Launche , a Twin Beam	rs, a Si Gatling	mall s Gun	Shiel n, a T	d, two win H	Three eavy	5-9	7"	5+	3+
model with Trowa Barton							,	1-4	4"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Folding Knife	Melee	Melee	+1	-1	1	-					
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m ype to Heavy D6.	ore m	odels, c	hange
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m ype to Rapid Fire		odels, d	hange
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2		•	roll a wound roll o inflicts a mortal w			
Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-					
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	y.
Twin Machine Cannon	18"	Rapid Fire 2D3	3 6	0	1	-					
		ield : A model w s a 6+ invulnera				lmnl	acable Ac	Ivance: This mod	ol doo	s not si	ıffor
ABILITIES	loses a W	um Alloy: Whe ound, roll a D6 ose a wound.				the p	enalty to f	iring Heavy weap	ons af	ter it mo	
FACTION KEYWORDS		05e a wound. 95, Gundam Alli	AS GU	ndan	o Dilo		nie Suit (p	. 1); Core Explod	cs (p.	1)	
KEYWORDS	-	•	-				haractar T	rowa Barton Cun	ndam		
VE I MOKDO	manic, ve	silicie, Mobile S	uit, Gi	ound	, Spa	ice, C	naracier, I	rowa Barton, Gur	iuaiii		

16	QUA	TRE RAI					NER	DAMAGE Some of this mod			
POWER		XXX	G-	U <u>l</u>	Sh	T		change as it suffe shown below:	ers da	mage, a	15
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quatre Raberba Winner	*	* * 9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in equipped with a Cross Cri Twin Anti Ship Swords, ar Raberba Winner may be	usher, a Fla nd Twin Lin	ash Shield, two k 60mm Vulcar	Homin	ıg Mi	ssiles	, Titan	ic Feet,	5-9 1-4	9" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Cross Crusher	Melee	Melee	Sx2	-4	3D3		n the Hit r	g with this weapor oll, and you may			
Flash Shield	12"	Grenade D6	*	*	*	targe	t. Instead opponent	oes not inflict any I, if a unit is hit by must subtract 1 fi ne end of the turn	the FI rom al	ash Shi	ield,
Homing Missile	48"	Heavy 1	8	-2	D6	Each battle		eapon may only b	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	1 fror weap	n the Hit r ons, you	g with this weapor roll. When attackir may make an ado pht phase.	ng with	n these	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	I to all hit	rolls against targe	ets tha	it can F l	ly.
	Melee with Swords or select eith	usher: When an either the Twingth the Cross Crusher the Twin Anses Crusher.	in Anti s sher, y	Ship ou m	nust	the et	ffects of was well as	y: Quatre Raberba varlord traits with l s Gundam Pilots. A model with a Fl	Magar	nac Cor	ps
A.D.U. 1717.0		im Alloy : Whe ound, roll a D6					nerable sa		asii Si	nieiu na	15 a 5+

Titanic, Vehicle, Mobile Suit, Ground, Character, Quatre Raberba Winner, Gundam

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

ABILITIES

KEYWORDS

FACTION KEYWORDS

does not lose a wound.

AC, AC195, Gundam Allies, Gundam Pilots

20 POWER		ΓRE RA XXX					NER	DAMAGE Some of this mod change as it suffe			
POWER NAME	M	WS BS	S T	W	Δ	Ld	Sv	shown below: REMAINING W	М	WS	BS
Quatre Raberba Winner	*	* *	9 9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in model equipped with a Be Titanic Feet, Twin Anti Sh	am Machir	ne Gun, a Flas	dam Sar sh Shield	ndroc d, two	k Cu Hor	stom i	lissiles,		9"	3+	4+
model with Quatre Raber								1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			i
Flash Shield	12"	Grenade D6	S *	*	*	targe your	et. Instead	loes not inflict any d, if a unit is hit by must subtract 1 fr he end of the turn.	the Fl om al	ash Shi	ield,
Homing Missile	48"	Heavy 1	8	-2	D6			eapon may only be	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith th	is weap	on.
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	1 fro wear	m the Hit oons, you	g with this weapor roll. When attackir may make an add ght phase.	ng with	these	
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.
	may use t	amily : Quatre he effects of v Corps units a	varlord t	raits	with		h Shield:	A model with a Fla	ash Sl	nield ha	s a 5+
ABILITIES	loses a W	um Alloy : Wh ound, roll a D ose a wound.				invul	nerable sa				
	single psy	chic power in	each fri	endly	psy	chic pl	nase, and	his model can atte can attempt to de t to manifest the fo	ny a s	ingle ps	sychic
	within 24"		extra Mo					ie of 6. If manifest new Movement Ph			
PSYKER	Note - Ha Perils of tl	•	n models	s do r	not kı	now S	mite, and	do not damage otl	her m	odels fr	om
FACTION KEYWORDS	AC, AC19	5, Gundam A	llies, Gu	ndan	n Pilo	ots					

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Raberba Winner, Gundam, Psyker, Zero System

17 POWER		CHAN XXX						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
Chang Wufei	*	* * 8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXC a Beam Glaive, Dragon C and Twin Link 60mm Vulc for your army.	law, Shenlo	ong Shield, Tita	nic Fe	et, Tv	vin H	eavy Fla	mer,	5-9 1-4	9" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TES	1-4	<u> </u>	7.	<u>J.</u>
Beam Glaive	Melee	Melee	Sx2	-2	D6	1 from 6+ with If attac	the Hit r this we king with	g with this weapor roll. Each time you apon, it also inflic n two Dragon Clav may make an add	roll a ts a M ws, ea	Wound lortal W lich time	d roll of ound. this
Dragon Claw	Melee	Melee	+2	-3	D3	them.	ngino it	may mane an ada		· anaon	******
Shenlong Shield	12"	Assault D6	7	-2	2			he Shenlong Shie he battle.	eld ma	y not be	e used
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	3 hit rolls	for each attack v	vith thi	is weap	on.
Twin Heavy Flamer	8"	Heavy 2D6	5	-1	1			utomatically hits it e fired within 1" of			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 f	to all hit	rolls against targe	ets tha	it can F	ly.
	add 3" to t you do so must be w	the result of you, the first attack with the Dragon um Alloy: Whe ound, roll a D6	ur Char in the Claw. never t	ge ro Assa his u	oll. If ault nit	Shenic	-	eld: A model with nerable save.	a She	enlong S	Shield
ABILITIES		ose a wound.	. On a	J 01	υ, π	Mobile	Suit (p	. 1); Core Explod	l es (p.	. 1)	
FACTION KEYWORDS	AC, AC19	5, Gundam Alli	es, Gu	ndan	n Pilo	ts					

Titanic, Vehicle, Mobile Suit, Ground, Character, Chang Wufei, Gundam



CHANG WUFEI XXXG-01S2

DAMAGE

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

- I OWER									SHOWIT DEIOW.			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Chang Wufei	*	* *	8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXO Altron Shield, two Dragon two Twin Heavy Flamers,	Claws, Sti and Twin L	nger Tail, 1 .ink 60mm	itani	c Feet,	, a Tv	vin B	eam 1	rident,	5-9	9"	3+	4+
Chang Wufei may be tak	•	•							1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D		LITIES				
Altron Shield	12"	Assault	D6	7	-2	2		e thrown, t est of the	he Altron Shield r battle.	nay no	ot be us	ed for
Dragon Claw	Melee	Melee		+2	-3	D3		el fights it	n two Dragon Cla may make an add			
Stinger Tail	36"	Heavy	2	8	-3	4			roll a Wound roll o inflicts a Mortal \			•
Titanic Feet	Melee	Melee		User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
Twin Beam Trident	Melee	Melee		Sx2	-2	D6	1 fro 6+ w Whe	m the Hit r vith this we n attacking	g with this weapor roll. Each time you apon, it also inflic g with this weapor ck with it this turn.	ı roll a ts a M	Wound	d roll of ound.
Twin Heavy Flamer	8"	Heavy 2	D6	5	-1	1			utomatically hits i e fired within 1" o			
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
	S 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly Dragon Claw: When Charging, you may add 3" to the result of your Charge roll. If you do so, the first attack in the Assault must be with a Dragon Claw.											
ABILITIES	loses a W	um Alloy: Vound, roll a	a D6.				5+ ir	nvulnerable	A model with a A e save. . 1); Core Explod			as a
FACTION KEYWORDS				26 G11	ndan	n Dila		ne Suit (p	. 1), COIE EXPIDE	ιεο (μ.	1)	
	AC, AC195, Gundam Allies, Gundam Pilots											
KEYWORDS	ritanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam										

28			RO	Y	U	Y		DAMAGE			
		XXX						Some of this mod change as it suffe			
POWER NAME	M	WS BS S		W	A	Ld	Sv	shown below: REMAINING W	М	ws	BS
Heero Yuy	*	* * 8	7	18	5	9	2+	10-18+	12"	2+	2+
Heero Yuy in the XXXG-0 Sabers, a Buster Rifle, Co a Twin Machine Cannon. army. Only one model wit	mbat Shie Only one i	ld, Titanic Feet, nodel with Hee i	Twin l ro Yuy	₋ink 6 ′ may	00mm be ta	Vulca aken fo	ans, and	5-9 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Buster Rifle	When firir	g the Buster Ri	fle, cho	oose	one o	of the	two mode	s below.			
Beam Rifle Mode	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	rema phas Save weap	ined station e. Subtrace Each time oon, it also	nly fire the Buster chary in the precedut 2 from any targed ne you roll a Wound inflicts a Mortal Vignay only be fired	ding net unit d roll Vound	noveme s Invulr of 6+ w I. This	ent nerable rith this
						withir autor includ	n 1" of a li matically h ding friend	er Rifle Mode is find the drawn from the the it by the edges of the units but exclude time you roll a Wo	firer the maining m	to the ta nassive nodels th	arget is beam, hat
Ancillary Targets	60"	Heavy 2	9	-4	4		•	also inflicts a Mor			
Titanic Feet	Melee	Melee	User		D3			s for each attack w		•	
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.
Twin Machine Cannon	18"	Rapid Fire 2D3		0	1	-					
	Mobile A may trans mode at ti movemen gains Har Supersor character use Titani Twin Mac Gundanii loses a W	form to or from the beginning of t phases. When d to Hit, Airboratic. Additionally stic increases be the Feet, Beam Some Cannon where the Cannon where found, roll a D6.	nation a Mob any of transi rne, ar y, it's M by 6". I abers hile tra	ve. This ile Autorial formed the Mover and or the	s unit rmor ed, it ment y not e med.	pivot straig after incre of the move Hard hit ro Shoot Airbo be ch	it on the south forward the initial ase its Mode phase - de at least & to Hit*: Yells for attacting phase orne*: Thinarged by	s model cannot ch units that can Fly ,	n mover nnot prodel by 12' e. Thient phe st substance and and a	ve the monivot ago Advance and the ase. tract 1 fel in the and cance and cance and cance ago where the and cance and cance and and cance and	nodel ain ces, ne end el must from e
ABILITIES		ose a wound. uit (p. 1); Core l	Fxnlo	des (n 1\		k or be att can Fly .	acked in the Fight	phas	e by un	its
FACTION KEYWORDS		5, Gundam Allie					жи ту .				
KEYWORDS							. Heero Yi	uy, Wing Gundam,	Gund	dam. Flv	v
	ritariio, V	Jo.o, IVIODIIC O	a.t., OI	Janu	, J.10	. 40.01	,	a,, tring Candain,	June	, I I	7

7 POWER		WI MA(MS- GAI			7)		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
WMS-03	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A WMS-03 is a single mod Shield, a Heat Hawk, and			m Mach	ine	Gun,	a Co	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	ce 3 hit roll	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	(Power Rate Power Rate Powe	ating +2). el takes the 17 ating +1).	75mm C	ann	on, it	may	replace its	175mm Cannon or Heat Hawk with E Machine Gun.			•
ABILITIES		hield : A mode a 5+ invulnera			nbat		oile Suit (p e Explode	,			
FACTION KEYWORDS	AC, AC19	5, Gundam All	ies, Ma	gana	ac Co	rps					
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd			•		

8 POWER		M	A	MS GAI TEF	NA	40			DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS I	38	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
WMS-03 Veteran	*	*	*	7 7	12	2	8	3+	7-12+	12"	3+	3+
A WMS-03 Veteran is a s	inale model	eguippe	ed wi	th a 120r	nm N	Лаchі	ne Gı	un. a	4-6	9"	4+	4+
Combat Shield, a Heat Ha	•							,	1-3	5"	5+	5+
WEAPON	RANGE	TYI	PE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assa	ult 6	6	-1	1	-					
175mm Cannon	48"	Heav	/y 1	8	-3	2D3	-					
Beam Sabers	Melee	Mel	ee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heav	/y 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Mel	ee	+1	-2	D3	-					
Titanic Feet	Melee	Mel	ee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.
WARGEAR OPTIONS	(Power Ra If this mode (Power Ra	Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2). If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1). This model may replace its Combat Shield with a 120mm Machine Gun.										
ABILITIES		combat Shield: A model with a combat hield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	AC, AC195	5, Gund	am A	Ilies, Ma	gana	ic Co	rps					
KEYWORDS	Titanic, Ve	hicle, M	obile	Suit, Sp	ace,	Grou	nd					

POWER		AF WMS	BDU -03			C		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	
Abdul	*	* * 7	8	12	2	8	3+	7-12+	15"	3+	3+	
Abdul in a WMS-03 AbC M 120mm Machine Gun, a C 60mm Vulcans. Only one	Combat Shi	eld, a Heat Hav	νk, Tita	nic F	eet,			4-6 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
175mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Heat Hawk	Melee	Melee	+1	-2	D3	-						
Titanic Feet	Melee	Melee	User	-2	D3	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 F	ly.	
WARGEAR OPTIONS		el may replace el may take a 1						Beam Rifle (Powe l 2).	r Rati	ng +2).		
ABILITIES	Combat Shield : A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	AC, AC19	5, Gundam Alli	es, Ma	gana	ac Co	rps						
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground, Character										

POWER		A) WM	HML S-03			C		DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Ahmad	*	* *	7 8	12	2	8	3+	7-12+	15"	3+	3+	
Ahmad in a WMS-03 AhC with a 120mm Machine G Twin Link 60mm Vulcans.	un, a Comb	oat Shield, a	Heat Hav	vk, T	itanic	Feet,	and	4-6 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
175mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal w				
Heat Hawk	Melee	Melee	+1	-2	D3	-						
Titanic Feet	Melee	Melee	User	-2	D3	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		el may replac el may take t						Beam Rifle (Powe l g +3).	r Ratii	ng +2).		
ABILITIES		Shield: A mo a 5+ invulne			nbat		ile Suit (p Explode	,				
FACTION KEYWORDS	AC, AC19	AC, AC195, Gundam Allies, Maganac Corps										
KEYWORDS	Titanic, Ve	ehicle, Mobile	e Suit, Sp	ace,	Grou	nd, C	haracter					

POWER		A WMS	UD -03		U	C		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
Auda	*	* * 7	8	12	2	8	3+	7-12+	12"	3+	3+
Auda in a WMS-03 AuC M								4-6	9"	4+	4+
120mm Machine Gun, a F 60mm Vulcans. Only one						d Twin	ı Link	1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Heavy Claw	Melee	Melee	Sx2	-4	6	1 from by the	m the Hit i is weapor	g with this weapon roll. If a Vehicle o n, choose an enem roll a D6. On a 4 nds.	r a M o ny unit	onster i within	is slain 9" of
Titanic Feet	Melee	Melee	User	-2	D3	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 l	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. Mobile Suit (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	AC, AC19	5, Gundam Alli	es, Ma	gana	ıc Co	rps					
KEYWORDS	Titanic, Ve	unic, Vehicle, Mobile Suit, Space, Ground, Character									

8 POWER	N	WI IAGA	MS- NA			CE		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
WMS-03 Ace	*	* * 7	7	12	2	8	3+	7-12+	12"	2+	3+
A WMS-03 Ace is a single Shield, a Heat Hawk, and	•		20mm i	Macl	nine (Gun, a	Combat	4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	(Power Ra If this mode (Power Ra	Melee									
ABILITIES		hield: A mode a 5+ invulnera			bat		le Suit (p Explode				
FACTION KEYWORDS	AC, AC195	C, AC195, Gundam Allies, Maganac Corps									
KEYWORDS	Titanic, Vel	nicle, Mobile S	Suit, Spa	ace,	Grou	nd, Ch	aracter				

9 POWER	RA	ASHI WM					[A	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Rashid Kurama	*	* *	7 8	12	3	8	3+	7-12+	12"	2+	3+	
Rashid Kurama in a WMS model equipped with a 12 Titanic Feet, and Twin Lin in your army.	0mm Mach	iine Gun, a (Combat Sl	nield	, a H	eat Ha	awk,	4-6 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Heat Hawk	Melee	Melee	+1	-2	D3	-						
Titanic Feet	Melee	Melee	User	-2	D3	Mak	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 l	ly.	
WARGEAR OPTIONS	This mode	el may repla	ce its 120r	nm N	Иасh	ine G	un with a E	Beam Rifle (Powe i	Rati	ng +2).		
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	AC, AC19	5, Gundam	Allies, Ma	gana	ic Co	rps						
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground, Character										

10 POWER			W OI			-04 N				DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
WMS-04	*	6+	*	7	*	12	1	7	3+	7-12+	15"	4+	7
A WMS-04 is a single model equipped with a 75mm Gatling Gun and a Mega									4-6	10"	5+	6	
Particle Cannon.						J			J	1-3	6"	6+	5
WEAPON	RANGE	Т	YPE		S	AP	D	AB	ILITIES				
75mm Gatling Gun	30"	Assa	ault 20)6	7	-1	1	-					
Mega Particle Cannon	48"	Не	eavy 3		8	-3	4			roll a wound roll o inflicts a mortal w			
ABILITIES	Mobile S	Mobile Suit (p. 1) Core Explo						re Explode	s (p. 1)				
FACTION KEYWORDS	AC, AC19	95, Gui	ndam .	Allie	s, Ma	gana	с Сс	rps					
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Space, Ground, Fly											

20						Y		DAMAGE Some of this mod				
POWER		OZ	Z-13	M	S			change as it suffe shown below:	ers da	mage, a	as 	
NAME	M	WS BS	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Heero Yuy	*	* *	8 8	18	4	9	2+	10-18+	12"	2+	2+	
Heero Yuy in the OZ-13M Beam Anti-Ship Sword, a Twin Link 60mm Vulcans. army. Only one model wit	Combat Shi Only one m	eld, two Claw nodel with He	vs, a He e ro Yu y	at Ro / ma	od, Ti y be t	tanic I	eet, and	5-9 1-4	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Anti-Ship Sword	Melee	Melee	Sx2	-3	2D3	1 fro of 6+	m the Hit for this w	g with this weapor roll. Each time you reapon, it also infli	u roll :	a wound mortal v	d roll vound.	
Claw	Melee	Melee	+1	-1	D2			g with two Claws, ck with them this to	-	пау так	ke an	
Heat Rod	When attac	hen attacking with the Heat Rod, choose one of the two modes below.										
Entangle Mode	Melee	Each successful hit with this weapon causes the Melee * * * enemy unit to lose an attack in this combat phase										
Heat Mode	Melee	Melee	+3	-3	2D3		-	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith th	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.	
ABILITIES	Mobile Arr may transformode at the movement gains Hard Supersoni characteris use any we Gundanium loses a Wo does not lo	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use any weapons while transformed. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charging, you may add 3" to result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: When Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod: A track in the Assault must be with the Heat Rod: A track in the Assault must be with the										
DEVKED	Zero System : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.											
PSYKER FACTION KEYWORDS		, Gundam Al			inado	m						
KEYWORDS			•				naracter l	Heero Yuy Envon	Gun	dam Fl		
INE I WORDS	manic, vei	nic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Epyon, Gundam, Fly										

10 POWER	SK	(-12SN	IS '	ΤΑ	\U	RU	JS	DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
SK-12SMS	*	* * {	3 7	15	2	7	3+	7-12+	12"	4+	3+			
A SK-12SMS Taurus is a Feet.	single mode	el equipped wi	th a Be	am R	ifle a	nd Tita	anic	4-6 1-3	9" 5"	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						
Laser Gun	24"	Pistol 2D3	7	-2	3		weapon io า Shield T	gnores the Invulne eams.	rable	save fr	om			
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.			
WARGEAR OPTIONS	This mode Rating -1)		its Bea	m Rif	le wi	th a Me	ega Parti	cle Cannon or a La	aser G	Gun (Po	wer			
	may trans mode at the movement	form to or from ne beginning o t phases. Whe	n a Mob f any of n trans	ile Ar your forme	mor ed, it	pivot straig after t increa of the move	it on the s ht forwar the initial ase its Mo phase - at least	Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this pove characteristic do not roll any dicas" in each movement	n mo\ nnot p model by 12' e. The ent ph	ve the noivot ag Advan 'until this mode ase.	nodel gain ces, ne end el must			
	Superson characteris	Hard to Hit, A ic. Additionall stic increases Feet while tra	ly, it's M by 6". I	loven t may	nent	hit rol	ls for atta	Your opponent mus acks that target this e.						
	Mobile Su					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					у			
ABILITIES		ore Explodes (p. 1) that can Fly.												
FACTION KEYWORDS	AC, AC19	5, Gundam All	ies, Sa	nc Ki	ngdo	m								

Titanic, Vehicle, Mobile Suit, Space, Ground

13 POWER	L	UCRE SK-					N	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Lucrezia Noin	*	* * {	3 7	15	3	8	3+	7-12+	12"	3+	2+
Lucrezia Noin in a SK-125 Rifle, Beam Sabers, and taken for your army.		•						4-6 1-3	9" 5"	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	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Laser Gun	24"	Pistol 2D3	7	-2	3		weapon ioุ า Shield T	gnores the Invulne eams.	erable	save fro	om
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode Rating -1)		its Bea	m Ri	fle wi	th a M	ega Partio	cle Cannon or a La	aser G	Gun (Po	wer
	may transf mode at th	mor Transfor form to or from ne beginning o t phases. Whe	a Mob f any of	ile A you	rmor r	move at least 8" in each movement phase.					nodel ain ces, ne end
	Superson characteris		ly, it's M by 6". I	lover It ma	ment	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the ot Shooting phase.					
	Mobile Su	iit (p. 1)				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					y
ABILITIES	Core Expl	lodes (p. 1)				that c	an Fly .			•	

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

AC, AC195, Gundam Allies, Sanc Kingdom

FACTION KEYWORDS

13	QUAT	TRE RA					NER	DAMAGE Some of this mod change as it suffe				
POWER		SK-		<u> </u>	T 2			shown below:	510 dd.	mago, c		
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Quatre Raberba Winner	*	* *	8 7	15	4	9	3+	7-12+	12"	2+	3+	
Quatre Raberba Winner Beam Rifle, Beam Sabers Winner may be taken for	s, and Titan					4-6 1-3	9" 5"	3+ 4+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o o inflicts a mortal v				
Laser Gun	24"	Pistol 2D3	7	-2	3		weapon i n Shield T	gnores the Invulne Teams.	erable	save fro	om	
Mega Particle Cannon	48"	Heavy 3	8	-3	4		_	roll a wound roll o o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS		• •	its Bea	m Ri	ifle wi	th a M	ega Parti	cle Cannon or a L	aser G	Gun (Po	wer	
This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1). Winner Family: Quatre Raberba Winner may use the effects of warlord traits with Maganac Corps units as well as Sanc Kingdom. Winder Family: Quatre Raberba Winner may use the effects of warlord traits with Maganac Corps units as well as Sanc Kingdom. Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase. Wobile Armor Transformation: This unit increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase. When this model moves, first pivot it on the spot up to 90°, then move the model of the phase - do not roll any dice. This model must move at least 8" in each movement phase. Warsenic*: This model cannot charge, and can only												
	Mobile Su	ıit (p. 1)				be ch	narged by	is model cannot cl units that can Fly tacked in the Figh	, and	can only	y	

that can **Fly**.

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Quatre Raberba Winner

ABILITIES

KEYWORDS

Core Explodes (p. 1)

FACTION KEYWORDS AC, AC195, Gundam Allies, Sanc Kingdom



NAME

Zechs Merquise

Continued next page.

ZECHS MERQUISE XXXG-00W0

18

Ld

9

4

Sv

2+

WS

BS

8 7

DAMAGE

REMAINING W

10-18+

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

12"

WS

2+

BS

2+

Zechs Merquise in the XX equipped with Beam Sabo	Buster Rifle,	5-9	9"	3+	3+								
Twin Link 60mm Vulcans, Zechs Merquise may be may be taken for your arn	taken for y			•			1-4	5"	4+	4+			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you weapon, it also	roll a wound ro inflicts a morta						
Twin Buster Rifle	Buster m	ng the Twin Bust ode, Zechs Merq erquise counts as	uise c	ount	s as l	naving two of ea							
Beam Rifle Mode	36"	Heavy 3	8	-3	4	•	roll a wound ro inflicts a morta						
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	remained static phase. Subtract Save. Each tim weapon, it also weapon may o	nly fire the Bust onary in the pre ot 2 from any ta ne you roll a Wo o inflicts a Morta nly be fired in e n a battle.	ceding n rget unit ound roll al Wound	noveme s Invulr of 6+ w I. This	ent nerable vith this			
Ancillary Targets	60"	Heavy 2	9	-4	4	within 1" of a line automatically hincluding friend can Fly . Each	de 3 times in a battle. en the Buster Rifle Mode is fired, any model in 1" of a line drawn from the firer to the target matically hit by the edges of the massive bean uding friendly units but excluding models that Fly. Each time you roll a Wound roll of 6+ with weapon, it also inflicts a Mortal Wound.						
Twin Buster Rifle Mode	96"	Heavy 5	10	-4	4	remained static phase. Subtract Save. Each time weapon, it also weapon may of Mode 3 times if model to the tall automatically h	only fire the Twin conary in the pre- ct 2 from any ta- ne you roll a Wo o inflicts a Morta nly be fired in e n a battle. Draw arget. Any mode nit, including frie els with the Fly	ceding n rget unit' ound roll al Wound ither Bus w a line t endly mo	noveme s Invulr of 6+ w I. This ster Rifl from the the line dels,	ent nerable vith this e e firing			
Titanic Feet	Melee	Melee	User	-2	D3	-	for each attacl			on.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit							
Twin Machine Cannon	18"	Rapid Fire 2D3		0	1	-							

	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it	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			
	gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not	of the phase - do not roll any dice. This model must move at least 8" in each movement phase.			
	use Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.	Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.			
	Gundanium Alloy : Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.	Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only			
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)	attack or be attacked in the Fight phase by units that can Fly .			
PSYKER	Zero System : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.				
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdor	m			
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Grou Gundam, Fly	nd, Character, Zechs Merquise, Wing Gundam,			

GUNDAM ALLIES 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.

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
WMS-03	1	70

Heavy Support		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
WMS-04	1	70

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
SK-12SMS	1	125
WMS-03 Veteran	1	85

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Heero Yuy, OZ-13SMS	1	265
Lucrezia Noin, SK-12SMS	1	140
Quatre Raberba Winner, SK-12SMS	1	145
Abdul, WMS-03 AbC	1	95
Ahmed, WMS-03 AhC	1	95
Auda, WMS-03 AuC	1	85
Rashid Kurama, WMS-03 RKC	1	95
Heero Yuy, XXXG-00W0	1	265
Zechs Merquise, XXXG-00W0	1	265
Duo Maxwell, XXXG-01D	1	230
Duo Maxwell, XXXG-01D2	1	280
Trowa Barton, XXXG-01H	1	230
Trowa Barton, XXXG-01H2	1	230
Quatre Raberba Winner, XXXG-01SR	1	230
Quatre Raberba Winner, XXXG-01SR2	1	245
Chang Wufei, XXXG-01S	1	230
Chang Wufei, XXXG-01S2	1	230
Heero Yuy, XXXG-01W	1	250

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
75mm Gatling	50
120mm Machine Gun	30
175mm Cannon	25
Beam Gatling Gun	50
Beam Machine Gun	75
Beam Rifle	75
Buster Rifle	200
Homing Missile	5
Laser Gun	50
Mega Particle Cannon	80
Missile Launcher	25
Stinger Tail	50
Three Shot Missile Launcher	25
Twin Beam Gatling Gun	100
Twin Buster Rifle	400
Twin Heavy Flamer	30
Twin Heavy Gatling	50
Twin Link 60mm Vulcans	10
Twin Machine Cannon	30

MELEE WEAPONS							
WEAPON	POINTS PER WEAPON						
Beam Anti Ship Sword	40						
Beam Glaive	40						
Beam Sabers	40						
Beam Scythe	40						
Claw	15						
Dragon Claw	25						
Folding Knife	15						
Heat Hawk	15						
Heat Rod	40						
Heavy Claw	35						
Titanic Feet	0						
Twin Anti Ship Swords	30						
Twin Beam Scythe	50						
Twin Beam Trident	50						

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
Altron Shield	20				
Buster Shield	20				
Combat Shield	20				
Flash Shield	20				
Shenlong Shield	20				
Small Shield	10				

GUNDAM ALLIES WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
75mm Gatling	30"	Assault 2D6	7	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-
Altron Shield	12"	Assault D6	7	-2	2	Once thrown, the Altron Shield may not be used for the rest of the battle.
Beam Gatling Gun	36"	Heavy 2D3	8	-2	2	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.
Buster Rifle	When attacl	king with this weapo	on, cho	ose on	e of the	profiles listed below.
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired in either Buster Rifle Mode 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Shield	36"	Grenade 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once fired, the Buster Shield may not be used for the rest of the battle.
Flash Shield	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by the Flash Shield, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Homing Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable Save from Beam Shield Teams.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	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.
Shenlong Shield	12"	Assault D6	7	-2	2	Once thrown, the Shenlong Shield may not be used for the rest of the battle.
Stinger Tail	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

Continued on next page.

RANGED WEAPONS (Cont.)					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Buster Rifle						three modes below. In Beam Rifle or Buster mode, this unit counts , this unit counts as having one of that weapon.
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired in either Buster Rifle Mode 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Buster Rifle Mode	96"	Heavy 5	10	-4	4	A model can only fire the Twin Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. Draw a line from the firing model to the target. Any model under the line is automatically hit, including friendly models, excluding models with the Fly keyword.
Twin Heavy Flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target. This weapon may be fired within 1" of enemy models.
Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-

MELEE WEAPONS						
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 Glaive	Melee	Melee	Sx2	-2	D6	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 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 Scythe	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.
Claw	Melee	Melee	+1	-1	D2	If attacking with two Claws, each time this model fights it may make an additional attack with them.
Cross Crusher	Melee	Melee	Sx2	-4	3D3	When attacking with this weapon, you must subtract 1 from the Hit roll, and you may only attack twice this turn.
Dragon Claw	Melee	Melee	+2	-2	D3	If attacking with two Dragon Claws, each time this model fights it may make an additional attack with them.
Folding Knife	Melee	Melee	+1	-1	1	-
Heat Hawk	Melee	Melee	+1	-2	D3	-
Heat Rod	When attackii	ng with the Hea	t Rod, ch	oose o	ne of the	e two modes below.
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
Heat Mode	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Continued on next page.						
					_	

MELEE WEAPONS (MELEE WEAPONS (Cont.)							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Heavy Claw	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.		
Twin Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.		
Twin Beam Scythe	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 Trident	Melee	Melee	Sx2	-3	D6	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.		

OTHER WARGEAR	
Altron Shield	A model with an Altron Shield has a 5+ invulnerable save.
Buster Shield	A model with a Buster Shield has a 6+ invulnerable save.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Flash Shield	A model with a Flash Shield has a 5+ invulnerable save.
Shenlong Shield	A model with a Shenlong Shield has a 5+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.