MERCENARIES PD323 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Mercenaries 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 Mercenaries 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 PD, PD323, Mercenaries, <Band>, Ground, and Space. PD defines the particular universe of Gundam that these suits fall into, PD323 as the year the unit was deployed, and Mercenaries as one of many Mercenaries bands. <Band> will be the particular Mercenaries Band that unit was used in, such as Tekkadan, Turbines, Brewers, etc. There were a few (but not many) alliances in PD323 between Mercenaries bands. Tekkadan and the Turbines being a notable exception. That being said, players may build detachments mixing units from different Bands as they see fit. Units with multiple models must all be from the same Band, though. 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 Mercenaries 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**

Alaya-Vijnana

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

ALAYA-VIJNANA DISCIPLINE

Murder Machine

Murder Machine has a warp charge value of 8. If manifested, the Alaya-Vijnana unit doubles it's current Attacks value for this turn.

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 Alaya-Vijnana'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 Alaya-Vijnana'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 Alaya-Vijnana's unit can Charge this turn.

Long Sword Melee Mele	18 POWER			AZ AS					Gl	US	DAMAGE Some of this mod change as it suffe shown below:			
Mikazuki Augus in an ASW-G-08 Barbatos is a single model equipped with Titanic Feet. Only one model with Mikazuki Augus may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES 170mm Autocannon 24" Assault 2 6 -1 1 - Forearm Mortar 48" Heavy 1 8 -2 D6 This weapon may only be fired twice in a battle Each time you roll an Attack roll of 6+ with this Long Sword Melee Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weap Smoothbore Gun When attacking with this gun, choose one of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Subtract Wrench Mace Melee Melee Sx2 -5 2D3 from all hit rolls made with this weapon, it also inflicts a Mortal Wound. Subtract Titanic Feet Melee Melee Sx2 -5 2D3 from all hit rolls made with this weapon. 1st Form: Mace, Smoothbore Gun, Long Sword, 1st Sonoth Standard Wound. Subtract Torm: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form: Mace, Smoothbore Gun, Long Sword, 2x Tomm Autocannons. Ground Only. (+3 Power) 5th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons. Boost Pack, Reactive Armor. Space Only. (+5 Power) The Form Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive A model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase. Wire Claw: A model with a Wire Claw may act it to add up to 6" to a charge roll. If the model this ability, it subtracts 1 from it's Attack charge phase. The Wire Claw provides a 6+ Invulnerable Save.	NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Feet. Only one model with Mikazuki Augus may be included in your army. 1-4 5" 4+ WEAPON RANGE TYPE S AP D ABILITIES 170mm Autocannon 24" Assault 2 6 -1 1 - Forearm Mortar 48" Heavy 1 8 -2 D6 This weapon may only be fired twice in a battle Each time you roll an Attack roll of 6+ with this Long Sword Melee Melee +3 -3 D6 weapon, you gain an additional Attack with it. Mace Melee Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weapon Cannon 48" Heavy 1 8 -2 2D3 Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Subtract Wrench Mace Melee Sx2 -5 2D3 from all hit rolls made with this weapon. 1st Form: Mace1 T. (-1 Power) 2nd Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 3rd Form: Mace, Smoothbore Gun, Long Sword. (2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, React Armor. Space Only. (+5 Power) WargeAR OPTIONS WargeAR OPTIONS Wire Claw: A model with a Wire Claw may act it to add up to 6" to a charge roll. If the model this ability, it subtracts 1 from it's Attack wire Claw provides a 6+ Invulnerable Save.	Mikazuki Augus	*	*	*	8	9	18	5	9	2+	10-18+	12"	2+	3+
170mm Autocannon 24" Assault 2 6 -1 1 - Forearm Mortar 48" Heavy 1 8 -2 D6 This weapon may only be fired twice in a battle Each time you roll an Attack roll of 6+ with this weapon, you gain an additional Attack with it. Mace Melee Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weapon. Cannon 48" Heavy 1 8 -2 2D3 - Machine Gun Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Subtract Wrench Mace Melee Melee Sx2 -5 2D3 from all hit rolls made with this weapon. 1st Form: Mace, Smoothbore Gun, 3rd Form: Mace, Smoothbore Gun, 4th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form (3): Wrench Mace, Long Sword, 2x 170mm Autocannons, Ground Only. (+3 Power) WARGEAR OPTIONS Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting of the form worldes a 6+ Invulnerable Save.	•				_							-	-	4+ 5+
Forearm Mortar 48" Heavy 1 8 -2 D6 This weapon may only be fired twice in a battle Each time you roll an Attack roll of 6+ with this Weapon, you gain an additional Attack with it. Mace Melee Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weapon. When attacking with this gun, choose one of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Titanic Feet Melee Melee Sx2 -5 2D3 from all hit rolls made with this weapon, it also inflicts a Mortal Wound. Subtract 1 from all hit rolls made with this weapon. 1st Form: Mace1 T. (-1 Power) 2nd Form: Mace, Smoothbore Gun, User Claw. 4th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 5th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive A Ground Only. (+5 Power) Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting characteristic until the next Charge phase. The original phase. Wire Claw provides a 6+ Invulnerable Save.	WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Each time you roll an Attack roll of 6+ with this Long Sword Melee Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weap Smoothbore Gun When attacking with this gun, choose one of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weap Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtract 1 from all hit rolls made with this weapon, it also inflicts a Mortal Wound. Subtract 1 from: Mace, Smoothbore Gun, 3rd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Post Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, React Armor. Space Only. (+5 Power) Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting of the subtracts 1 from it's Attack charge phase. The or fighting attacks during a single phase. Each time you roll an Attack roll of the with this weapon. Beach time you roll an Attack roll of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - D3 Make 3 hit rolls for each attack with this weapon. Bach time you roll an Attack roll of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - D3 Make 3 hit rolls for each attack with this weapon. It is on it flows a form and a difference of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - D3 Make 3 hit rolls for each attack with this weapon. 1	170mm Autocannon	24"	As	sault 2		6	-1	1	-					
Long Sword Melee Mele	Forearm Mortar	48"	Не	eavy 1		8	-2	D6	This	weapon n	nay only be fired t	wice ir	n a battl	e.
Smoothbore Gun When attacking with this gun, choose one of the profiles below. Cannon 48" Heavy 1 8 -2 2D3 - Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee Welee Welee Welee Sx2 -5 2D3 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Subtration weapon, it also inflicts and weapon, it also inflicts a fixed with this weapon. Start Implication weapon, it also inflicts and the with this weapon. Start Implication weapon, it also inflicts and the with his weapon, it also inflicts and wound roll of 6+ with this weapon. Start Implication weapon, it also inflicts and wound roll of 6+ with his weapon, it also inflicts and with this weapon. Start Implication weapon, it also inflicts and with this weapon. Start Implication w	Long Sword	Each time you roll an Attack roll of 6+ with this Melee										5		
Cannon 48" Heavy 1 8 -2 2D3 Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtrative Melee Melee Sx2 -5 2D3 from all hit rolls made with this weapon. 1st Form: Mace1 T. (-1 Power) 2nd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Long Sword. 2x Forearm Mortars, Boost Pack, Reactive Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 6th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive A Ground Only. (+5 Power) Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting characteristic until the next Charge phase. Th or fighting attacks during a single phase. Wire Claw provides a 6+ Invulnerable Save.	Mace	Melee Sx2 -4 2D3 Subtract 1 from all hit rolls made with this weapon										pon.		
Machine Gun 24" Rapid Fire 2 6 0 1 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtration in the seapon. 1st Form: Mace1 T. (-1 Power) 2nd Form: Mace, Smoothbore Gun. 3rd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, React Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 6th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive A Ground Only. (+5 Power) Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase. Wire Claw: A model with a Wire Claw may act it to add up to 6" to a charge roll. If the model this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The or fighting attacks during a single phase. Wire Claw provides a 6+ Invulnerable Save.	Smoothbore Gun	When atta	When attacking with this gun, choose one of the profiles below.											
Titanic Feet Melee Me	Cannon	48"	48" Heavy 1 8 -2 2D3 -											
Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtrative weapon. 1st Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Ung Sword. (+1	Machine Gun	24"	Rap	id Fire 2	2	6	0	1	-					
Wrench Mace Melee Mel	Titanic Feet	Melee	M	1elee	ι	Jser	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
2nd Form: Mace, Smoothbore Gun, 3rd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, Reactive Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 6th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive A Ground Only. (+5 Power) Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase. Wire Claw: A model with a Wire Claw may act it to add up to 6" to a charge roll. If the model this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.	Wrench Mace							2D3	weap	on, it also	o inflicts a Mortal \	Vound	I. Subtr	
model with Reactive Armor may eject it it to add up to 6" to a charge roll. If the model at any time to negate the effects and this ability, it subtracts 1 from it's Attack damage to it from a single unit's shooting characteristic until the next Charge phase. The or fighting attacks during a single phase.	WARGEAR OPTIONS	2nd Form 3rd Form 4th Form 5th Form Armor. S 5th Form 6th Form	 2nd Form: Mace, Smoothbore Gun. 3rd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, Reactive Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 6th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive Armor. 										ower)	
boost pack may move up to 2D6" in the Nanolaminate Armor : This unit gains a 3+ charge phase, even if it has not declared invulnerable save against Beam and Laser sho	ABILITIES	Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Limiter Off: This unit may reroll failed Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model use this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.									uses ne ooting			
Alaya-Vijnana x3: A model that is a Alaya-Vijnana x3 is considered a psyker. This mode attempt to manifest up to two psychic powers 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.	PSYKER	Alaya-Vijnana x3: A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Psyker, Mikazuki Augus

KEYWORDS

14 POWER		IHIR W-G							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
Akihiro Altland	*	* *	8	8	18	3	9	2+	10-18+	12"	3+	2+
Akihiro Altland in an ASW equipped with a Gusion Sone model with Akihiro A with Gusion may be included	Shield, Gusio Altland may	on Chopper, be included	, Hal	berd,	and	Titani	c Fee	t. Only	5-9 1-4	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
120mm Long Range Rifle Gusion Chopper	36" Melee	Rapid Fire	3	7 +1	-2 -2	1 D6	-					
Halberd	Melee	Melee		Sx2	-3	ract 1 fron	n all hit rolls made	with	this we	apon.		
Smoothbore Gun	When atta	cking with tl	pelow.									
Cannon	48"	Heavy 1		8	-2							
Machine Gun	24"	Rapid Fire	2	6	0							
Titanic Feet	Melee											on.
WARGEAR OPTIONS	This unit may take up to two Smoothbore Guns (Power Rating +1 each). This unit may take a 120 mm Long Range rifle (Power Rating +1) instead of or in addition to the Smoothbore Gun(s).											on to
	Sub Arms: This unit may make 2 extra attacks in the Fight phase if the 120mm Long Range Rifle was not taken in addition to the Smoothbore Gun(s). Aiming Mode: This unit may transform into Aiming Mode or back at the Gusion Shield: A Gusion Shield may be wielded or stowed at the beginning of each of your movement phases. When wielded, it provides a 4+ Invulnerable save. When stowed, it provides *Hard to Hit.											ement * Hard
	phases. V Shield mu Rebake m You may r	of each of y Vhen transfo st be stowed ay not move eroll any or in Aiming m	orme d and e or f all ra	ed, the d the fight in anged	e Gusi Gusi n me	sion on lee.	*Hard to Hit: When the Gusion Shield is stowed, Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting					
ABILITIES	attacks. This unit gains a 4+ invulnerable save Core Explodes (p. 1), Mobile Suit (p. 1) against Kinetic shooting attacks.										/e	
PSYKER	Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	PD, PD32	3, Mercenar	ies,	Tekka	adan							
KEYWORDS	Titanic, Vehicle, Psyker, Mobile Suit, Space, Ground, Character, Gundam, Gusion, Akihiro Altland											

13 POWER		THIRO EB-				A	ND	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	
Akihiro Altland	*	* * 6	8	12	3	8	3+	7-12+	12"	3+	3+	
Akihiro Altland in an EB-0 120mm Machine Gun, a E model with Akihiro Altlan EB-06/tc may be included	Battle Axe, a nd may be i	a Boost Pack, a included in you	Only	one one	4-6 1-3	9" 5"	4+ 5+	4+ 5+				
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Battle Axe	Melee	Melee	+1	-2	D6	-						
Bazooka	48"	Heavy 2D3	g units with 5 or m type to Heavy 2D6		odels, o	change						
Smoothbore Gun	When atta	acking with this	gun, ch	noos	e one	of th	e profiles l	below.				
Cannon	48"	Heavy 1	8	-2	2D3	-						
Machine Gun	24"	Rapid Fire 2	6	0	1	-						
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	addition to	the 120mm M	lachine	Gun	ating +1).	Bazooka or take a		ooka in				
		Shield: A mode Shield gains a		•		<u> </u>						
	Boost Pack: A model equipped with a						Core Explodes (p. 1)					

charge phase, even if it has not declared

PD, PD323, Mercenaries, Tekkadan

a charge.

ABILITIES

KEYWORDS

FACTION KEYWORDS

Mobile Suit (p. 1)

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Akihiro Altland, EB-06/tc

14 POWER]	NO F	RB					O		DAMAGE Some of this mo- change as it suff shown below:			
NAME	M	WS	BS S	3 7	Γ	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Norba Shino	*	*	*	3 6	3	12	3	8	3+	7-12+	15"	3+	3+
equipped with two 120mn Feet. Only one model with	n Machine (h Norba Si	22 Ryusei-Go (Graze Custom II) is a single model Machine Guns, a Battle Axe, a Boost Pack, and Titanic Norba Shino may be included in your army. Only one be included in your army. 1-3 6" 5+ 5+											•
WEAPON	RANGE	TY			S	AP	D	ABI	LITIES	. 0			
120mm Machine Gun	30"	Assa	ult 6	6	3	-1	1	-					
Battle Axe	Melee H1 -2 D6 -												
Titanic Feet	Melee	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.											
ABILITIES	boost pacl												
PSYKER	Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD32	3, Merc	enarie	s, Te	kka	dan							
KEYWORDS	Titanic, Vehicle, Mobile Suit, Psyker, Space, Ground, Character, Norba Shino, EB-06/tc, EB-06/tc2												

	N	AI		Y	Uk		N(O				
7 POWER			KA JE							DAMAGE Some of this mo change as it suff shown below:			
NAME	M	ws	BS	s	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Α
Nadi Yukinojo Kassapa	*	5+	*	6	7	12	*	8	3+	7-12+	8-30"	3+	3
Nadi Yukinojo Kassapa in with two 120mm Machine included in your army.										4-6 1-3	8-16" 8-12"	4+ 5+	D3 1
120mm Machine Gun	30"	As	sault 6	,	6	-1	1	-					
Smoothbore Gun	When atta	acking	with th	nis g	un, cl	hoose	e one	of the	e profiles l	below.			
Cannon	48"	Не	eavy 1		8	-2	2D3	-					
Machine Gun	24"	Rapi	id Fire	2	6	0	1	-					
Ram Points	Melee	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 Melee Melee Sx2 -4 D6 from all hit rolls made with this weapon.											
WARGEAR OPTIONS	This unit	may ta	ke 2 S	mod	othboi	re Gu	ıns (F	ower	Rating +	· 2).			
	Mobile Transfer: An embarked model may take control of the Kutan Type-III at the beginning of any of their movement phases. The Kutan Type-III is no longer counted as a separate unit, and the embarked model gains Hard to Hit, +6" to its Speed Characteristic, +1 to its Toughness, +1 to its armor saves, and +6 Wounds, damage being allocated to the Kutan Type-III first. After 6 wounds are taken, if the mobile suit returns control to the Kutan Type-III or disembarks, the mobile suit is automatically disembarked and the Kutan Type-III is considered lost. Otherwise, the embarked model may disembark as normal, returning all values to their printed numbers, or may return control to the Kutan Type-III. Ram Points: When a mobile suit has taken control of the Kutan Type-III, they may declare to use the points as melee weapons or as a Combat Shield, gaining a 5+ invulnerable save. Once declared during a turn, it remains in that mode for the rest of that turn. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Airborne: This model cannot charge, 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.												
ABILITIES	it cannot character	oivot a	gain a / 15" u	fter t	the in the er	itial p	ivot. the p	When hase -	this mode – do not re	he model straight el Advances, incro oll a dice. or the EB-06/tc2	ease its	Move	
TRANSPORT	Custom 2).												
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan												
KEYWORDS	Titanic, Vehicle, Space, Character												

4 POWER			C	GS	S N	ИC			-53 E \	WORKER				
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv					
TK-53	6"	4+	4+	5	5	6	1	7	3+					
		CGS Mobile Worker. It can include 1 additional TK-53 model (Power Rating +4) or 2 ower Rating +8). Each model is equipped with two 30mm Machine Guns												
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES					
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-						
ABILITIES	•	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.												
PSYKER	Alaya-Vijnana : A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan													
KEYWORDS	Vehicle, G	round	l, Psyk	er										

·											
5							R SUPPORT				
POWER	3	C	GS 1	$\mathbf{M}($	<u>) </u>	<u>][</u>	LE WORKER				
NAME	М	WS BS	S T	W	Α	Ld	Sv				
TK-53 Rear Support	6"	4+ 4+	5 5	6	1	7	3+				
							de 1 additional TK-53 Rear Support model ating +10). Each model is equipped with tw	vo			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Missile Launcher	72"	Heavy D3	8 8	-2	2		en targeting units with 5 or more models, cha weapon's type to Heavy D6.	ange			
ABILITIES	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.										
	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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										

know Smite, and do not damage other models from Perils of the Warp.

PD, PD323, Mercenaries, Tekkadan

Vehicle, Ground, Psyker

from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not

PSYKER

KEYWORDS

FACTION KEYWORDS

4 POWER				Al					AL -53/	TLAND C
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Akihiro Altland	6"	3+	2+	5	5	6	3	7	3+	
Akihiro Altland in a TK-53 Guns. Only one model w										el equipped with two 30mm Machine
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES	
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-		
ABILITIES	On a 6 it	explod	es, an	d all	units	s withi	n 3"	take :	a Morta	D6 before removing from the battlefield. I Wound. d Wound rolls.
	can attem attempt to	npt to no deny	nanife: a sing	st up le ps	to a sychi	single c pow	e psy er in	/chic each	power ii n enemy	stem is considered a psyker. This model n each friendly psychic phase, and can psychic phase. It may use any power ting. Note - Alaya-Vijnana units do not

know Smite, and do not damage other models from Perils of the Warp.

Vehicle, Ground, Space, Psyker, Character, Akihiro Altland

PD, PD323, Mercenaries, Tekkadan

PSYKER

KEYWORDS

FACTION KEYWORDS

4 POWER				В	IS				GR 53/0	IFFON C		
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv			
Biscuit Griffon	6"	4+	3+	5	5	6	2	7	3+			
Biscuit Griffon in a TK-53/ Guns. Only one of this mo							is a	sing	e mode	I equipped with two 30mm Machine		
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES			
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-				
ABILITIES	On a 6 it e	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound. Logistics : Any Tekkadan unit within 6" may reroll 1s on Advance or Charge rolls.										
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan											
KEYWORDS	Vehicle, Ground, Space, Psyker, Character											

5 POWER					O				ITS 53/0	UKA C			
NAME	M	ws	BS	S	T	W	Α	Ld	Sv				
Orga Itsuka	6"	3+	2+	5	5	6	3	9	3+				
	GS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Itsuka may be included in your army.												
WEAPON	RANGE	T	YPE		S	AP	D	ABI	LITIES				
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-					
ABILITIES	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound. Inspiring: Any Tekkadan Unit within 6" may reroll failed attack rolls.												
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan												
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Orga Itsuka												

5				U(BK					NSTARK		
POWER							T	K-:	53/C			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv			
Eugene Sevenstark	6"	3+	2+	5	5	6	3	8	3+			
Eugene Sevenstark in a Machine Guns. Only one										odel equipped with two 30mm army.		
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES			
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-				
	•									before removing from the battlefield.		
ABILITIES		On a 6 it explodes, and all units within 3" take a Mortal Wound. Tactical Genius : Any Tekkadan unit within 6" may reroll failed Charge rolls.										
PSYKER	Alaya-Vijnana : A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan											
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Eugene Sevenstark											

4 POWER				\mathbf{M}						CGS ORKER		
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv			
TK-53/s	6"	4+	4+	5	5	6	1	7	3+			
This unit contains 1 TK-53 additional TK-53/s models										53/s model (Power Rating +4) or 2 o 30mm Machine Guns		
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES			
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-				
ABILITIES	Explodes On a 6 it									D6 before removing from the battlefield. I Wound.		
PSYKER	Alaya-Vijnana : A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan											
KEYWORDS	Vehicle, Space, Psyker											

·									
5		T	K-	53		R	EA	AR S	SUPPORT
POWER		C	G	S N)B		EV	VORKER
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	
TK-53/s Rear Support	6"	4+ 4	+ 5	5	6	1	7	3+	
									ditional TK-53/s Rear Support model 10). Each model is equipped with two
WEAPON	RANGE	TYP	≡	S	AP	D	ABII	LITIES	
Missile Launcher	72"	Heavy	D3	8	-2	2		_	ng units with 5 or more models, change s type to Heavy D6.
ABILITIES	Explodes On a 6 it e								6 before removing from the battlefield. Wound.
PSYKER	can attempt to from the A	pt to man deny a si laya-Vijna	fest up ngle p ana Di	o to a sychi sciplir	single c pow ne (p.	e psy er in 1) w	chic p each hen m	oower in e enemy p nanifestin	em is considered a psyker. This model each friendly psychic phase, and can osychic phase. It may use any power ng. Note - Alaya-Vijnana units do not ils of the Warp.

PD, PD323, Mercenaries, Tekkadan

Vehicle, Space, Psyker

FACTION KEYWORDS

KEYWORDS

20 POWER	1	KUI A		L (BI		DAMAGE Some of this mo change as it sut shown below:			
NAME	M	WS I	3S S	Т	W	Α	Ld	Sv	REMAINING W		WS	BS
Kudal Cadel	*	*	* 8	10	18	3	9	2+	10-18+	14"	2+	3+
Kudal Cadel in an ASW-G 400mm Buster Anchors, C Feet, and Twin Link 60mn in your army.	Grenades,	a Gusior	Chop	per, Gu	sion	Ham	mer,	Titanic	5-9 1-4	10" 7"	3+ 4+	4+ 5+
WEAPON	RANGE	TYI	PE	S	AP	D	ABI	LITIES				
90mm Submachine Gun	24"	Rapid	Fire 4	6	-1	1	-					
400mm Buster Anchors	48"	Heav	/y 4	8	-3	2D3	-					
Grenades	When atta	acking w	th this	weapo	n, ch	noose	one	of the profi	les listed below:			
Frag	When attacking with this weapon, choose one of the profiles listed below: When targeting units with 5 or more models, chan- 6" Grenade 3 6 -1 1 this weapon's type to Grenade 6.											
Krak	6"	Grena	ide 1	6	-1	D3	-					
Gusion Chopper	Melee	Mel	ee	+1	-2	D6	-					
Gusion Hammer	Melee	Mel	ee	Sx2	-3	2D6	Sub	tract 1 fron	n all hit rolls mad	le with t	his wea	apon.
Titanic Feet	Melee	Mel	ee	User	-2	D3	Mak	ce 3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all hit	rolls against targ	gets tha	t can F	ly.
WARGEAR OPTIONS	This unit r	nay take	a 90n	nm Sub	mac	hine (Gun (Power Ra	ting +1).			
	This unit may take a 90mm Submachine Gun (Power Rating +1). Hard to Hit : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Nanolaminate Armor : This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save											
ABILITIES	Core Explodes (p. 1), Mobile Suit (p. 1) against Kinetic shooting attacks.											
FACTION KEYWORDS	PD, PD32	3, Merce	enaries	s, Brewe	ers							
KEYWORDS	Fly, Titani	c, Vehicl	e, Mob	ile Suit	, Spa	ace, C	Chara	cter, Gund	am, Gusion			

		M	IAS	SA		R								
13 POWER				TL. SY-						DAMAGE Some of this m change as it su shown below:				
NAME	M	WS	BS	S T	W	-	A	Ld	Sv	REMAINING W	V M	WS	BS	
Masahiro Altland	*	*	*	7 9	15	3	3	8	3+	8-15+	14"	3+	3+	
Masahiro Altland in a UG` Submachine Gun, Grenad Vulcans, and a Wire Claw	des, a Ham	nmer Ch	opper,	Titani	c Fee	t, Tv	win	Link 6	0mm	4-7 1-3	10" 7"	4+ 5+	4+ 5+	
WEAPON	RANGE		PE	s S	AF			ABILI	-	1-3		J.	J.	
90mm Submachine Gun	24"		• - I Fire 4		-1	_	1	-	TILO					
Grenades		•					•	one of	the profi	les listed below:				
Cicilados	Willow att	acking v	vidi dili	o woap	, oii, o	1100			•	g units with 5 or		odels (change	
Frag	6"	Gren	ade 3	6	-1	•	1					00010, 0	ziidiigo	
Krak	6"	and weapon's type to Grandes c.												
Hammer Chopper	Melee	Мє	elee	+1	-2	D	06	-						
Titanic Feet	Melee	Мє	elee	Use	er -2	D)3	Make	3 hit rolls	for each attack	with thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid	l Fire 4	4	0	2	2	Add 1	to all hit	rolls against tar	gets tha	ıt can F	ly.	
	Hard to H subtract 1 target this	from hi	it rolls	for atta	acks t) <u>.</u>	it to ac this at charac	dd up to 6 pility, it su cteristic u	model with a Wi 6" to a charge ro obtracts 1 from it ontil the next Ch vides a 6+ Invuli	oll. If the t's Attac arge ph	e model k ase. Tł	luses	
ADII ITIES	Core Exp	`	. ,					invulnattack	erable sa s. This เ	Armor: This unave against Beaunit gains a 4+ in	m and L nvulnera	aser sh	_	
ABILITIES	Mobile S						٠, ،			shooting attack				
PSYKER	Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	PD, PD32	23, Merc	enarie	es, Bre	wers									
KEYWORDS	Fly, Titani	c, Vehic	le, Mo	bile Su	uit, Sp	ace	e, P	syker,	Characte	er				

Frag 6" Grenade 3 6 -1 1 this weapon's type to Grenade 6 Krak 6" Grenade 1 6 -1 D3 - Hammer Chopper Melee Melee +1 -2 D6 - 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. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. **Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. **Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one psychic power in each friendly psychic phase, and can attempt	FEM 13 POWER	A	STON UG	AL			AN.	D	DAMAGE Some of this mod change as it suffe shown below:						
Aston Altland in a UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this model may be included in your army. Type	NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS			
Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this model may be included in your army. 1-3 7" 5+ 5+	Aston Altland	*	* *	7 9	15	3	8	3+	8-15+	14"	3+	3+			
90mm Submachine Gun 24" Rapid Fire 4 6 -1 1 - Grenades When attacking with this weapon, choose one of the profiles listed below: When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models for a targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models from Perils of the Warp. When targeting units with 5 or a target in this weapon's type to Grenade 6. When targeting units with 5 or a target in this weapon's type to Grenade 6. When attarget in the seach end of this weapon's type to Grenade 6. When targeting units with 5 or a target in the sweapon's type to Grenade 6. When attarget in the sweapon's type to Grenade 6. When attarget in the sweapon's type to Grenade 6. Add 1 to all hit rolls for each attack with this weapon.	Submachine Gun, Grenad	des, a Ham	mer Chopper,	Titanic İ	Feet	, Twir	Link	60mm			•	•			
Grenades When attacking with this weapon, choose one of the profiles listed below: When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models. And a lange of model this weapon's type to Grenade 6. When targeting units with 5 or more models. And a lange of model this weapon's type to Grenade 6. And I also weapon's type to Grenade 6. When targeting units with 5 or more models. When targeting units with 5 or more models. When targeting units with 5 or more with 4 and 1 also weapon. And 1 to all hit rolls against targets that can Fly. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable save against Beam and Laser shooting attacks. This unit gains a 3+ invulnerable save against Kinetic shooting attacks. Alanae or a single payer or a save against Beam and Laser shooting	WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Frag 6" Grenade 3 6 -1 1 1 this weapon's type to Grenade 6. Krak 6" Grenade 1 6 -1 D3 - Hammer Chopper Melee Melee +1 -2 D6 - 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. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to deny a single psychic power in each enemy psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. When targeting units with 5 or more models, chang this weapon's type to Grenade 6. Dalaya - Vijnana (a) -1 D3 - Add 1 to all hit rolls against targets that can Fly. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Kinetic shooting attacks. Nanolaminate Armor: This unit gains a 4+ invulnerable save against Kinetic shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Nanolaminate Armor: This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Nanolaminate Armor: This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Nanolaminate Armor: This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Nanolaminate Armor: This	90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-								
Frag 6" Grenade 3 6 -1 1 this weapon's type to Grenade 6. Krak 6" Grenade 1 6 -1 D3 - Hammer Chopper Melee Melee +1 -2 D6 - 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. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. ABILITIES Mobile Suit (p. 1) ABILITIES Mobile Suit (p. 1) Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. FACTION KEYWORDS PD, PD323, Mercenaries, Brewers	Grenades	When atta	cking with this	s weapo	n, ch	oose	one o	of the profi	les listed below:						
Hammer Chopper Melee	Frag	6"	the weapone type to cromade c.												
Titanic Feet Melee Me	Krak	6"	· · · · · · · · · · · · · · · · · · ·												
Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. ABILITIES Mobile Suit (p. 1) Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. FACTION KEYWORDS PSy Residue To all hit rolls against targets that can Fly. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Kinetic shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to deny 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.	Hammer Chopper	Melee	Melee	+1	-2	D6	-								
Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable until the next Charge phase. The Wire Claw provides a 6+ Invulnerable save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kenetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to deny 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.	Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.			
it 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. The Wire Claw provides a 6+ Invulnerable Save. Core Explodes (p. 1) Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. It 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. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. FACTION KEYWORDS PD, PD323, Mercenaries, Brewers PD, PD323, Mercenaries,	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.			
Core Explodes (p. 1) invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1) Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. FACTION KEYWORDS PD, PD323, Mercenaries, Brewers		subtract 1	Wire Claw: A model with a Wire Claw may activate it 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. The wire Claw provides a 6+ Invulnerable Save.												
ABILITIES Mobile Suit (p. 1) against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. PD, PD323, Mercenaries, Brewers		Core Exp	lodes (p. 1)				invul	nerable sa	ave against Beam	and L	aser sh				
attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp. PD, PD323, Mercenaries, Brewers	ABILITIES	Mobile Su	uit (p. 1)						•		D10 001	Ü			
	PSYKER	Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know													
KEYWORDS Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker, Character	FACTION KEYWORDS	PD, PD32	3, Mercenarie	s, Brewe	ers										
	KEYWORDS	Fly, Titanio	c, Vehicle, Mo	bile Suit	, Spa	ace, F	Psyker	, Characte	er						

13 POWER	DI	ERMA UC	Al Y-l			AN	D	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			
Aston Altland	*	* *	7 9	15	3	8	3+	8-15+	14"	3+	3+			
Aston Altland in a UGY-R4 Submachine Gun, Grenac Vulcans, and a Wire Claw	les, a Ham	mer Chopper,	Titanic	Feet,	, Twir	ı Link	60mm	4-7 1-3	10" 7"	4+ 5+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	_	ITIES							
90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-								
Grenades	When atta	cking with this	s weapo	n, ch	oose	one c	of the profi	les listed below:						
Frag	6"	When targeting units with 5 or more models, change 6" Grenade 3 6 -1 1 this weapon's type to Grenade 6. 6" Grenade 1 6 -1 D3 -												
Krak	6"													
Hammer Chopper	Melee Melee +1 -2 D6 -													
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.			
Twin Link 60mm Vulcans	12"													
	subtract 1	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly. Wire Claw: A model with a Wire Claw may activate it 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. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+												
	•	lodes (p. 1)				invul attac	nerable sa ks. This ເ	ave against Beam unit gains a 4+ inv	and L ulnera	aser sh	_			
ABILITIES		., ,												
PSYKER	Mobile Suit (p. 1) against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	PD, PD32	3, Mercenarie	s, Brew	ers										
KEYWORDS	Fly, Titanio	c, Vehicle, Mo	bile Suit	, Spa	ace, F	syker	, Characte	er						

12 POWER		N	U(MA					[DAMAGE Some of this mod change as it suff shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
UGY-R41	*	*	*	7	9	15	3	8	3+	8-15+	14"	4+	4+
A UGY-R41 Man Rodi is a Grenades, a Hammer Cho Claw.										4-7 1-3	10" 7"	5+ 6+	5+ 6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
90mm Submachine Gun	24"	Rap	id Fire 4	4	6	-1	1	-					
Grenades	When atta	cking	with thi	s we	eapo	n, ch	oose	one o	f the profi	les listed below:			
Frag	6"	and weapon's type to Gronado c.											
Krak	6"												
Hammer Chopper	Melee	M	1elee		+1	-2	D6	-					
Titanic Feet	Melee	M	1elee	ι	Jser	-2	D3	Make	3 hit rolls	s for each attack v	vith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire 4	4	4	0	2	Add 1	I to all hit	rolls against targe	ets tha	ıt can F	ly.
	Hard to H subtract 1 target this	from	hit rolls	for a	attac	ks th		it to a this a chara	dd up to (bility, it su acteristic u	model with a Wire 6" to a charge roll ubtracts 1 from it's until the next Chai vides a 6+ Invulne	. If the Attac ge ph	e model k ase. Th	l uses
ABILITIES	target this model in the Shooting phase. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save												
PSYKER	Mobile Suit (p. 1) against Kinetic shooting attacks. Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD32	3, Me	rcenarie	es, E	Brew	ers							
KEYWORDS	Fly, Titanio	c, Veh	icle, Mo	bile	Suit	, Spa	ice, F	syker					

16 POWER			ONT 08-12					DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Montag	*	* *	8 7	18	5	9	3+	10-18+	15"	2+	2+		
Montag in a V08-1228 Gr Shields, Titanic Feet, and be taken for your army. T McGillis Fareed.	two Valkyrie	e Swords.	Only one u	unit v	vith C	}rimg	erde may	5-9 1-4	10" 6"	3+ 4+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Grimgerde Rifle	30"	Assault	9 5	-1	1	-							
Titanic Feet	Melee	Melee	User	e 3 hit rolls	s for each attack v	vith thi	s weap	on.					
Valkyrie Swords	Melee	Melee	h two Valkyrie Sw may make an add										
WARGEAR OPTIONS	This mode	l may take	a Grimger	de R	ifle (l	Power	Rating +	2).					
ABILITIES	This model may take a Grimgerde Rifle (Power Rating +2). Two Light Shields: A Unit with two Light Shields has a 5+ invulnerable save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1)												
FACTION KEYWORDS	PD, PD323, Mercenaries, Montag Company												
KEYWORDS	Titanic, Ve	hicle, Mobi	le Suit, Sp	ace,	Grou	ınd, P	syker, Cha	aracter, Grimgerde)				

13 POWER		H	ST YA	TH- KU			N		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	
STH-05	*	*	* 6	8	12	2	7	3+	7-12+	12"	4+	4+	
An STH-05 Hyakuren is a	single mod	del equ	ipped w	ith a 1	20mm	n Mad	chine (Gun, a	4-6	9"	5+	5+	
Battle Blade, and Knuckle	•	·						,	1-3	5"	6+	6+	
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-						
Battle Blade	Melee	M	elee	+1	-2	D6	-						
Bazooka	48"	Heav	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, o	change	
Knuckle Guards	Melee	M	elee	+1	-2	D3	Mak	e 2 hit roll	s for each attack w	ith thi	is weap	on.	
WARGEAR OPTIONS	This mode	el may	replace	the 12	0mm	Macl	nine G	un with a	Bazooka.				
ABILITIES	This model may replace the 120mm Machine Gun with a Bazooka. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a Core Explodes (p. 1) 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1)												
FACTION KEYWORDS	PD, PD32	3, Mer	cenaries	, Turb	ines								
KEYWORDS	Titanic, Ve	hicle, l	Mobile S	Suit, Sp	oace,	Grou	ınd						



Some of this model's characteristics

FOWLIN				, ,						snown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
STH-05 Veteran	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
An STH-05 Hyakuren Ve	teran is a s	ingle n	nodel e	quip	ped	with a	a 120)mm l	Machine	4-6	9"	5+	4+
Gun, a Battle Blade, and		_			•					1-3	5"	6+	5+
WEAPON	RANGE	1	TYPE		S	AP	D	ABI	LITIES				
120mm Machine Gun	30"	As	sault 6		6	-1	1	-					
Battle Blade	Melee	N	/lelee		+1	-2	D6	-					
									•	g units with 5 or m		odels,	change
Bazooka	48"	Hea	avy 2D	3	8	-2	1	this	weapon's	type to Heavy 2D6	i.		
Knuckle Guards	Melee	٨	/lelee		+1	-2	D3	Mak	ke 2 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS	This mod	el may	replac	ce the	e 12	0mm	Macl	nine (Gun with a	Bazooka.			
	Nanolam 3+ invuln					-							
	Laser sho	oting	attacks	s. Th	is u	nit gai	ins a	Cor	e Explode	s (p. 1)			
	4+ invuln			again	st K	inetic							
ABILITIES	shooting	attacks	S.					Mol	bile Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD32	23, Me	rcenar	ies,	Гurb	ines							
KEYWORDS	Titanic, V	ehicle,	Mobile	e Sui	t, Sr	oace,	Grou	ınd	·				

14 POWER	I	S HYAK	TH- URI			CF		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
STH-05 Ace	*	* *	6 8	12	3	8	3+	7-12+	12"	3+	2+
An STH-05 Hyakuren Ace	is a single	model equip	ped with	n a 12	:0mm	Mach	nine Gun,	4-6	9"	4+	3+
a Battle Blade, and Knuck	-		•				,	1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Battle Blade	Melee	Melee	+1	-2	D6	-					
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or me type to Heavy 2D6		odels,	change
Knuckle Guards	Melee	Melee	+1	-2	D3	Make	e 2 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS	This mode	el may replac	e the 12	0mm	Macl	nine G	un with a	Bazooka.			
ABILITIES	3+ invulne Laser sho	nate Armor erable save a oting attacks erable save a attacks.	igainst B	eam a nit ga	and ins a		Explode				
FACTION KEYWORDS	PD, PD32	3, Mercenari	es, Turbi	ines							

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

KEYWORDS

	S	NEE	-05	5			change as it suffe shown below:	ers da	mage,	as		
						0.				BS 2+		
										_		
ade, and Kr	nuckle Guards						1-3	9" 5"	4+ 5+	3+ 4+		
RANGE	TYPE	S	AP	D	ABII	LITIES						
30" Assault 6 6 -1 1 -												
Melee	Melee	+1	-2	D6	-							
48"	Heavy 2D3	8	-2	1					odels,	change		
Melee	Melee	+1	-2	D3	Mak	e 2 hit rolls	s for each attack w	ith th	is weap	on.		
This mode	el may replace	the 12	0mm	Macl	hine G	Gun with a	Bazooka.					
3+ invulne Laser sho 4+ invulne	erable save ag oting attacks. erable save ag	ainst B This u	eam a nit ga	and ins a		•	,					
PD, PD32	3, Mercenarie	s, Turb	ines									
Titanic, Ve	ehicle, Mobile	Suit, Sp	oace,	Grou	ınd, C	haracter, A	Azee Gurumin					
	M * -05 Hyakure ade, and Kr or your arm RANGE 30" Melee 48" Melee This mode Nanolami 3+ invulne Laser sho 4+ invulne shooting a	M WS BS 3 * * * * -05 Hyakuren is a single reade, and Knuckle Guards for your army. RANGE TYPE 30" Assault 6 Melee Melee 48" Heavy 2D3 Melee Melee This model may replace Nanolaminate Armor: 3+ invulnerable save ag Laser shooting attacks. 4+ invulnerable save ag shooting attacks. PD, PD323, Mercenarie	M WS BS S T * * * 6 8 -05 Hyakuren is a single model of ade, and Knuckle Guards. Only or your army. RANGE TYPE S 30" Assault 6 6 Melee Melee +1 48" Heavy 2D3 8 Melee Melee +1 This model may replace the 12 Nanolaminate Armor: This un 3+ invulnerable save against B Laser shooting attacks. This un 4+ invulnerable save against K shooting attacks. PD, PD323, Mercenaries, Turb	M WS BS S T W * * * 6 8 12 -05 Hyakuren is a single model equipped, and Knuckle Guards. Only one representation or your army. RANGE TYPE S AP 30" Assault 6 6 -1 Melee Melee +1 -2 48" Heavy 2D3 8 -2 Melee Melee +1 -2 This model may replace the 120mm Nanolaminate Armor: This unit gair 3+ invulnerable save against Beam at Laser shooting attacks. This unit ga 4+ invulnerable save against Kinetic shooting attacks. PD, PD323, Mercenaries, Turbines	M WS BS S T W A * * * 6 8 12 4 -05 Hyakuren is a single model equipped wade, and Knuckle Guards. Only one mode or your army. RANGE TYPE S AP D 30" Assault 6 6 -1 1 Melee Melee +1 -2 D6 48" Heavy 2D3 8 -2 1 Melee Melee +1 -2 D3 This model may replace the 120mm Mack Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. PD, PD323, Mercenaries, Turbines	M WS BS S T W A Ld * * * 6 8 12 4 8	M WS BS S T W A Ld Sv * * * 6 8 12 4 8 3+ -05 Hyakuren is a single model equipped with a 120mm ade, and Knuckle Guards. Only one model with Azee or your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Melee Melee +1 -2 D6 - When targeting 48" Heavy 2D3 8 -2 1 this weapon's 1 this weapon's 1 this weapon's 1 this model may replace the 120mm Machine Gun with a 1 Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. PD, PD323, Mercenaries, Turbines	STH-05 M WS BS S T W A Ld SV REMAINING W * * * * 6 8 12 4 8 3+ 7-12+ -05 Hyakuren is a single model equipped with a 120mm ade, and Knuckle Guards. Only one model with Azee or your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Melee Melee +1 -2 D6 - When targeting units with 5 or m 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6 Melee Melee +1 -2 D3 Make 2 hit rolls for each attack where the save against Beam and Laser shooting attacks. This unit gains a 3+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1)	STH-05 M WS BS S T W A Ld Sv REMAINING W M * * * 6 8 12 4 8 3+ 7-12+ 12"	STH-05 M WS BS S T W A Ld Sv REMAINING W M WS * * * 6 8 12 4 8 3+ 7-12+ 12" 3+ -05 Hyakuren is a single model equipped with a 120mm ade, and Knuckle Guards. Only one model with Azee or your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Melee Melee +1 -2 D6 - When targeting units with 5 or more models, and this weapon's type to Heavy 2D6. Melee Melee +1 -2 D3 Make 2 hit rolls for each attack with this weapon and Laser shooting attacks. This unit gains a 3+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1) PD, PD323, Mercenaries, Turbines		

15 POWER		AN	MI ST							DAMAGE Some of this mod change as it suffor shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Amida Arca	*	*	*	6	8	15	4	9	3+	8-15+	12"	2+	2+
Amida Arca in an STH-05 120mm Machine Gun, a E Amida Arca may be take	Battle Blade	e, and								4-7 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	Т	YPE		S	AP	D	LITIES					
120mm Machine Gun	30"	Ass	sault 6	6	6	-1	1	-					
Battle Blade	Melee	M	1elee		+1	-2	D6	-					
Bazooka	48"	Hea	avy 2D	3	8	g units with 5 or m type to Heavy 2D6		odels, d	change				
Knuckle Guards	Melee	M	1elee		+1	-2	D3	Mak	e 2 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	replac	ce th	e 120	0mm	Macl	nine G	Sun with a	Bazooka.			
	This model may replace the 120mm Machine Gun with a Bazooka. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. 3+ invulnerable save against Beam and												
A DU ITIES	Laser shooting attacks. This unit gains a Core Explodes (p. 1) 4+ invulnerable save against Kinetic												
ABILITIES	shooting a				T ! !			dom	ile Suit (p	0. 1)			
FACTION KEYWORDS	PD, PD32	-		-									
KEYWORDS	Titanic, Ve	enicle,	Mobil	e Su	ıt, Sp	ace,	Grou	nd, C	haracter, <i>F</i>	Amida Arca			

15 POWER		ZEE (/III	N	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Azee Gurumin	*	* * (8 6	15	4	8	3+	8-15+	12"	3+	2+
Azee Gurumin in an STH		•						4-7	9"	4+	3+
Short Rifle, a Battle Club, Azee Gurumin may be ta			c Feet.	Only	one	mode	l with	1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
80mm Short Rifle	18"	Pistol 6	6	-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Battle Club	Melee	Melee	x2	-3	D6		nd rolls ar	n all hit rolls with the e 6+, deal a Morta		•	,
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee	Melee	+1	-2	D3	Make	2 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS	This mode	el may replace	the 80	mm S	Short	Rifle w	vith a 120	mm Machine Gun	or a E	Bazooka	Э.
	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and						Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Core Explodes (p. 1)				
ABILITIES	shooting a	attacks.				Mobi	i le Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD32	3, Mercenaries	s, Turb	ines							
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Sp	oace,	Grou	ınd, Cł	naracter, A	Azee Gurumin, Fly			

15 POWER		FTER I	FRA H-(LA	ND	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Lafter Frankland	*	* *	6 8	15	4	9	3+	8-15+	12"	3+	2+
Lafter Frankland in an STH-05R Rouei is a single model equipped with a Short Rifle, a Battle Club, a Boost Pack, and Titanic Feet. Only one mod Lafter Frankland may be taken for your army.								4-7 1-3	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
80mm Short Rifle	18"	Pistol 6	6	-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Battle Club	Melee	Melee	x2	-3	D6		nd rolls a	m all hit rolls with t re 6+, deal a Morta			
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, o	change
Knuckle Guards	Melee	Melee	+1	-2	D3	Mak	e 2 hit roll	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode	el may replace	the 80	mm S	Short	Rifle \	with a 120	mm Machine Gun	or a E	Bazooka	 -
ABULTIFO	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic Boost Pac may move has not de 14- 15- 15- 15- 15- 15- 15- 15- 15- 15- 15						move up not declar	,			•
ABILITIES	shooting a		o Turki	inaa		dow	ile Suit (p). I)			
FACTION KEYWORDS	•	3, Mercenarie	-		<u> </u>		.	Laffan Franklin I. S	-1		
KEYWORDS	ritanic, Ve	enicie, Mobile S	Suit, Sp	ace,	Grou	ına, C	naracter,	Lafter Frankland, F	-ıy		

16 POWER	LAI			FRA			LA	ND	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lafter Frankland	*	*	*	6 6	15	4	8	4+	8-15+	15-36"	3+	3+
Lafter Frankland in a STH Machine Guns, a Boost P with Lafter Frankland ma	ack, Knuck	le Shie	elds, an	d Titani					4-7 1-3	15-30" 15"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	sault 6	6	-1	1	-					
Knuckle Shields	Melee	М	lelee	+1	-1	D6			g with this weapo attack with this w	-	nay m	ake
Bazooka	48"	Hea	vy 2D3	8	-2	1			g units with 5 or n type to Heavy 2D		dels, d	change
Titanic Feet	Melee	М	lelee	User	-2	D3	Make	3 hit rolls	for each attack	with this	weap	on.
WARGEAR OPTIONS	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Airborne: This model cannot charge, 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.				Move Move the p and \$ next	move up to the total declared and the total d	model equipped o 2D6" in the charded a charge. Fore this model makes, you can declaristic becomes 15 it loses the Airb ic abilities until the theorem of the charder.	oves in are it wil 5" until t orne , H ne begin	your II hove he end ard to	er. Its		
ABILITIES	moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase – do not roll a dice.				invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Core Explodes (p. 1) Mobile Suit (p. 1)							
ADILITIES							Mobi	i le Suit (p	. 1)			
FACTION KEYWORDS		o not r	oll a did	ce.			Mobi	ile Suit (p	. 1)			

MERCENARIES 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)
STH-05 Ace	1	200

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05	1	180
TK-53 / TK-53/S	1-3	55
UGY-R41	1	190

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
TK-53 / TK-53/S Rear Support	1-3	55

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05 Veteran	1	190

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Mikazuki Augus, ASW-G-08	1	325
Kudal Cadel, ASW-G-11	1	260
Akihiro Altland, ASW-G-11 Rebake	1	280
Akihiro Altland, EB-06/tc	1	190
Norba Shino, EB-06/tc2	1	190
Nadi Yukinojo Kassapa, JEE-M103	1	60
Azee Gurumin, STH-05	1	200
Amida Arca, STH-05/AC	1	220
Azee Gurumin, STH-05R	1	210
Lafter Frankland, STH-05R	1	210
Lafter Frankland, STH-14S	1	220
Akihiro Altland, TK-53/C	1	65
Biscuit Griffon, TK-53/C	1	55
Orga Itsuka, TK-53/C	1	75
Eugene Sevenstark, TK-53/C	1	75
Masahiro Altland, UGY-R41	1	200
Aston Altland, UGY-R41	1	195
Derma Altland, UGY-R41	1	195
Montag, V08-1228	1	255

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
30mm Machine Gun	15
80mm Short Rifle	25
90mm Submachine Gun	30
120mm Machine Gun	30
170mm Autocannon	15
400mm Buster Anchors	75
Bazooka	25
Forearm Mortar	10
Grenades	0
Grimgerde Rifle	40
Missile Launcher	25
Smoothbore Gun	25
Twin Linked 60mm Vulcans	10

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
Boost Pack	20				
Light Shield	10				
Knuckle Shields	30				
Reactive Armor	40				
Wire Claw	15				

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Battle Axe	15
Battle Blade	15
Battle Club	20
Gusion Chopper	15
Gusion Hammer	40
Halberd	20
Hammer Chopper	15
Knuckle Guards	15
Long Sword	20
Mace	20
Ram Points	20
Titanic Feet	0
Valkyrie Sword	30
Wrench Mace	30

MERCENARIES WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
30mm Machine Gun	24"	Rapid Fire 2	6	0	1	-
80mm Short Rifle	18"	Pistol 6	6	-1	1	
90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
170mm Autocannon	24"	Assault 2	6	-1	1	-
400mm Buster Anchors	48"	Heavy 4	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Forearm Mortar	48"	Heavy 1	8	-2	D6	This weapon may only be fired twice in a battle.
Grenades	When attack	ing with this weap	on, cho	ose on	e of the	profiles listed below:
Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.
Krak	6"	Grenade 1	6	-1	D3	-
Grimgerde Rifle	30"	Assault 9	5	-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.
Smoothbore Gun	When attack	ting with this gun,	choose	one of	the prof	iles below.
Cannon	48"	Heavy 1	8	-2	2D3	-
Machine Gun	24"	Rapid Fire 2	6	0	1	-
Twin Linked 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .

OTHER WARGEAR	
Boost Pack	A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.
Light Shield	A Unit with two Light Shields has a 5+ invulnerable save.
Knuckle Shields	A model equipped with Knuckle Shields gains a 5+ invulnerable save.
Reactive Armor	Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase.
Wire Claw	A model may activate its Wire Claw 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. The Wire Claw provides a 6+ Invulnerable Save.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle Axe	Melee	Melee	+1	-2	D6	-
Battle Blade	Melee	Melee	+1	-2	D6	-
Battle Club	Melee	Melee	x2	-3	D6	Subtract 1 from all hit rolls with this weapon. If any Wound rolls are 6+, deal a Mortal Wound to the target.
Gusion Chopper	Melee	Melee	+1	-2	D6	-
Gusion Hammer	Melee	Melee	Sx2	-3	2D6	Subtract 1 from all hit rolls made with this weapon.
Halberd	Melee	Melee	Sx2	-3	2D6	Subtract 1 from all hit rolls made with this weapon.
Hammer Chopper	Melee	Melee	+1	-2	D6	-
Knuckle Guards	Melee	Melee	+1	-2	D3	Make 2 hit rolls for each attack with this weapon.
Knuckle Shields	Melee	Melee	+1	-1	D6	When attacking with this weapon, you may make one additional attack with this weapon.
Long Sword	Melee	Melee	+3	-3	D6	Each time you roll an Attack roll of 6+ with this weapon, you gain an additional Attack with it.
Mace	Melee	Melee	Sx2	-4	2D3	Subtract 1 from all hit rolls made with this weapon.
Ram Points	Melee	Melee	Sx2	-4	D6	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Valkyrie Sword	Melee	Melee	+3	-3	D6	If Attacking with two Valkyrie Swords, each time this model fights it may make an additional attack with them.
Wrench Mace	Melee	Melee	Sx2	-5	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtract 1 from all hit rolls made with this weapon.