

OMNI ENFORCER CE 73 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Oppose Militancy and Neutralize Invasion Enforcer (OMNI Enforcer, OMNI) miniatures from CE 73. 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 OMNI 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**, **CE73**, **OMNI**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE73** as the year the unit was deployed, and **OMNI** as the OMNI Enforcer Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

OMNI (CE 73) detachments may include any non-**Character** unit from previous OMNI related indices in their army selection. OMNI (CE 73) units that may take Striker Packs may take any Striker Pack from previous OMNI related indices. OMNI units from previous indices that may take Striker Packs may take any Striker Pack from this index.

ABILITIES

The following abilities are common to several OMNI 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.

Striker Pack System

Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

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 gains **Energy**

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

Weapons with *beam*, *fusion*, *ion*, *particle*, or *plasma* as part of the name gains **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.

<div><div><div><div></div><div>6</div><div>POWER</div></div></div><div><div>GAT-01A2R</div><div>SLAUGHTER</div><div>DAGGER</div></div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-01A2R	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A GAT-01A2R is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Anti Infantry Gun	12"		Rapid Fire 2		4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.					
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.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link CIWS	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS		This unit may take a Striker Pack.											
		This unit may take a Combat Shield (Power Rating +1).											
		This unit may take a Beam Rifle (Power Rating +4).											
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		CE, CE73, OMNI											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground											



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POWER

GAT-01A2R SLAUGHTER DAGGER VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-01A2R Veteran	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
A GAT-01A2R Veteran is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Anti Infantry Gun	12"	Rapid Fire 2		4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.						
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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Combat Shield (Power Rating +1).												
ABILITIES	This unit may take a Beam Rifle (Power Rating +4).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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POWER

GAT-01A2R SLAUGHTER DAGGER ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-01A2R Ace	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
A GAT-01A2R Ace is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.							
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.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Combat Shield (Power Rating +1).												
ABILITIES	This unit may take a Beam Rifle (Power Rating +4).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												

<div><div><div><div></div></div></div><div>6</div><div>POWER</div></div> <div>GAT-02L2 DAGGER L</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-02L2	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	4+
A GAT-02L2 is a single model equipped with two Anti Armor Penetrators, two Anti Infantry Guns, Titanic Feet, and Twin Link CIWS.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Anti Armor Penetrator (Melee)	Melee	Melee		+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.						
Anti Armor Penetrator (Thrown)	24"	Assault 1		7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.						
Anti Infantry Gun	12"	Rapid Fire 2		4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Carbine	30"	Rapid Fire 2D3		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 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
<div><div>WARGEAR OPTIONS</div><div>This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Bazooka (Power Rating +1) or a Beam Carbine (Power Rating +4).</div></div>													
<div><div>ABILITIES</div><div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1) Core Explodes (p. 1)</div></div></div>													
<div><div>FACTION KEYWORDS</div><div>CE, CE73, OMNI</div></div>													
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground</div></div>													



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POWER

GAT-02L2 DAGGER L VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-02L2 Veteran	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
A GAT-02L2 Veteran is a single model equipped with two Anti Armor Penetrators, two Anti Infantry Guns, Titanic Feet, and Twin Link CIWS.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.							
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.							
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.							
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Beam Carbine	30"	Rapid Fire 2D3	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 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Combat Shield (Power Rating +1).												
ABILITIES	This unit may take a Bazooka (Power Rating +1) or a Beam Carbine (Power Rating +4).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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GAT-04 WINDAM

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-04	*	*	*	7	6	15	2	8	3+	8-15+	15"	4+	3+
A GAT-04 is a single model equipped with two Anti Armor Penetrators, Beam Sabers, Titanic Feet, and two Twin Link CIWS.										4-7	11"	5+	4+
										1-3	6"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Anti Armor Penetrator (Melee)	Melee	Melee		+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.						
Anti Armor Penetrator (Thrown)	24"	Assault 1		7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.						
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.						
Heavy Beam Rifle	36"	Rapid Fire 2D3		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 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
Windam Shield	48"	Heavy 1		8	-2	D6	This weapon may only be fired once per battle.						
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Windam Shield (Power Rating +1).												
ABILITIES	This unit may take a Heavy Beam Rifle (Power Rating +4).												
	Windam Shield: A model with a Windam Shield has a 5+ invulnerable save.												
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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GAT-04 WINDAM ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-04 Ace	*	*	*	7	6	15	2	8	3+	8-15+	15"	3+	3+
A GAT-04 Ace is a single model equipped with two Anti Armor Penetrators, Beam Sabers, Titanic Feet, and two Twin Link CIWS.										4-7	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.							
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.							
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.							
Heavy Beam Rifle	36"	Rapid Fire 2D3	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 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
Windam Shield	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per battle.							
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Windam Shield (Power Rating +1).												
ABILITIES	This unit may take a Heavy Beam Rifle (Power Rating +4).												
	Windam Shield: A model with a Windam Shield has a 5+ invulnerable save.												
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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NEO ROANOKE GAT-04

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Neo Roanoke	*	*	*	7	6	15	4	9	3+	8-15+	15"	3+	2+
Neo Roanoke in a GAT-04 Windam is a single model equipped with two Anti Armor Penetrators, Beam Sabers, Titanic Feet, and two Twin Link CIWS. Only one of this model may be taken for your army. This unit may not be taken in the same army as Mwu La Flaga .										4-7	11"	4+	3+
										1-3	6"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Anti Armor Penetrator (Melee)	Melee	Melee		+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.						
Anti Armor Penetrator (Thrown)	24"	Assault 1		7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.						
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.						
Heavy Beam Rifle	36"	Rapid Fire 2D3		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 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
Windam Shield	48"	Heavy 1		8	-2	D6	This weapon may only be fired once per battle.						
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Windam Shield (Power Rating +1).												
	This unit may take a Heavy Beam Rifle (Power Rating +4).												
ABILITIES	Windam Shield: A model with a Windam Shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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POWER


MUDIE HOLCROFT

GAT-X1022

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Mudie Holcroft	*	*	*	8	7	21	2	8	3+	10-21+	10"	4+	3+
Mudie Holcroft in the GAT-x1022 Blu Duel is a single model equipped with three Anti Armor Penetrators, two Beam Pistols, Beam Sabers, a Combat Shield, a Railgun, Titanic Feet, and Twin Link CIWS. Only one of this model may be taken for your army.										5-9	7"	5+	4+
										1-4	3"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.							
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.							
Beam Pistol	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Railgun	48"	Heavy 1	8	-3	2D3								
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 .							
Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1) Mobile Suit (p. 1)										Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.			
ABILITIES													
FACTION KEYWORDS										CE, CE73, OMNI			
KEYWORDS										Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground			

<div><div>24</div><div>POWER</div></div> <div>SHAMS COUZA</div> <div>GAT-X103AP</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>						
<div>NAME</div> <div>M</div> <div>WS</div> <div>BS</div> <div>S</div> <div>T</div> <div>W</div> <div>A</div> <div>Ld</div> <div>Sv</div>										<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>						
Shams Couza										10-18+				12"	4+	3+
Shams Couza in the GAT-x103AP Verde Buster is a single model equipped with two Bayonet Beam Rifles, a Mega Particle Cannon, two Missile Launchers, a Railgun, and Titanic Feet. Only one of this model may be taken for your army.										5-9				9"	5+	4+
										1-4				5"	6+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES							
Bayonet Beam Rifle (Melee)		Melee		Melee		+1	-1	D2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Bayonet Beam Rifle (Shooting)		48"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for 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.							
--- 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.							
ABILITIES		Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.								Bayonet Beam Rifle: These rifles may be used in Fights using the melee profile. Contrary to the title, the Bayonet Beam Rifles are considered Kinetic when used to fight in a melee.						
		Mobile Suit (p. 1)								Combining Guns: This model may combine it's Bayonet Beam Rifles. At the beginning of each of your movement phases, you must declare if the guns are combined. If combined, both of the Bayonet Beam Rifles may not be used in melee or fired until they are separated again. The guns may be combined into a Beam Launcher.						
		Core Explodes (p. 1)														
FACTION KEYWORDS		CE, CE73, OMNI														
KEYWORDS		Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground														



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POWER

SVEN CAL BAYANG
GAT-X105E

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Sven Cal Bayang	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	2+
Sven Cal Bayang in the GAT-x105E Strike E is a single model equipped with two Beam Pistols, Titanic Feet, and Twin Link CIWS. Only one of this model may be taken for your army.										5-9	9"	4+	3+
										1-4	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Pistol	24"		Pistol 3		8	-3	4	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+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle w/ Grenade Launcher	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 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.					
--- Grenade Launcher	30"		Assault 1		6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Beam Rifle (Power Rating +4), or a Beam Rifle w/ Grenade Launcher (Power Rating +4).												
	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. Mobile Suit (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save. Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.					
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground												



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POWER

EMILIO BLODERICK

GAT-X105E

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Emilio Bloderick	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Emilio Bloderick in the GAT-x105E Strike E is a single model equipped with two Beam Pistols, Titanic Feet, and Twin Link CIWS. Only one of this model may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Pistol	24"		Pistol 3		8	-3	4	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+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle w/ Grenade Launcher	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 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.					
--- Grenade Launcher	30"		Assault 1		6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Beam Rifle (Power Rating +4), or a Beam Rifle w/ Grenade Launcher (Power Rating +4).												
	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. Mobile Suit (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save. Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.					
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground												

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

Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.



14
POWER

DANA SNIP GAT-X105E

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Dana Snip	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Dana Snip in the GAT-x105E Strike E is a single model equipped with two Beam Pistols, Titanic Feet, and Twin Link CIWS. Only one of this model may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Pistol	24"		Pistol 3		8	-3	4	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+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle w/ Grenade Launcher	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 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.					
--- Grenade Launcher	30"		Assault 1		6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Beam Rifle (Power Rating +4), or a Beam Rifle w/ Grenade Launcher (Power Rating +4).												
	<div><div>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.</div><div>Mobile Suit (p. 1)</div></div> <div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div> <div>Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</div>												
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE73, OMNI												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Gundam, Space, Ground												



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POWER

STING OAKLEY ZGMF-X24S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Sting Oakley	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
EQFU-5X Mobile Weapon Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	4+	4+
Sting Oakley in the ZGMF-X24S Chaos Gundam is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and three Twin Link CIWS. This model also has two EQFU-5X Mobile Weapon Pods, each equipped with a Beam Cannon and Three Shot Missile Launcher. Only one model with Sting Oakley may be taken for your army.										1-4	5"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	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	S+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
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.

Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode. When transformed, it loses use of one of the Twin Link CIWS but gains use of the Beam Cannon. It also gains **Hard to Hit*** and it's Movement characteristic increases by 6".

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)

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

Mobile Weapon Pod: These pods are considered **DRAGOONS**. 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 gains **Hit and Run***.

If the battlefield is in **Space**, any or all of the **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.

Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

ABILITIES

PSYKER	<p>Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
FACTION KEYWORDS	CE, CE73, OMNI
KEYWORDS (ZGMF-X24S)	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Space, Ground, Sting Oakley, Fly
KEYWORDS (EQFU-5X)	DRAGOON, Fly



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POWER

AUEL NEIDER ZGMF-X31S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Auel Neider	*	*	*	8	7	18	2	8	3+	10-18+	12"	4+	3+
Auel Neider in the ZGMF-X31S Abyss Gundam is a single model equipped with a Beam Lance, three CIWS, a Mega Particle Cannon, two Missile Launchers, two Plasma Cannons, Titanic Feet, two Triple Beam Cannons, and two Twin Railguns. Only one model of this type may be taken for your army.										5-9	9"	5+	4+
										1-4	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
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.
Plasma 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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Railguns	48"	Heavy 2	8	-3	2D3	-
ABILITIES	<p>Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p> <p>Mobile Suit (p. 1)</p> <p>Mobile Armor Mode: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases in the Water only. In Mobile Armor Mode, this model loses Fly and can only use the Beam Lance, Missile Launchers, Plasma Cannons, and Twin Railguns. It's movement characteristic is doubled (stacking with the Aquatic bonus).</p> <p>Underwater Missiles: The Missile Launcher may only be used in the Water.</p> <p>Core Explodes (p. 1)</p>					
PSYKER	<p>Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>					
FACTION KEYWORDS	CE, CE73, OMNI					
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground, Aquatic					



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POWER

STELLA LOUSSIER

ZGMF-X88S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Stella Loussier	*	*	*	7	7	18	2	7	3+	10-18+	15"	4+	4+
Stella Loussier in the ZGMF-X88S Gaia Gundam is a single model equipped with two Beam Cannons, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Link CIWS. Only one model with Stella Loussier may be taken for your army. Only one model with ZGMF-X88S may be taken for your army.										5-9	11"	5+	5+
										1-4	6"	6+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 Sabers	Melee	Melee	Sx3	-3	2D3	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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

ABILITIES	Variable Phase Shift: A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.	Mobile Armor Mode: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. In Mobile Armor Mode, this model loses Hard to Hit* and gains Hit and Run* . It's movement characteristic is increased by 6".
	Mobile Suit (p. 1)	Hit and Run*: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).
	Core Explodes (p. 1)	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.

PSYKER	Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
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FACTION KEYWORDS	CE, CE73, OMNI
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KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground, Stella Loussier, ZGMF-X88S
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2 POWER

AQM/E-A4E1 JET STRIKER

The AQM/E-A4E1 must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
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 Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
WARGEAR OPTIONS	<p>The model taking this pack may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher (Power Rating +1 each), and/or Twin Anti Ship Missiles (Power Rating +1 each).</p> <p>The model taking this pack may take any of its optional weapons from its Wargear Options.</p>					
GRANTED ABILITIES	<p>Phase Shift Battery: If the model equipped with this pack has any Phase Shift system, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p>					
FACTION KEYWORDS	CE, CE73, OMNI					
GRANTED KEYWORDS	Fly					

9 POWER AQM/E-M1 INTEGRATED WEAPONS STRIKER PACK (IWSP)

The AQM/E-M1 is equipped with a 120mm Gatling, a Beam Boomerang, a Combat Shield, two Railguns, Twin Anti Ship Swords, and Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .

WARGEAR OPTIONS The model taking this pack may not take any optional weapons from it's **Wargear Options** except a Beam Carbine, a Beam Rifle, or a Beam Rifle+Grenade Launcher.

GRANTED ABILITIES

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has **Hard to Hit**, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.

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

Phase Shift Battery: If the model equipped with this pack has any **Phase Shift** system, then the first time **Phase Shift** is activated in a battle, do not take the Mortal Wound.

FACTION KEYWORDS CE, CE73, OMNI

GRANTED KEYWORDS Fly

3 POWER AQM/E-M11 DOPPLEHORN STRIKER

The AQM/E-M11 is equipped with two Railguns. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Railgun	48"	Heavy 1	8	-3	2D3	-
WARGEAR OPTIONS	The model taking this pack may take any of its optional weapons from its Wargear Options .					
GRANTED ABILITIES	Phase Shift Battery: If the model equipped with this pack has any Phase Shift system, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.					
FACTION KEYWORDS	CE, CE73, OMNI					

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POWER

AQM/E-X09S NOIR STRIKER

The AQM/E-X09S is equipped with Twin Beam Anti Ship Swords and two Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .
WARGEAR OPTIONS	The model taking this pack may take any of its optional weapons from its Wargear Options .					
GRANTED ABILITIES	<p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p> <p>Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p> <p>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. If a model has the Supersonic ability, it may instead turn up to 90° after moving and declare a charge in the Charge phase. If a model has the Airborne ability, it may attack models without Fly in the Fight phase.</p>					
FACTION KEYWORDS	CE, CE73, OMNI					
GRANTED KEYWORDS	Fly					

OMNI 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)
Ace, GAT-01A2R	1	74
Ace, GAT-04	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01A2R	1	64
GAT-02L2	1	64

STRIKER PACKS	
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)
AQM/E-A4E1	35
AQM/E-M1	35
AQM/E-M11	5
AQM/E-X09S	45

DRAGOONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (INCLUDING WARGEAR)
EQFU-5X	1	100

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, GAT-01A2R	1	69
Veteran, GAT-02L2	1	69
GAT-04	1	75

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Neo Roanoke, GAT-04	1	100
Mudie Holcroft, GAT-X1022	1	135
Shams Couza, GAT-X103AP	1	145
Sven Cal Bayang, GAT-x105E	1	150
Emilio Bloderick, GAT-X105E	1	140
Dana Snip, GAT-X105E	1	140
Sting Oakley, ZGMF-X24S	1	145
Auel Neider, ZGMF-X31S	1	140
Stella Loussier, ZGMF-X88S	1	135

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
120mm Gatling	30
Anti Infantry Gun	5
Bayonet Beam Rifle	100
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Carbine	55
Beam Launcher	200
Beam Pistol	65
Beam Rifle	75
Beam Rifle + Grenade Launcher	80
CIWS	5
Heavy Beam Rifle	80
Heavy Missile	6
Mega Particle Cannon	85
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Three Shot Missile Launcher	25
Triple Beam Cannon	75
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20
Twin Railgun	50

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Anti Armor Penetrator	15
Beam Lance	40
Beam Sabers	40
Titanic Feet	0
Twin Anti Ship Swords	30
Twin Beam Anti Ship Swords	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Windam Shield	25

OMNI WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Anti Armor Penetrator (Thrown)	24"	Assault 1	7	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Anti Armor Penetrator may not be used again in this battle.
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
Bayonet Beam Rifle (Shooting)	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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 Carbine	30"	Rapid Fire 2D3	8	-3	2	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.
--- 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.
Beam Pistol	24"	Pistol 3	8	-3	4	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	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 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.
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
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.
Plasma 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.
Railgun	48"	Heavy 1	8	-3	2D3	-
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.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly .

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Railgun	48"	Heavy 2	8	-3	2D3	-
Windam Shield	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per battle.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Armor Penetrator (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Anti Armor Penetrators, each time this model fights it may make an additional attack with them.
Bayonet Beam Rifle (Melee)	Melee	Melee	+1	-1	D2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. 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.
Windam Shield	A model with a Windam Shield has a 5+ invulnerable save.