

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.



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POWER

HEERO YUY

XXXG-00W0

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy	*	*	*	8	7	18	5	9	2+	10-18+	12"	2+	2+
Heero Yuy in the XXXG-00W0 Wing Zero Gundam is a single model equipped with Beam Sabers, a Combat Shield, Titanic Feet, a Twin Buster Rifle, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Heero Yuy may be taken for your army. Only one model with Wing Gundam may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Twin Buster Rifle	When firing the Twin Buster Rifle, choose one of the three modes below. In Beam Rifle or Buster mode, Heero Yuy counts as having two of each weapon. In Twin Buster Mode, Heero Yuy 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+ for 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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
Twin Machine Cannon	18"	Rapid Fire 2D3		6	0	1	-						

Continued next page.

	<p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.</p> <p>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</p>	<p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)	
PSYKER	Zero System: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.	
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Wing Gundam, Gundam, Fly	



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POWER

DUO MAXWELL

XXXG-01D

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Duo Maxwell	*	*	*	8	7	18	4	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG-01D Gundam Deathscythe is a single model equipped with a Beam Scythe, a Buster Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Duo Maxwell may be taken for your army.										5-9	10"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Scythe	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Buster Shield	36"	Grenade 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Once fired, the Buster Shield is lost for the rest of the battle. This is a Beam weapon.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .							
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-							
ABILITIES						Hyper Jammers: This unit may deploy anywhere on the board, as long as it is no closer than 9" from all enemy units. This unit automatically has Cover from enemy Vehicles .							
						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							
FACTION KEYWORDS						AC, AC195, Gundam Allies, Gundam Pilots							
KEYWORDS						Titanic, Vehicle, Mobile Suit, Ground, Character, Duo Maxwell, Gundam							



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POWER


DUO MAXWELL

XXXG-01D2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Duo Maxwell	*	*	*	8	7	18	4	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG-01D2 Gundam Deathscythe Hell is a single model equipped with a Buster Shield, Titanic Feet, a Twin Beam Scythe, and Twin Link 60mm Vulcans. Only one model with Duo Maxwell may be taken for your army.										5-9	10"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Buster Shield	36"	Grenade 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Once fired, the Buster Shield is lost for the rest of the battle. This is a Beam weapon.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Scythe	Melee	Melee		Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, make one additional attack with it this combat turn. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
							Active Cloak: At the beginning of the game and at the beginning of each of your movement phases, the cloak can be engaged or disengaged. When engaged, the Active Cloak provides a 4+ invulnerable save and a 3+ invulnerable save against Energy weapons. Additionally, all enemies must pass a Ld test to target the invisible Gundam. However, when the Active Cloak is engaged, this MS may not attack or use any weapons at all.						
							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
Hyper Jammers: This unit may deploy anywhere on the board, as long as it is no closer than 9" from all enemy units. This unit automatically has Cover from enemy Vehicles .													
Buster Shield: A model with a Buster Shield has a 6+ invulnerable save.													
Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.													
ABILITIES							Mobile Suit (p. 1); Core Explodes (p. 1)						
FACTION KEYWORDS		AC, AC195, Gundam Allies, Gundam Pilots											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly											

<div>25 POWER</div> <div>TROWA BARTON XXXG-01H</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																		
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Trowa Barton in the XXXG-01H Gundam Heavyarms is a single model equipped with a Beam Gatling Gun, a Folding Knife, two Missile Launchers, a Small Shield, two Three Shot Missile Launchers, Titanic Feet, a Twin Heavy Gatling Cannon, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Trowa Barton may be taken for your army.																																																																												
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Gatling Gun</td><td>36"</td><td>Heavy 2D3</td><td>8</td><td>-2</td><td>2</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Folding Knife</td><td>Melee</td><td>Melee</td><td>+1</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Missile Launcher</td><td>72"</td><td>Heavy D3</td><td>8</td><td>-2</td><td>2</td><td>When targeting units with 5 or more models, change this weapon's type to Heavy D6.</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D3</td><td>6</td><td>-1</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Heavy Gatling</td><td>30"</td><td>Heavy 2D6</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all hit rolls against targets that can Fly.</td></tr><tr><td>Twin Machine Cannon</td><td>18"</td><td>Rapid Fire 2D3</td><td>6</td><td>0</td><td>1</td><td>-</td></tr></table>														WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Gatling Gun	36"	Heavy 2D3	8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Folding Knife	Melee	Melee	+1	-1	1	-	Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.	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.	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.	Twin Heavy Gatling	30"	Heavy 2D6	7	-1	1	-	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .	Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-
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POWER

TROWA BARTON

XXXG-01H2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Trowa Barton	*	*	*	7	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXG-01H2 Gundam Heavyarms Custom is a single model equipped with a Folding Knife, two Missile Launchers, a Small Shield, two Three Shot Missile Launchers, Titanic Feet, a Twin Beam Gatling Gun, a Twin Heavy Gatling Cannon, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Trowa Barton may be taken for your army.										5-9	7"	5+	3+
										1-4	4"	6+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Folding Knife	Melee		Melee		+1	-1	1	-					
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
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.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Gatling Gun	36"		Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Twin Heavy Gatling	30"		Heavy 2D6		7	-1	1	-					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .					
Twin Machine Cannon	18"		Rapid Fire 2D3		6	0	1	-					
ABILITIES	Small Shield: A model with a Small Shield has a 6+ invulnerable save.												
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.												
										Implacable Advance: This model does not suffer the penalty to firing Heavy weapons after it moves.			
										Mobile Suit (p. 1); Core Explodes (p. 1)			
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam												



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POWER

QUATRE RABERBA WINNER

XXXG-01SR

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quatre Raberba Winner	*	*	*	9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in the XXXG-01SR Gundam Sandrock is a single model equipped with a Cross Crusher, a Flash Shield, two Homing Missiles, Titanic Feet, Twin Anti Ship Swords, and Twin Link 60mm Vulcans. Only one model with Quatre Raberba Winner may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
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.						
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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Anti Ship Swords	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with these weapons, you may make an additional attack with them in the Fight phase.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
ABILITIES		Cross Crusher: When attacking in Melee with either the Twin Anti Ship Swords or the Cross Crusher, you must select either the Twin Anti Ship Swords or the Cross Crusher.					Winner Family: Quatre Raberba Winner may use the effects of warlord traits with Maganac Corps units as well as Gundam Pilots.						
		Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.					Flash Shield: A model with a Flash Shield has a 5+ invulnerable save.						
FACTION KEYWORDS		AC, AC195, Gundam Allies, Gundam Pilots											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Character, Quatre Raberba Winner, Gundam											



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POWER

QUATRE RABERBA WINNER

XXXG-01SR2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quatre Raberba Winner	*	*	*	9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Raberba Winner in the XXXG-01SR2 Gundam Sandrock Custom is a single model equipped with a Beam Machine Gun, a Flash Shield, two Homing Missiles, Titanic Feet, Twin Anti Ship Swords, and Twin Link 60mm Vulcans. Only one model with Quatre Raberba Winner may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Flash Shield	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by the Flash Shield, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Homing Missile	48"	Heavy 1		8	-2	D6	Each of this weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Anti Ship Swords	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with these weapons, you may make an additional attack with them in the Fight phase.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
Winner Family: Quatre Raberba Winner may use the effects of warlord traits with Maganac Corps units as well as Gundam Pilots.													
Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.													
Flash Shield: A model with a Flash Shield has a 5+ invulnerable save.													
Mobile Suit (p. 1); Core Explodes (p. 1)													
Half Zero System: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may only attempt to manifest the following power:													
Tactical Genius: <i>Tactical Genius</i> has a warp charge value of 6. If manifested, any friendly unit within 24" may take an extra Move action, as if it were a new Movement Phase. In addition, they may Charge this turn.													
Note - Half Zero System models do not know Smite, and do not damage other models from Perils of the Warp.													
PSYKER													
FACTION KEYWORDS AC, AC195, Gundam Allies, Gundam Pilots													
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Raberba Winner, Gundam, Psyker, Zero System													



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POWER

CHANG WUFEI

XXXG-01S

DAMAGE

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

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



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POWER

CHANG WUFEI

XXXG-01S2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Chang Wufei	*	*	*	8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXG-01S2 Altron Gundam is a single model equipped with an Altron Shield, two Dragon Claws, Stinger Tail, Titanic Feet, a Twin Beam Trident, two Twin Heavy Flamers, and Twin Link 60mm Vulcans. Only one model with Chang Wufei may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Altron Shield	12"	Assault D6		7	-2	2	Once thrown, the Altron Shield may not be used for the rest of the battle.						
Dragon Claw	Melee	Melee		+2	-3	D3	If attacking with two Dragon Claws, each time this model fights it may make an additional attack with them.						
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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Trident	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. When attacking with this weapon, you may make an additional attack with it this turn.						
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 Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
<div><div><div>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.</div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div><div><div>Altron Shield: A model with a Altron Shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1); Core Explodes (p. 1)</div></div></div>													
ABILITIES													
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam												



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POWER


HEERO YUY


XXXG-01W

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy	*	*	*	8	7	18	5	9	2+	10-18+	12"	2+	2+
Heero Yuy in the XXXG-01W Wing Gundam is a single model equipped with Beam Sabers, a Buster Rifle, Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Heero Yuy may be taken for your army. Only one model with Wing Gundam may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below.												
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for 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 mode may only be fired 3 times in a battle.							
						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.							
----- Ancillary Targets	60"	Heavy 2	9	-4	4								
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .							
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-							
ABILITIES	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 Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.												
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Gundam Pilots												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Character, Heero Yuy, Wing Gundam, Gundam, Fly												

<div><div></div><div>7</div><div>POWER</div></div> <div>WMS-03</div> <div>MAGANAC</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
WMS-03	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A WMS-03 is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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.						
Heat Hawk	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	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).													
WARGEAR OPTIONS		This model may replace its Combat Shield with a 120mm Machine Gun.											
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS		AC, AC195, Gundam Allies, Maganac Corps											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											

<div><div>8</div><div>POWER</div></div> <div>WMS-03 MAGANAC VETERAN</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
WMS-03 Veteran	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A WMS-03 Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
175mm Cannon	48"		Heavy 1		8	-3	2D3	-					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
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.					
Heat Hawk	Melee		Melee		+1	-2	D3	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2).											
		If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1).											
		This model may replace its Combat Shield with a 120mm Machine Gun.											
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		AC, AC195, Gundam Allies, Maganac Corps											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											



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POWER

ABDUL WMS-03 ABC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Abdul	*	*	*	7	8	12	2	8	3+	7-12+	15"	3+	3+
Abdul in a WMS-03 AbC Maganac Abdul Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
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.						
Heat Hawk	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a 175mm Cannon (Power Rating +2).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

AHMAD WMS-03 AHC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Ahmad	*	*	*	7	8	12	2	8	3+	7-12+	15"	3+	3+
Ahmad in a WMS-03 AhC Maganac Ahmad Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
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.						
Heat Hawk	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take two 175mm Cannons (Power Rating +3).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

AUDA WMS-03 AUC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Auda	*	*	*	7	8	12	2	8	3+	7-12+	12"	3+	3+
Auda in a WMS-03 AuC Maganac Auda Custom is a single model equipped with a 120mm Machine Gun, a Heat Hawk, a Heavy Claw, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee		+1	-2	D3	-						
							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						
Heavy Claw	Melee	Melee		Sx2	-4	6	D3 mortal wounds.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

WMS-03 MAGANAC ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
WMS-03 Ace	*	*	*	7	7	12	2	8	3+	7-12+	12"	2+	3+
A WMS-03 Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 6	6	-1	1								
175mm Cannon	48"	Heavy 1	8	-3	2D3								
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
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.							
Heat Hawk	Melee	Melee	+1	-2	D3								
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2). If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1). This model may replace its Combat Shield with a 120mm Machine Gun.												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												




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POWER

RASHID KURAMA WMS-03 RKC

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rashid Kurama	*	*	*	7	8	12	3	8	3+	7-12+	12"	2+	3+
Rashid Kurama in a WMS-03 RKC Maganac Rashid Kurama Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
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.						
Heat Hawk	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div>10POWER</div> <div>WMS-04 OLIFANT</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	T
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 Particle Cannon.										4-6	10"	5+	6
										1-3	6"	6+	5
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
75mm Gatling Gun	30"	Assault 2D6			7	-1	1	-					
Mega Particle Cannon	48"	Heavy 3			8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC195, Gundam Allies, Maganac Corps												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly												



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POWER

HEERO YUY OZ-13MS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy	*	*	*	8	8	18	4	9	2+	10-18+	12"	2+	2+
Heero Yuy in the OZ-13MS Gundam Epyon is a single model equipped with a Beam Anti-Ship Sword, a Combat Shield, two Claws, a Heat Rod, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Heero Yuy may be taken for your army. Only one model with Epyon may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti-Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Claw	Melee	Melee	+1	-1	D2	When attacking with two Claws, you may make an additional attack with them this turn.
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.					
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
--- Heat Mode	Melee	Melee	+3	-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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .

ABILITIES	<p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use any weapons while transformed.</p> <p>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>	<p>Heat Rod: 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 the Heat Rod.</p> <p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>
	Mobile Suit (p. 1); Core Explodes (p. 1)	
PSYKER	<p>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.</p>	
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Epyon, Gundam, Fly	



10
POWER

SK-12SMS TAURUS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
SK-12SMS	*	*	*	8	7	15	2	7	3+	7-12+	12"	4+	3+
A SK-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Laser Gun	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+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).
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ABILITIES	<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>	<p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>
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FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground
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13
POWER

LUCREZIA NOIN SK-12SMS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Lucrezia Noin	*	*	*	8	7	15	3	8	3+	7-12+	12"	3+	2+
Lucrezia Noin in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with Lucrezia Noin may be taken for your army.										4-6	9"	4+	3+
										1-3	5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).
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<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p>		<p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>
ABILITIES	Core Explodes (p. 1)	

FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lucrezia Noin
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13

POWER

QUATRE RABERBA WINNER

SK-12SMS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quatre Raberba Winner	*	*	*	8	7	15	4	9	3+	7-12+	12"	2+	3+
Quatre Raberba Winner in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with Quatre Raberba Winner may be taken for your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
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+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).												
	<p>Winner Family: Quatre Raberba Winner may use the effects of warlord traits with Maganac Corps units as well as Sanc Kingdom.</p> <p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p>												
ABILITIES	<p>Core Explodes (p. 1)</p> <p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>												
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Quatre Raberba Winner												



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POWER

ZECHS MERQUISE

XXXG-00W0

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Zechs Merquise	*	*	*	8	7	18	4	9	2+	10-18+	12"	2+	2+
Zechs Merquise in the XXXG-00W0 Wing Zero Gundam is a single model equipped with Beam Sabers, a Combat Shield, Titanic Feet, a Twin Buster Rifle, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with Zechs Merquise may be taken for your army. Only one model with Wing Gundam may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Twin Buster Rifle	When firing the Twin Buster Rifle, choose one of the three modes below. In Beam Rifle or Buster mode, Zechs Merquise counts as having two of each weapon. In Twin Buster Mode, Zechs Merquise 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+ for 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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
Twin Machine Cannon	18"	Rapid Fire 2D3		6	0	1	-						

Continued next page.

	<p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.</p> <p>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</p> <p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p>
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)
PSYKER	<p>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.</p>
FACTION KEYWORDS	AC, AC195, Gundam Allies, Sanc Kingdom
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Zechs Merquise, Wing Gundam, Gundam, Fly

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 attacking with this weapon, choose one 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	When firing the Twin Buster Rifle, choose one of the three modes below. In Beam Rifle or Buster mode, this unit counts as having two of each weapon. In Twin Buster Mode, 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 attacking with the Heat Rod, choose one of the two modes below.					
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
--- Heat Mode	Melee	Melee	+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 (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.