ZAFT CE 71 ARMY LIST

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

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like CE, CE71, ZAFT, Ground, and Space. CE defines the particular universe of Gundam that these suits fall into, CE71 as the year the unit was deployed, and ZAFT as the ZAFT Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several ZAFT units:

Mobile Suit

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

Mobile Tank

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

Core Explodes

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

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy**

Weapons with *lance, las-, laser, light,* or *prism* as part of the name gain **LASER**, **Energy**

Weapons with *beam, fusion, ion, particle,* or *plasma* as part of the name gain **Beam, Energy**

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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

13 POWER		YZAK GAT				Æ		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S		W	Α	Ld	Sv	REMAINING W	M	WS	BS
Yzak Joule	*	* * 8		18	4	9	3+	10-18+	12"	2+	3+
Yzak Joule in the GAT-x1 Rifle + Grenade Launche Link CIWS. Only one mod	r, Beam Sal	pers, a Combat	Shield	d, Tita	anic F	eet, ar		5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	e taker S	AP	your a	ABILI	ITIES	1-4	5	4+	5+
Beam Rifle + Grenade Launcher		cking with this th, subtract 1 f						the profiles listed b weapon.	pelow.	If you	
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	weapon n	nay only be fired o	nce p	er battl	е
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m type to Heavy D6.		odels,	change
Railgun	48"	Heavy 1	8	-3	2D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1	to all to	hit rolls against tai	rgets t	hat car	Fly.
WARGEAR OPTIONS	Assault S an Assault Wounds cl their Move	hroud: A mode t Shroud increath haracteristic by characteristic o gains a Railgi	el equipuses the 6 but by 2.	pped eir redu The	with	Comi	bat Shiel	d: A model with a ble save.	comb	at shiel	d has
ABILITIES	Launcher. ejected at characteris losing the Any wound Shroud firs Mobile Su	The Assault S any time, resto stics to their pri Railgun and M ds lost are lost st.	Shroud oring Inted valissile L	may alues auno	be and cher.	Phase system last uphase Woun	m may ad ntil the be e. When nd. While	model equipped vectivate it at any time eginning of your neactivating, the model active, the model ave against Kineti	ie, and ext mo del tal gains	d the ef ovemen kes a M a 3+	fects t
FACTION KEYWORDS	CE, CE71	•									
KEYWORDS	Titanic, Ch	naracter, Vehicl	e, Mob	ile S	uit, Y	zak Jo	ule, Gund	dam, Space, Grou	nd		



DEARKA ELSMAN GAT-X103

DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Dearka Elsman	*	*	*	8	7	18	2	7	3+	10-18+	12"	4+	3+
Dearka Elsman in the GAT- Mega Particle Cannon, two					_					5-9	9"	5+	4+
one model with Dearka Els i							ııaııı	СГЕЕ	t. Offig	1-4	5"	6+	5+

one model with Dearka E	isman may	be taken for y	our arm	ıy.		1-4 5 0+ 5+				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti Armor Shotgun	48"	Heavy 2D6	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 2D6.				
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.				
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.				
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.				
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.				
Railgun	48"	Heavy 1	8	-3	2D3	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
	combine it Railgun in beginning	g Guns: This in the second of two ware of two ware of each of you must declare the second of the sec	le Cann ys. At t r mover	on a he nen	t	Mobile Suit (p. 1) Core Explodes (p. 1)				
ABILITIES	guns are of the Railgu may not be The guns Launcher	combined. If combined. If combined if combined in an and Mega Paper in an an antifer an Anti Armoriate profile.	ombined article C y are se ned into	d, bo ann epar a B	oth ion ated. eam	phase. When activating, the model takes a Mortal				
FACTION KEYWORDS	CE, CE71	ZAFT								
KEYWORDS	Titanic, Ch	aracter, Vehicl	e, Mobi	ile S	uit, D	, Dearka Elsman, Gundam, Space, Ground				
<u> </u>										

<u>.</u>	1	6
	PΟ\	NER

NICOL AMALFI GAT-X207

DAMAGE

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

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Nicol Amalfi	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Nicol Amalfi in the GAT-x207				_						5-9	9"	4+	4+
Beam Rifle, Beam Sabers, a Only one of this model may					eavy	Daris	, and	ı ıılar	iic reet.	1-4	5"	5+	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 Saber	Melee	Melee	S+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Darts	48"	Heavy 1	8	-2	D6	Each one 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.

Core Explodes (p. 1)

Mobile Suit (p. 1)

Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.

Infiltration: During deployment, you may activate Mirage Colloid rather than placing this model on the battlefield. At the end of any of your movement phases, you may set up this model anywhere on the battlefield, more than 9" from any enemy model.

Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.

Mirage Colloid: This model may activate Mirage Colloid at any time by taking a mortal wound. The Mirage Colloid remains active until it is turned off. Activating Phase Shift automatically disables Mirage Colloid, and activating Mirage Colloid disables Phase Shift. When Mirage Colloid is active, all ranged attacks against this model are resolved as if an Overwatch shot, and will only hit on a 6+.

FACTION KEYWORDS (

CE, CE71, ZAFT

KEYWORDS

ABILITIES

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

30 POWER	F	ATHR GA'				LA		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
Athrun Zala	*	* * {	8 7	18	5	9	3+	10-18+	12"	2+	2+
Athrun Zala in the GAT-x3 Beam Launcher*, a Beam Twin Beam Saber, and Tw taken for your army.	Rifle, Bear	m Sabers, a C	ombat 9	Shiel	d, Tita	anic Fe	et, a	5-9 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Launcher	60"	Heavy 2D3	9	-4	4	remai phase Save. weap	ned stations. Subtract Each time on, it also	nly fire the Beam lonary in the prece ot 2 from any targe ne you roll a Wour o inflicts a Mortal V only be fired 3 time	ding net unit' nd roll Vound	noveme s Invulr of 6+ w l. This	nerable
Ancillary Targets	60"	Heavy 2	9	-4	4	1" of a autom included can F	a line dra natically h ling friend ly . Each	m Launcher is fire wn from the firer to hit by the edges of dly units but excluditime you roll a Wo also inflicts a Mor	o the to the mading made	arget is assive nodels tollof 6	beam, hat
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	S+3	-3	2D3		_	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	S+3	-3	2D3	weap	on, it also	roll a Wound roll on inflicts a Mortal Vits, it can make on on.	Vound	l. Each	time
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.
PSYKER	psychic point each er when mar	ower in each fr nemy psychic p	iendly p bhase.	sych It ma	nic ph ay use	ase, ar any p	nd can at ower fror	nodel can attempt tempt to deny a si n the SEED Facto nite, and do not da	ngle p r Disc	sychic ipline (բ	power o. 1)
ABILITIES	may trans in space of loses use use of the Hard to H characteri Hard to H subtract 1		bile Arn ansform Rifle but her. It al ement ment mu for attac	nor r ned, gain lso g ust ks th	node it s ains	system last u phase Woun invuln Comb Shield Mobil	m may ad ntil the be e. When id. While nerable sa pat Shiel	,	ext model tale gains c attale attale	d the ef ovemen kes a M a 3+ cks.	fects t lortal
FACTION KEYWORDS	CE, CE71	, ZAFT									
KEYWORDS	Titanic, Ch Space, Gr		le, Mob	ile S	uit, G	undam	ı, Psyker,	SEED Factor, Ath	nrun Z	ala, Fly	',

8 POWER		TM B	IF/A				DAMAGE Some of this model's charace change as it suffers damage shown below:				
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
TMF/A-802	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+
A TMF/A-802 is a single n	nodel equip	ped with a N	/lissile l	_auncl	her, Ti	tanic	Feet, and	4-6	9"	5+	5+
a Twin Beam Saber.								1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Missile Launcher	72"	Heavy 3	8	-2	2	-					
Titanic Feet	Melee	Melee	Us	er -2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Beam Saber	Melee	Melee	+3	ı _3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.					
Twin Railgun	48"	Heavy 2	8		2D3		tino weap	o			
WARGEAR OPTIONS	This mode	l may replac	ce the N	1issile	Laun	cher v	vith a Twin	Railgun (Power F	Rating	; +1).	
	units that of model doe	un : This unit ge phase (e	n thoug	h this ove 20	D6" in	High trans begi High Twin	sform to or nning of ea Speed M Beam Sa	ransformation: The from a High Speed ach of your moven ode, this model lost ber, and Hit and Faracteristic doubles	ed mo nent p ses it's Run , a	de at th hases. s Titanio	ie In
ABILITIES	Core Expl	lodes (p. 1)				Mob	ile Tank (p. 1)			
FACTION KEYWORDS	CE, CE71,	, ZAFT									
KEYWORDS	Titanic, Ve	hicle, Mobile	e Tank,	Grour	nd						



KEYWORDS

TMF/A-802 BUCUE VETERAN

DAMAGE

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

NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
TMF/A-802	*	*	*	7 7	12	2	8	3+	7-12+	12"	3+	3+
A TMF/A-802 is a single r	nodel equi	oped wi	ith a M	lissile La	unch	er, Tit	anic F	eet, and	4-6	9"	4+	4+
a Twin Beam Saber.		•				·		,	1-3	5"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
Missile Launcher	72"	He	avy 3	8	-2	2	-					
Titanic Feet	Melee	M	elee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Beam Saber	Melee	M	elee	+3	-3	2D3	wear	oon, it also	roll a Wound roll on inflicts a Mortal was it can make on on.	Vound	l. Each	time
Twin Railgun	48"	He	avy 2	8		2D3						
WARGEAR OPTIONS	This mod		-					vith a Twin	Railgun (Power I	Rating	j +1).	
	Leap: The units that model do Hit and R your Chard declare a	can Fly es not. tun : Th rge pha	v, even is unit ise (ev	though	this e 2D	06" in	trans begii High Twin	form to or nning of ea Speed Mo Beam Sa	ransformation: T from a High Spec ach of your mover ode, this model lo ber, and Hit and I racteristic doubles	ed mod ment p ses it's Run , a	de at th hases. s Titani	le In
ABILITIES	Core Exp	lodes	(p. 1)				Mob	ile Tank (o. 1)			
FACTION KEYWORDS	CE, CE71	J ZVET						•	•			•

Titanic, Vehicle, Mobile Tank, Ground

9 POWER	MA	ARTI TM	N D.				TA	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
Martin DaCosta	*	* *	7 7	12	3	8	3+	7-12+	12"	2+	3+
Martin DaCosta in a TMF/ Launcher, Titanic Feet, an DaCosta may be included	d a Twin B	eam Saber.			•			4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	s	AP	D	ABI	LITIES				
Missile Launcher	72"	Heavy 3	8	-2	2	-					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	wea	pon, it also	roll a Wound roll on inflicts a Mortal Vits, it can make on	Vound	. Each	time
Twin Railgun	48"	Heavy 2			2D3		ano moup				
WARGEAR OPTIONS	This mode						vith a Twin	Railgun (Power F	Rating) +1).	
	units that of model doe	un : This uni ge phase (e	n though t	this e 20	06" in	High trans begi High Twir	sform to or inning of ea in Speed Ma in Beam Sa	ransformation: The from a High Speed ach of your mover ode, this model lost ber, and Hit and Furacteristic doubles	ed mod nent p ses it's Run , a	de at th hases. s Titanio	e In
ABILITIES	Core Exp	lodes (p. 1)				Mob	oile Tank (p. 1)			

Titanic, Vehicle, Mobile Tank, Ground, Character, Martin DaCosta

FACTION KEYWORDS CE, CE71, ZAFT

KEYWORDS

10 POWER	ANI	OREW TMI					ELD	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
Andrew Waltfeld	*	* *	7 7	15	4	9	3+	8-15+	12"	2+	3+
Andrew Waltfeld in a TMF			-					4-7	9"	3+	4+
Beam Cannons, Titanic F. Andrew Waltfeld may be			ber. Or	ily or	ne mo	odel w	vith .	1-3	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	is weap	on.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	wea	pon, it also	roll a Wound roll on inflicts a Mortal Vots, it can make one on.	Vound	l. Each	ı time
	•	s model may c can Fly, even t es not.	_		attack	trans	sform to or	ransformation: Tl from a High Spee ach of your moven	ed mo	de at th	ne
		un : This unit c ge phase (eve charge).			-	Twin	Beam Sa	ode, this model los ber, and Hit and F tracteristic doubles	Run, a		c Feet,
ABILITIES	Core Exp	lodes (p. 1)				Mob	ile Tank (p. 1)			

Character, Titanic, Vehicle, Mobile Tank, Andrew Waltfeld, Ground

FACTION KEYWORDS

KEYWORDS

CE, CE71, ZAFT



8 SHIHO HAHNENFUSS DAMAGE Some of this model's characteristics.

POWER		YF	X -2	20	0			change as it suffe shown below:	ers daı	mage, a	as
NAME	М	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Shiho Hahnenfuss	*	* *	7 7	12	3	8	3+	7-12+	15"	3+	3+
Shiho Hahnenfuss in a YF with two Beam Cannons, may be included in your a	a Heavy Sv			_				4-6 1-3	11" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4		-	roll a wound roll o inflicts a mortal v			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take a H	leavy M	1 achi	ne G	un (Pc	wer Rati	ng +1).			
	Core Expl	odes (p. 1)				-		Cannons: Each t annon, roll a D6 -			
ABILITIES	Mobile S	uit (p. 1)				Bean	n Cannon	may not be fired	the ne	xt turn.	
FACTION KEYWORDS	CE, CE71,	ZAFT									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Ch	arac	ter, G	round	, Space				

9 POWER		7	ZGN C	ЛF GU					DAMAGE Some of this mod change as it suffer shown below:			
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
ZGMF-515	*	*	* 7	7	12	3	8	3+	7-12+	15"	3+	3+
A ZGMF-515 is a single n	nodel equip	ped wit	h 20mm	Vulca	n Ca	nnon	, a Co	mbat	4-6	11"	4+	4+
Shield, a Heavy Machine									1-3	6"	5+	5+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES				
20mm Vulcan Cannon	30"	Pis	tol 6	6	0	1	-					
Bazooka	48"	Heav	y 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Heavy Machine Gun	30"	Assa	ault 6	6	-1	1	-					
Heavy Sword	Melee	Me	lee	+1	-2	D3	-					
Titanic Feet	Melee	Me	lee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may r	eplace t	he Hea	avy N	/lachi	ne Gu	ın with a E	Bazooka.			
	Core Exp	lodes (p. 1)									
ABILITIES	Mobile Su	uit (p. 1)						d : A model equipp 5+ invulnerable sa		th a Co	mbat
FACTION KEYWORDS	CE, CE71	, ZAFT										
KEYWORDS	Character	, Titanio	, Vehicle	e, Mob	ile Sı	uit, S	pace,	Ground				

10 POWER	RA	AU LE ZGI					ET	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
Rau Le Creuset	*	* * 7	7	12	5	9	3+	7-12+	15"	2+	2+
Rau Le Creuset in a ZGM Cannon, a Combat Shield Feet. Only one model with	, a Heavy N	Ласhine Gun, а	a Heavy	y Sw	ord, a	and Ti	tanic	4-6 1-3	11" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
20mm Vulcan Cannon	30"	Pistol 6	6	0	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, d	change
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Sword	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.

This model may replace the Heavy Machine Gun with a Bazooka.

Titanic, Vehicle, Mobile Suit, Character, Rau Le Creuset, Space, Ground

Combat Shield: A model equipped with a Combat

Shield gains a 5+ invulnerable save.

Core Explodes (p. 1)

Mobile Suit (p. 1)

CE, CE71, ZAFT

WARGEAR OPTIONS

FACTION KEYWORDS

ABILITIES

KEYWORDS

15 POWER		ZG: G	MF UA			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
ZGMF-600	*	* *	8 7	15	2	8	3+	8-15+	15"	3+	3+
A ZGMF-600 is a single n	nodel equip	ped with Bear	n Claws	, a B	Beam	Rifle,	a	4-7	11"	4+	4+
Combat Shield, Titanic Fe	et, and Tw	in Link CIWS.						1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Claws	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			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
	Mobile Su	Core Explodes (p. 1) Mobile Suit (p. 1) Rocket Anchors: A model may activate it's Rocket									
ABILITIES		Shield: A mod Shield gains a		•		Anch mode	ors to add	d up to 6" to a char s ability, it subtrac until the next Char	rge rol ts 1 fro	ll. If the)
FACTION KEYWORDS	CE, CE71	, ZAFT									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou	nd					

15 POWER	ZGMF-600 GUAIZ ACE								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
ZGMF-600 Ace	*	* *	8	7	15	3	8	3+	8-15+	15"	2+	3+
A ZGMF-600 Ace is a sing	gle model e	equipped v	/ith B	eam C	laws	, a Be	eam F	Rifle, a	4-7	11"	3+	4+
Combat Shield, Titanic Fe	et, and Tw	in Link CIV	VS.					·	1-3	6"	4+	5+
WEAPON	RANGE	TYPE	•	S	AP	D	ABII	LITIES				
Beam Claws	Melee	Mele)	+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			
Titanic Feet	Melee	Mele	9	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapid Fi	re 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
	Mobile Su	Core Explodes (p. 1) Mobile Suit (p. 1) Rocket Anchors: A model may activate it's Rocker										locket
ABILITIES	Combat a Combat save.	Shield : A Shield ga			•		Anch mod	nors to add el uses thi	d up to 6" to a chai s ability, it subtrac until the next Char	rge ro ts 1 fr	ll. If the om it's /)
FACTION KEYWORDS	CE, CE71	, ZAFT										
KEYWORDS	Character	, Titanic, V	ehicle	e, Mob	ile S	uit, S	pace,	Ground				

15 POWER		AU LE ZGI					ET	DAMAGE Some of this mode change as it suffer shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Rau Le Creuset	*	* *	8 7	15	5	9	3+	8-15+	15"	2+	2+	
Rau Le Creuset in a ZGM								4-7	11"	3+	3+	
Claws, a Beam Rifle, a C model with Rau Le Creus				win l	Link (CIWS.	Only one	1-3	6"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
Beam Claws	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith th	is weap	on.	
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	that car	ı Fly.	
	Mobile S	uit (p. 1)					Explode	s (p. 1)	activa	ite it's F	Rocket	
ABILITIES		Combat Shield : A model equipped with a Combat Shield gains a 5+ invulnerable save.						ith Anchors to add up to 6" to a charge roll. If the				
FACTION KEYWORDS	CE, CE71	, ZAFT										

Character, Titanic, Vehicle, Mobile Suit, Rau Le Creuset, Space, Ground

KEYWORDS

6 POWER		ZGM G	IF- IN		17	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
ZGMF-1017	*	* * 7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017 is a single	model equ	ipped with a He	avy Ma	achin	e Gu	n, a H	eavy	4-6	11"	5+	5+
Sword, and Titanic Feet.								1-3	6"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	battle	e. When to more units	is weapon may or argeting units with s, change this wea	Ímm	obile o	r with
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith th	is weap	on.
Three Shot Missile Launcher	60"	When targeting units with 5 or more models, change 60" Rapid Fire D3 6 -1 1 this weapon's type to Rapid Fire D6.									change
WARGEAR OPTIONS	Heavy Mi	This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two leavy Missile Launchers. This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).									
ABILITIES	Core Exp	olodes (p. 1)				Mobi	le Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	I, ZAFT									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

7 POWER		ZGN	IF-		17	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
ZGMF-1017 Ace	*	* * 7	7	12	3	8	3+	7-12+	15"	3+	3+
A ZGMF-1017 Ace is a sin Heavy Sword, and Titanic		equipped with	a Heav	vy Ma	chin	e Gun,	а	4-6 1-3	11" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Cannon	36"	Heavy 1	8	-3	4			roll a wound roll o inflicts a mortal v			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	battle	. When t	is weapon may or argeting units with s, change this wea	i İmm	obile or	
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
WARGEAR OPTIONS	Heavy Mis	ssile Launchers	3.	•				Bazooka, a Beam o			0
ABILITIES	Core Exp	lodes (p. 1)				Mobi	le Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	, ZAFT									
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground									

7 POWER	M	G	IN	F-1 N H		GF	I	PE	DAMAGE Some of this mod change as it suffer shown below:			
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
ZGMF-1017M	*	*	*	7 7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017M is a single Sword, and Titanic Feet.	e model ed	quipped	l with a	Heavy	Mach	ine C	Gun, a	a Heavy	4-6 1-3	11" 6"	5+ 6+	5+ 6+
WEAPON	RANGE	T	/PE	S	AP	D	ABI	LITIES				
Bazooka	48"	Heav	vy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, d	change
Heavy Machine Gun	30"	Ass	ault 6	6	-1	1	-					
Heavy Sword	Melee	Me	elee	+1	-2	D3	-					
Titanic Feet	Melee	Me	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	/ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	replace	the He	avy N	/lachi	ne Gı	un with a B	Bazooka.			

Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).

Core Explodes (p. 1)

Titanic, Vehicle, Mobile Suit, Space, Ground

Mobile Suit (p. 1)
CE, CE71, ZAFT

ABILITIES

KEYWORDS

FACTION KEYWORDS

65

RAU LE CREUSET ZGMF-X13A

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
Rau Le Creuset	*	*	*	8	8	18	5	9	3+	10-18+	12"	2+	2+
Large DRAGOON Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	3+	3+
Small DRAGOON Pod	12"	6+	4+	5	5	1	1	6	4+	1-4	5"	4+	4+

Rau Le Creuset in the ZGMF-X13A Providence Gundam is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Small Beam Guns, Titanic Feet, and two Twin Link CIWS. This model also has three Large DRAGOON pods equipped with a Beam Machine Gun each, and eight Small DRAGOON pods equipped with a Small Beam Gun each. Only one model with **Rau Le Creuset** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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.
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

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

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

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

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

Mobile Suit (p. 1)

Core Explodes (p. 1)

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

FACTION KEYWORDS CE, CE71, ZAFT

KEYWORDS (ZGMF-X13A)

ABILITIES

Titanic, Character, Vehicle, Mobile Suit, Rau Le Creuset, Gundam, Fly, Space, Ground

KEYWORDS

(DRAGOONS) DRAGOON, Fly

ZAFT POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-515	1	99
Ace, ZGMF-600	1	155
Ace, ZGMF-1017	1	95

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, TMF/A-802	1	104
ZGMF-600	1	150

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
TMF/A-802	1	89
ZGMF-1017	1	75

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-1017M	1	95

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

CHARACTERS		
UNIT	MODELS PER UNIT	
Yzak Joule, GAT-X102	1	155
Dearka Elsman, GAT-X103	1	140
Nicol Amalfi, GAT-x207	1	162
Athrun Zala, GAT-x303	1	222
Martin DaCosta, TMF/A-802	1	109
Andrew Waltfeld, TMF/A-803	1	119
Shiho Hahnenfuss, YFX-200	1	99
Rau Le Creuset, ZGMF-515	1	119
Rau Le Creuset, ZGMF-600	1	175
Rau Le Creuset, ZGMF-X13A	1	225

RANGED WEAPONS					
WEAPON	POINTS PER WEAPON				
20mm Vulcan Cannon	20				
Anti Armor Shotgun	30				
Bazooka	25				
Beam Cannon	25				
Beam Launcher	200				
Beam Machine Gun	75				
Beam Rifle	75				
Beam Rifle + Grenade Launcher	80				
Heavy Dart	6				
Heavy Machine Gun	30				
Heavy Missile Launcher	15				
Mega Particle Cannon	85				
Missile Launcher	25				
Railgun	25				
Small Beam Gun	35				
Three Shot Missile Launcher	25				
Twin Link CIWS	10				
Twin Railgun	50				

MELEE WEAPONS			
WEAPON	POINTS PER WEAPON		
Beam Claws	40		
Beam Sabers	40		
Heavy Sword	15		
Titanic Feet	0		
Twin Beam Saber	50		

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Combat Shield	20		
Assault Shroud	80		

ZAFT WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
20mm Vulcan Cannon	30"	Pistol 6	6	0	1	-
Anti Armor Shotgun	48"	Heavy 2D6	8	-2	1	When targeting units with Immobile or with 5 or more models, change this weapon's type to Rapid Fire 2D6.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
Auxiliary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Beam Rifle + Grenade Launcher		king with this weapons made with this we		ose on	e or both	n of the profiles listed below. If you choose both, subtract 1 from
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.
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
Heavy Dart	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Heavy Machine Gun	30"	Assault 6	6	-1	1	-
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.
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.
Railgun	48"	Heavy 1	8	-3	2D3	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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 Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Railgun	48"	Heavy 2	8	-3	2D3	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
Beam Claws	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Sword	Melee	Melee	+1	-2	D3	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Assault Shroud	A model equipped with an Assault Shroud increases their Wounds characteristic by 6 but reduces their Move characteristic by 2. The model also gains a Railgun and a Missile Launcher. The Assault Shroud may be ejected at any time, restoring characteristics to their printed values and losing the Railgun and Missile Launcher. Any wounds lost are lost from the Assault Shroud first.