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.

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. This model gains **Titanic Presence**.

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.

Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

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 its 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.

19	\mathbf{M}	IKAZU	JK		\U	G	US	DAMAGE Some of this mod	lel's c	haracte	ristics	
POWER		ASV	V-(<u>}</u> -(08			change as it suffe shown below:	ers da	mage, a	as	
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Mikazuki Augus <mark>380pts</mark>	*	* * 8	3 9	18	5	9	2+	10-18+	12"	2+	3+	
Mikazuki Augus in an AS' a Smoothbore Gun, and ⁻ included in your army.								5-9 1-4	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ΛRII	ITIES	1-4	<u> </u>	4+	J+	
170mm Autocannon +15		Assault 2	7	-2	1	-	ITILS					
Forearm Mortar +10		Heavy 1	8	-2			weapon n	nay only be fired to	vice ir	n a battl	e	
Long Sword +20		Melee	+3	-3	6	Each	time you	roll an Attack roll ain an additional h	of 6+	with this		
Mace +20	Melee	Melee	Sx2	-4	6			n all hit rolls made			apon.	
Smoothbore Gun +25	When atta	acking with this	aun. cl	hoose	e one	of the	profiles b	pelow.				
Cannon	48"	Heavy 1	8		2D6		'					
Machine Gun	24"	Rapid Fire 6	6	0	1	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	is weap	on.	
Wrench Mace +40	Melee	Melee	Sx2	-5	6	weap	on, it also	roll a Wound roll on inflicts a Mortal Volume made with this w	Vound	l. Subtr		
WARGEAR OPTIONS	2nd Form 3rd Form 4th Form 5th Form (+5 Powe 5th Form Autocann 6th Form	e r) (G) : Remove N ons. Ground Or	aw. (+1 /ord. (+ /ord, 2) //ace, S nly. (+2 e, Smo	Pow 1 Po Fore Smoo 2 Pow othbo	ver) wer) earm thbor ver) ore G	Morta re Gun un. Ta	rs, Boost . Take Wi ke Wrenc	Pack, Reactive Ar rench Mace, Long h Mace, Long Swo r. (+4 Power)	Swor	d, 2x 17	70mn	
	model wit at any tim damage t	Armor +40: Or h Reactive Arm le to negate the o it from a singly attacks during	or may effects e unit's	ejec and s sho	t it oting	activa mode chara	ate it to ac el uses thi acteristic u	: A model with a \ dd up to 6" to a cha s ability, it subtrac until the next Char vides a 6+ Invulne	arge r ts 1 fr ge ph	oll. If thom its A ase. Th	ne Attacl	
	a boost p charge ph a charge.	Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.										
ABILITIES	Limiter C psyker te	off : This unit ma sts.	y rerol	I faile	d	Core	Explode	s (p. 1), Mobile S	uit (p.	. 1)		
PSYKER	attempt to	manifest up to	two ps	sychic	pov	vers in	each frie	considered a psykondly psychic phaso ase. It may use a	e, and	l can att	temp	

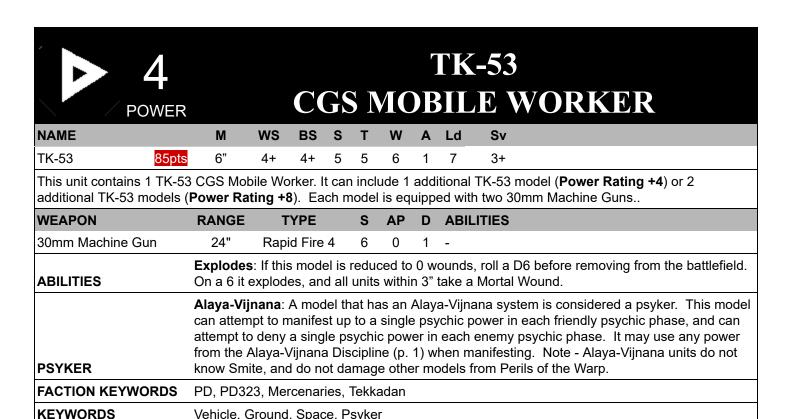
PSYKER (cont.)	Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Psyker, Mikazuki Augus

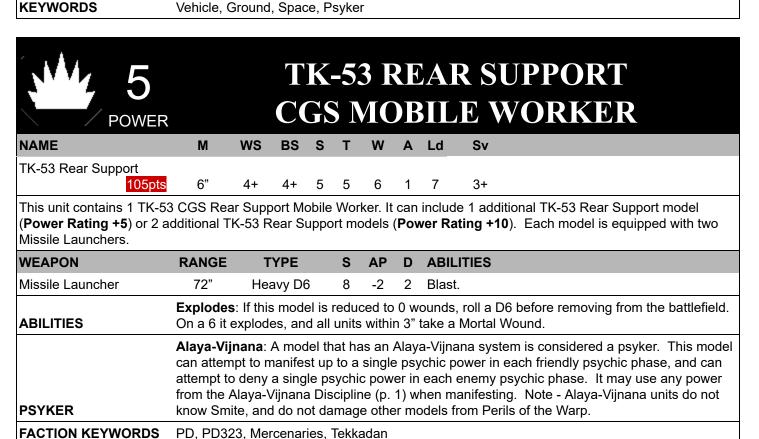
17 POWER	AS	IHIRO W-G-	11 1	RK	B	Aŀ	Œ	DAMAGE Some of this mode change as it suffer shown below:	ers daı	mage, a	as
NAME	M *		S T	W	Α .	Ld	Sv	REMAINING W	M	WS	BS
Akihiro Altland in an ASW equipped with a Gusion S one unit with Akihiro Altla Gusion may be included in	-G-11 Gund hield, Gusid and may be	dam Gusion R on Chopper, H e included in y	lalberd,	and ny. O	Titan	ic Fee ne uni	t. Only t with	10-18+ 5-9 1-4	12" 9" 5"	3+ 4+ 5+	2+ 3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Long Range Rifle +40	36"	Rapid Fire 6	7	-2	1	-					
Gusion Chopper	Melee	Melee	+3	-3	6	-					
Halberd	Melee	Melee	Sx2	-4	6	Subt	ract 1 fror	m all hit rolls made	with t	his wea	apon.
Smoothbore Gun +25	When atta	cking with this	gun, c	hoose	e one	of the	profiles	below.			
Cannon	48"	Heavy 1	8	-2	2D6	-					
Machine Gun	24"	Rapid Fire 6	6	0	1	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit roll	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		nay take up to nay take a 120						Rating +1 each). ating +2).			
	attacks in Long Rang addition to Aiming M into Aiming	s: This unit ma the Fight phas ge Rifle was n the Smoothb ode: This unit g Mode or bac of each of you	se if the ot taker ore Gur may track at the	120r n in n(s). ansfo	nm rm	stowershas Invul	ed at the es. Whe nerable s t: Your op ttacks tha	d: A Gusion Shield beginning of each n wielded, it provid ave. When stowed oponent must subt t target this model	of you les a 4 l, it pro ract 1	ir move + ovides I from hit	ment Hard t rolls
ABILITIES	phases. V Shield mu Rebake m You may r	When transforr st be stowed a ay not move c eroll any or all in Aiming mod	med, the and the or fight i I ranged	e Gus Gusi n me	sion on lee.	invul attac agair	nerable s ks. This nst Kinetio	e Armor: This unit ave against Beam unit gains a 4+ inv c shooting attacks. es (p. 1), Mobile S	and L ulnera	aser sh ble sav	
PSYKER	attempt to to deny a Alaya-Vijn	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, Tekka	adan						·	
KEYWORDS	Titanic, Ve Altland	hicle, Psyker,	Mobile	Suit,	Spac	ce, Gro	ound, Cha	aracter, Gundam, (Gusior	n, Akihir	то

13 POWER		IHIR(EB-				J A I	ND	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 235pts	*	* * 6	8	12	3	8	3+	7-12+	12"	3+	3+		
Akihiro Altland in an EB-0 120mm Machine Gun, a E with Akihiro Altland may may be included in your a	Battle Axe, be include	a Boost Pack, a	and Tita	anic	Feet.	Only	one unit	4-6 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Battle Axe	Melee	Melee	+3	-3	6	-							
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast							
Smoothbore Gun -5	When atta	acking with this	gun, cł	noos	e one	of the	profiles b	pelow.					
Cannon	48"	Heavy 1	8	-2	2D6	-							
Machine Gun	24"	Rapid Fire 6	6	0	1	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This mode	el may replace	the 120)mm	Macl	nine G	un with a	Bazooka or a Smo	oothbo	ore Gun	١.		
ABILITIES	boost pac	This model may replace the 120mm Machine Gun with a Bazooka or a Smoothbore Gun. 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. Core Explodes (p. 1); Mobile Suit (p. 1)											
FACTION KEYWORDS	PD, PD32	3, Mercenaries	, Tekka	adan									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, Ch	aracter, A	Akihiro Altland, EB	-06/tc				

14 POWER			RB EB-					NO		DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS	BS	S 1	Γ	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Norba Shino 255pts	*	*	*	6 8	3	12	3	8	3+	7-12+	15"	3+	3+
Norba Shino in an EB-06, equipped with two 120mr Feet. Only one unit with unit with EB-06/tc may be	n Machine (Norba Shir	Guns, a io may	a Battle be incl	Axe,	аĒ	3oost	Pac	k, and	d Titanic	4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE		YPE	5	3	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assa	ault 12	6	3	-1	1	-					
Battle Axe	Melee	М	elee	+	3	-3	6	-					
Titanic Feet	Melee	M	elee	Us	ser	-2	2	Mak	e 3 hit rolls	s for each attack v	with thi	s weap	on.
ABILITIES	Boost Pa boost pac charge ph a charge.	k may ı ase, e\	move u en if it	p to 2	2D6	3" in tl	ne	invul attac agai	nerable sacks. This unst Kinetic	e Armor: This unit ave against Beam unit gains a 4+ inv s shooting attacks	and La ulnera	aser sh	_
PSYKER	Alaya-Viji attempt to to deny a Alaya-Vijn	aya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can tempt to manifest up to one psychic power in each friendly psychic phase, and can attempt deny a single psychic power in each enemy psychic phase. It may use any power from the aya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know nite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	PD, PD32	3, Mer	cenarie	s, Tel	kka	dan							
KEYWORDS	Titanic, Ve EB-06/tc2		Mobile	Suit,	Psy	/ker, \$	Spac	e, Gr	ound, Cha	aracter, Norba Shi	no, EB	-06/tc,	

	N	AI		Y	Uk		N(J	O				
7 POWER			KA JE							DAMAGE Some of this mo change as it suff shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Α
Nadi Yukinojo Kassapa <mark>140pts</mark>	*	5+	*	6	7	12	*	8	3+	7-12+	8-30"	3+	3
Nadi Yukinojo Kassapa in	a JEE-M1		tan Typ		-		e mo			4-6	8-16"	4+	D3
with two 120mm Machine included in your army.	Guns and	Ram I	Points.	On	ly one	e of tl	his u	nit ma	y be	1-3	8-12"	5+	1
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	sault 12	2	6	-1	1	-					
Smoothbore Gun +25	When atta	acking	with th	nis g	un, cł	noose	e one	of the	e profiles l	below.			
Cannon	48"	Не	eavy 1		8	-2	2D6	-					
Machine Gun	24"	Rap	id Fire	6	6	0	1	-					
Ram Points	Melee	N	/lelee		Sx2	-4	6	If this	s unit did ı	rged this turn, inco not charge this tuo de with this weapo	rn, subt		
WARGEAR OPTIONS	This unit r	nay ta	ke up	to 2	Smoo	othbo	re G	uns (F	Power Rat	ting +1 each).			
	This unit may take up to 2 Smoothbore Guns (Power Rating +1 each). 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.												
ABILITIES	attack or l Supersor contribute	: This pe attained at	model acked i ach tim w far th gain a	n the ie thi ne m fter t	e Figh is mo nodel the ini	nt pha del m move itial p	ase b noves es), a ivot.	y unite s, first and the When	s that can pivot it on en move the this mode	n the spot up to 90 he model straight el Advances, incre)° (this o	does n	ot
TRANSPORT		el may	only to							patos or the EB-06	6/tc2 Ry	usei-G	Эо
FACTION KEYWORDS	PD, PD32			ies,	Tekka	adan							
KEYWORDS	Titanic, Ve	-					racte	er					
<u> </u>													





Vehicle, Ground, Space, Psyker

KEYWORDS



AKIHIRO ALTLAND TK-53/C

NAME		M	ws	BS	S	Т	W	Α	Ld	Sv
Akihiro Altland	90pts	6"	3+	2+	5	5	6	3	7	3+

Akihiro Altland in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one unit with **Akihiro Altland** may be included in your army.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
30mm Machine Gun	24"	Rapid Fire 4	6	0	1	-								
ABILITIES	On a 6 it e	rplodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. In a 6 it explodes, and all units within 3" take a Mortal Wound. Tushing: Any Tekkadan unit within 6" may reroll failed Wound rolls.												
PSYKER	can attem attempt to from the A	pt to manifest u _l deny a single p laya-Vijnana Di	p to a sychi sciplir	single c pow ne (p.	e psy er in 1) w	a-Vijnana system is considered a psyker. This model vchic power in each friendly psychic phase, and can each enemy psychic phase. It may use any power hen manifesting. Note - Alaya-Vijnana units do not odels from Perils of the Warp.								
FACTION KEYWORDS	PD, PD32	3, Mercenaries,	Tekk	adan										
KEYWORDS	Vehicle, G	iround, Space, F	Psyke	r, Cha	racte	er, Akihiro Altland								

POWER				В	IS				GR 53/	IFFON C
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
Biscuit Griffon 90pts	6"	4+	3+	5	5	6	2	7	3+	
Biscuit Griffon in a TK-53/ Guns. Only one of this ur							e is a	singl	e mode	l equipped with two 30mm Machine
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES	
30mm Machine Gun	24"	Rapi	id Fire	2	6	0	1	-		
ABILITIES	On a 6 it	explode	es, an	d all	units	withi	n 3"	take a	Mortal	D6 before removing from the battlefield. Wound. n Advance or Charge rolls.
PSYKER	can attem attempt to from the	pt to moderny Alaya-\	nanife: a sing /ijnana	st up le ps a Dis	to a sychi sciplir	single c pow ne (p.	e psy er in 1) w	chic p each hen m	oower in enemy nanifesti	tem is considered a psyker. This model a each friendly psychic phase, and can psychic phase. It may use any powering. Note - Alaya-Vijnana units do not rils of the Warp.
FACTION KEYWORDS	PD, PD32	23, Mer	cenar	ies,	Tekka	adan				
KEYWORDS	Vehicle, C	round	, Spac	e, P	syke	r, Cha	ract	er		

5 POWER					O				ITS 53/0	UKA C
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
Orga Itsuka 100pts	6"	3+	2+	5	5	6	3	9	3+	
Orga Itsuka in a TK-53/c Only one unit with Orga I ts							s a s	ngle ı	model e	quipped with two 30mm Machine Guns.
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES	
30mm Machine Gun	24"	Rap	id Fire	2	6	0	1	-		
ABILITIES	Explodes On a 6 it e Inspiring	explod	es, an	d all	units	withi	n 3"	take a	Mortal	
PSYKER	can attempt to from the A	pt to n deny \laya-\	nanifes a sing /ijnana	st up le ps a Dis	to a sychic ciplir	single c pow ne (p.	e psy er in 1) w	chic p each hen n	oower in enemy nanifesti	tem is considered a psyker. This model a each friendly psychic phase, and can psychic phase. It may use any power ng. Note - Alaya-Vijnana units do not rils of the Warp.
FACTION KEYWORDS	PD, PD32	23, Me	rcenar	ies,	Tekka	adan				
KEYWORDS	Vehicle, G	round	, Spac	e, P	syke	r, Cha	ract	er, Or	ga Itsuk	а

5 POWER				U(GK				EVE 53/9	ENSTARK C
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
Eugene Sevenstark 100pts	6"	3+	2+	5	5	6	3	8	3+	
Eugene Sevenstark in a T Machine Guns. Only one										model equipped with two 30mm army.
WEAPON	RANGE	TY	PE		S	AP	D	ABI	LITIES	
30mm Machine Gun	24"	Rapid	l Fire	2	6	0	1	-		
ABILITIES	On a 6 it e	xplode	s, an	d all	units	withi	n 3"	take a	a Mortal	D6 before removing from the battlefield. Wound. oll failed Charge rolls.
PSYKER	can attem attempt to from the A	pt to ma deny a llaya-Vi	anifes sing jnana	st up le ps a Dis	to a sychic ciplir	single c pow ne (p.	e psy er in 1) w	chic each hen r	power ir enemy nanifest	stem is considered a psyker. This model n each friendly psychic phase, and can psychic phase. It may use any power ing. Note - Alaya-Vijnana units do not erils of the Warp.
FACTION KEYWORDS	PD, PD32	3, Merc	enar	ies,	Tekka	adan				
KEYWORDS	Vehicle, G	round,	Spac	e, P	syke	r, Cha	aract	er, Eu	igene Se	evenstark

20 POWER]	KUDA ASV						DAMAGE Some of this mod change as it suffor shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kudal Cadel 400pts	*	* * 8	10	18	3	9	2+	10-18+	14"	2+	3+
Kudal Cadel in an ASW-G 400mm Buster Anchors, G Feet, and Twin Link 60mn your army.	Grenades, a	a Gusion Chop	per, Gu	ısion	Ham	mer, Ti	tanic	5-9 1-4	10" 7"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-					
400mm Buster Anchors	48"	Heavy 4	8	-3	2D3	-					
Grenades	When atta	cking with this	weapo	n, ch	noose	one of	the profi	les listed below:			
Frag	6"	Grenade D6	6	-1	1	Blast.					
Krak	6"	Grenade 1	6	-1	D3	-					
Gusion Chopper	Melee	Melee	+3	-3	6	-					
Gusion Hammer	Melee	Melee	Sx2	-4	9	Subtra	act 1 fron	n all hit rolls made	with t	his wea	apon.
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This unit r	nay take a 90m	ım Sub	mac	hine (Gun (P	ower Ra	ting +1).			
ADU ITIEO	subtract 1 target this	it: Your oppone from hit rolls fo model in the S	or attac Shooting	ks th g pha	ase.	invuln attack	erable รล เร. This เ	Armor: This unit ave against Beam unit gains a 4+ inv	and Lulnera	aser sh	
ABILITIES		lodes (p. 1), M			(p. 1)	again	si Kinetio	shooting attacks.			
FACTION KEYWORDS	•	3, Mercenaries	<u> </u>								
KEYWORDS	Fly, Titanio	c, Vehicle, Mob	ile Suit	, Spa	ace, 0	Charact	er, Gund	am, Gusion			

		MA	S	AF		R(
12 POWER		AI U		LA Y-l					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
Masahiro Altland 250pts	*	* *	7	9	15	3	8	3+	8-15+	14"	3+	3+
Masahiro Altland in a UG' Submachine Gun, Grenad Vulcans, and a Wire Claw	des, a Ham	mer Chopp	er, Tit	tanic l	Feet,	Twir	Link	60mm	4-7 1-3	10" 7"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	nay .	S	AP	, D		.ities		·		
90mm Submachine Gun	24"	Rapid Fire	e 4	6	-1	1	-					
Grenades		•			n, ch	oose	one o	of the profi	les listed below:			
Frag	6"	Grenade	3	6	-1	1			g units with 5 or m type to Grenade 6		odels, c	hange
Krak	6"	Grenade	1	6	-1	D3	-					
Hammer Chopper	Melee	Melee		+3	-3	6	-					
Titanic Feet	Melee	Melee		User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	ly.
	subtract 1	lit: Your opp from hit rol model in th	ls for	attac	ks tha		it to a this a chara	add up to (ability, it su acteristic u	model with a Wire 6" to a charge roll ubtracts 1 from its until the next Char vides a 6+ Invulne	. If the Attack ge ph	e model <ase. td="" th<=""><td>uses</td></ase.>	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 against Kinetic shooting attacks.											_
PSYKER	attempt to to deny a Alaya-Vijr	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, Mercena	ries,	Brew	ers							
KEYWORDS	Fly, Titani	c, Vehicle, N	Mobile	e Suit	, Spa	ce, F	syker	, Characte	er			

12 power	A	STO J		AI Y-l			AN.	D	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Aston Altland 250pts	*	* :	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 Chop	per, T	itanic	Feet,	Twir	Link 6	60mm	4-7 1-3	10" 7"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES					
90mm Submachine Gun	24"	Rapid F	ire 4	6	-1	1	-						
Grenades	When atta	cking with	n this	weapo	n, ch	oose	one o	f the profi	les listed below:				
Frag	6"	Vhen 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"	Grenad	de 1	6	-1	D3	-						
Hammer Chopper	Melee	Mele	e	+3	-3	6	-						
Titanic Feet	Melee	Mele	e	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid F	ire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ts tha	t can FI	y.	
	Hard to H subtract 1 target this	from hit r	olls fo	r attac	ks tha		it to a this a chara Wire	ndd up to bility, it su acteristic u Claw pro	model with a Wire 6" to a charge roll. ubtracts 1 from its until the next Char vides a 6+ Invulne	If the Attack ge pha rable \$	e model ase. Th Save.	uses	
	Core Exp		1)				invulr attacl	nerable sa ks. This ເ	Armor: This unit ave against Beam unit gains a 4+ inv	and L	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, Mercer	naries	Brew	ers								
KEYWORDS	Fly, Titanio	c, Vehicle	, Mobi	le Suit	, Spa	ice, F	syker,	Characte	er				

12 POWER	DI	ERMA UC	Al SY-I			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	
Derma Altland 250pts	*	* *	7 9	15	3	8	3+	8-15+	14"	3+	3+	
Derma Altland in a UGY-F Submachine Gun, Grenac Vulcans, and a Wire Claw	les, a Ham	mer Chopper,	Titanic	Feet,	Twir	ı Link 6	60mm	4-7 1-3	10" 7"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-						
Grenades	When atta	acking with this	s weapo	n, ch	oose	one o	f the profi	les listed below:				
Frag	6"	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"	Grenade 1	6	-1	D3	-						
Hammer Chopper	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	. 4	0	2	Add ′	1 to all hit	rolls against targe	ts tha	t can Fl	y.	
	subtract 1	l it : Your oppor from hit rolls model in the	for attac	ks th		it to a this a chara Wire	ndd up to (bility, it su acteristic u Claw prov	model with a Wire 6" to a charge roll. ubtracts 1 from its until the next Char vides a 6+ Invulne	If the Attack ge pha rable	e model ase. Th Save.	uses	
	Core Exp	lodes (p. 1)				invulr	nerable sa	Armor: This unit ave against Beam unit gains a 4+ inv	and L	aser sh		
ABILITIES	Mobile Su	uit (p. 1)				again	st Kinetic	shooting attacks.				
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	ice, F	Psyker,	Characte	er				

11 POWER			UG [A]							DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS		3 T		W	Α	Ld	Sv	REMAINING W	M	WS	BS
UGY-R41 230pts	*	*		7 9		15	3	8	3+	8-15+	14"	4+	4+
A UGY-R41 Man Rodi is a Grenades, a Hammer Cho										4-7	10"	5+	5+
Claw.	oppor, mar		.,		,,,,,	v	aioai	io, aric	a a vviic	1-3	7"	6+	6+
WEAPON	RANGE	T	/PE	S	3	AP	D	ABIL	ITIES				
90mm Submachine Gun	24"	Rapid	d Fire 4	6	6	-1	1	-					
Grenades	When atta	cking v	vith this	wea	por	n, cho	ose	one o	f the profi	les listed below:			
Frag	6"	Grer	nade 3	6	3	-1	1		•	g units with 5 or m type to Grenade 6		odels, c	hange
Krak	6"	_	nade 1	6		-1	D3		reapons	type to Grenade o	•		
Hammer Chopper	Melee		elee	+;		-3	6	_					
Titanic Feet	Melee		elee	Us		-2	2		3 hit rolls	s for each attack w	/ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	ļ	0	2			rolls against targe		•	
	Hard to H subtract 1 target this	from h model	it rolls f in the S	or att	ack	s tha		it to a this a chara Wire	ndd up to oblity, it suncteristic under the Claw probleminate nerable sa	model with a Wire 6" to a charge roll. ubtracts 1 from its until the next Charvides a 6+ Invulne Armor: This unit ave against Beam unit gains a 4+ inv	If the Attack ge pha rable gains and L	e model (ase. Th Save. a 3+ aser sh	uses ne ooting
ABILITIES	Mobile Su	iit (p. 1)								u		
PSYKER	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.												n the
FACTION KEYWORDS	PD, PD32	3, Mer	cenarie	s, Bre	ewe	ers							
KEYWORDS	Fly, Titanio	c, Vehic	cle, Mol	ile S	uit,	Spa	ce, F	syker				-	

16 POWER]	M(DAMAGE Some of this mod change as it suffer shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Montag 320pts	*	*	*	8	8	18	6	9	3+	10-18+	15"	2+	2+
Montag in a V08-1228 Gri Shields, Titanic Feet, and may be taken for your arm with McGillis Fareed .	Twin Valky	rie Swo	ords.	Only	one	unit	jerde	5-9 1-4	10" 6"	3+ 4+	3+ 4+		
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
Grimgerde Rifle +40	36"	Assa	ault 1	2	6	-1							
Titanic Feet	Melee	M	elee		User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Valkyrie Swords	Melee	M	elee		+3	-4	6	-					
WARGEAR OPTIONS	This mode	l may	take a	a Grir	nger	de Ri	fle (Power	Rating +	2).			
	Two Light Shields: A Unit with two Light Shields has a 5+ invulnerable save. Nanolaminate Armor: This unit invulnerable save against Beam attacks. This unit gains a 4+ inv against Kinetic shooting attacks.											aser sh	
ABILITIES	Hard to H subtract 1 target this	from h	it rolls	s for a	attac	ks tha	le Suit (p	,					
FACTION KEYWORDS	PD, PD323, Mercenaries, Montag Company												
KEYWORDS	Titanic, Ve	hicle, I	Mobile	e Sui	t, Sp	ace,	Grou	ınd, Ps	yker, Cha	aracter, Grimgerde)		

11 POWER			ST YA				N		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
STH-05 225pts	*	*	* 6	8	12	2	7	3+	7-12+	12"	4+	4+
An STH-05 Hyakuren is a	single mo	del equi	ipped wit	h a 12	20mm	Ma ₀	chine (Gun, a	4-6	9"	5+	5+
Battle Blade, and Knuckle		'	' '					,	1-3	5"	6+	6+
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Battle Blade	Melee	Me	elee	+3	-3	6	-					
Bazooka -5	48"	Heav	/y 2D6	8	-2	1	Blast	-				
Knuckle Guards	Melee	Me	elee	+1	-2	2	Make	2 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may r	replace t	he 120	0mm	Mac	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 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1)											
FACTION KEYWORDS	PD, PD32	23, Merc	cenaries,	Turbi	nes							
KEYWORDS	Titanic, Ve	ehicle, N	Mobile S	uit, Sp	ace,	Grou	ınd					



KEYWORDS

DAMAGE

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

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
STH-05 Veteran 235pts	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
An STH-05 Hyakuren Ve	teran is a s	ingle m	nodel e	quipp	oed	with a	120	mm M	lachine	4-6	9"	5+	4+
Gun, a Battle Blade, and	Knuckle G	uards.								1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 12	2	6	-1	1	-					
Battle Blade	Melee	M	1elee		+3	-3	6	-					
Bazooka -5	48"	Hea	avy 2D	6	8	-2	1	Blast	t.				
Knuckle Guards	Melee	N	/lelee		+1	-2	2	Make	e 2 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mod	lel may	replac	e the	120	0mm l	Macl	nine G	un with a	Bazooka.			
	Nanolan					_							
	3+ invuln Laser sh			•				Core	Explode	s (p. 1)			
	4+ invuln	_				_				\(\)			
ABILITIES	shooting	attacks	S					ile Suit (p	. 1)				
FACTION KEYWORDS	PD, PD3	23, Me	rcenar	ies, T	urbi	nes			•	_			

Titanic, Vehicle, Mobile Suit, Space, Ground

12 POWER		HYA	ST KU				CE		DAMAGE Some of this mod change as it suffer shown below:			
NAME	M	WS E	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
STH-05 Ace 245pts	*	*	* 6	8	12	3	8	3+	7-12+	12"	3+	2+
An STH-05 Hyakuren Ace	is a single	model e	quippe	d with	a 120	0mm	Mach	ine Gun,	4-6	9"	4+	3+
a Battle Blade, and Knuck	-							ŕ	1-3	5"	5+	4+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assau	lt 12	6	-1	1	-					
Battle Blade	Melee	Mele	ee	+3	-3	6	-					
Bazooka -5	48"	Heavy	2D6	8	-2	1	Blast					
Knuckle Guards	Melee	Mele	ee	+1	-2	2	Make	2 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may re	olace t	ne 120	0mm	Macl	nine G	un with a	Bazooka.			
ABILITIES	3+ invulne Laser sho 4+ invulne	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	23, Merce	naries,	Turbi	nes							
KEYWORDS	Titanic, V	ehicle, Mo	bile S	uit, Sp	ace,	Grou	ınd, Ch	naracter				

14 POWER	A	ZEE	GU TH-			/ [[]]	N	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	
Azee Gurumin 245pts	*	* *	6 8	12	4	8	3+	7-12+	12"	3+	2+	
Azee Gurumin in an STH-								4-6	9"	4+	3+	
Machine Gun, a Battle Bla Gurumin may be taken fo			ds. Only	one u	nit w	ith Az	ee	1-3	5"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Assault 1	2 6	-1	1	-						
Battle Blade	Melee	Melee	+3	-3	6	-						
Bazooka -5	48"	Heavy 2D	6 8	-2	1	Blast	t.					
Knuckle Guards	Melee	Melee	+1	-2	2	Make	e 2 hit roll	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may replac	ce the 12	0mm	Mac	nine G	un with a	Bazooka.				
ABILITIES	3+ invulne Laser sho 4+ invulne	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 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1)										
FACTION KEYWORDS	PD, PD32	3, Mercenar	ies, Turb	ines	-							
KEYWORDS	Titanic, Ve	ehicle, Mobile	e Suit, Sp	oace,	Grou	ınd, Cl	naracter, <i>i</i>	Azee Gurumin				

13 POWER		AMI ST	ID.						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Amida Arca 255pts	*	* *	6	8	15	4	9	3+	8-15+	12"	2+	2+
Amida Arca in an STH-05		•		_					4-7	9"	3+	3+
120mm Machine Gun, a E Amida Arca may be take			ckle G	Suards	s. On	ly or	ne unit	with	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	•	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault	12	6	-1	1	-					
Battle Blade	Melee	Mele	Э	+3	-3	6	-					
Bazooka -5	48"	Heavy 2	2D6	8	-2	1	Blast	t.				
Knuckle Guards	Melee	Mele	Э	+2	-2	3	Make	e 2 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may rep	lace th	ne 120	0mm I	Macl	nine G	un with a	Bazooka.			
	Nanolami 3+ invulne	erable save	e agai	nst Be	eam a	ınd	may has ı	move up t not declar	A model equipped to 2D6" in the chared a charge.			
	Laser sho 4+ invulne	•			_	ns a	Core	Explode	s (p. 1)			
ABILITIES	shooting a		- agan				Mob	ile Suit (p	o. 1)			
FACTION KEYWORDS	PD, PD32	3, Mercen	aries,	Turbi	nes							
KEYWORDS	Titanic, Ve	ehicle, Mol	oile Su	ıit, Sp	ace, (Grou	ınd, Cl	naracter, A	Amida Arca			

14 POWER		ZEE	C G				/II î	N	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	
Azee Gurumin 275pts	*	* *	6	8	15	4	8	3+	8-15+	12"	3+	2+	
Azee Gurumin in an STH									4-7	9"	4+	3+	
Rifle, a Battle Club, a Boo Gurumin may be taken for			eet. C)nly (one u	ınit w	ith Az o	ee	1-3	5"	5+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES					
80mm Short Rifle	18"	Pistol 1	2	6	-1	1	-						
120mm Machine Gun +5	30"	Assault	12	6	-1	1	-						
Battle Club	Melee	Melee	•	x2	-4	6		nd rolls ar	n all hit rolls with t e 6+, deal a Morta				
Bazooka	48"	Heavy 2	D6	8	-2	1	Blast						
Titanic Feet	Melee	Melee		Jser	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may repla	ace the	e 80r	nm S	hort	Rifle w	/ith a 120₁	mm Machine Gun	or a E	Bazooka	а.	
ABILITIES	This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even has not declared a charge. 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Mobile Suit (p. 1)												
FACTION KEYWORDS	PD, PD32	PD, PD323, Mercenaries, Turbines											
KEYWORDS	Titanic, Ve	ehicle, Mob	ile Suit	t, Sp	ace,	Grou	nd, Ch	naracter, A	Azee Gurumin, Fly	/			

14 POWER		FTER ST	FRA			LA	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
Lafter Frankland 275pts	*	* *	6 8	15	4	9	3+	8-15+	12"	3+	2+
Lafter Frankland in an ST Short Rifle, a Battle Club, Lafter Frankland may be	a Boost Pa	ick, and Titani						4-7 1-3	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
80mm Short Rifle	18"	Pistol 12	6	-1	1	-					
120mm Machine Gun +5	30"	Assault 6	12	-1	1	-					
Battle Club	Melee	Melee	x2	-4	6		nd rolls ar	n all hit rolls with t e 6+, deal a Morta		•	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blas	t.				
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode	el may replace	the 80r	nm S	Short	Rifle v	vith a 120	mm Machine Gun	or a E	Bazooka	∄.
ABILITIES	This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if has not declared a charge. 1 has not declared a charge. 1 core Explodes (p. 1) 1 core Explodes (p. 1) 1 core Explodes (p. 1) 1 core Explodes (p. 1)										
FACTION KEYWORDS	PD, PD32	3, Mercenarie	s, Turbii	nes							
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace,	Grou	ınd, Cl	haracter, I	_after Frankland, F	-ly		

16 POWER	LA	PT]		FR.4 ' H- 1			LA	ND	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Lafter Frankland 330pts	*	*	*	6 6	15	4	8	4+	8-15+	15-36"	3+	3+
Lafter Frankland in a STH Machine Guns, a Boost Powith Lafter Frankland ma	ack, Knuck	le Shi	elds, and	d Titanio					4-7 1-3	15-30" 15"	4+ 5+	4+ 5+
WEAPON	RANGE		YPE	S	AP	D	ABILI	ITIES	10	10	<u> </u>	<u> </u>
120mm Machine Gun	30"	Ass	ault 12	6	-1	1	-					
							When	attackin	g with this weapo	n, you n	nay m	ake
Knuckle Shields	Melee	M	lelee	+3	-3	6	one a	dditional	attack with this w	eapon.		
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blast.					
Titanic Feet	Melee	M	lelee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weap	on.
	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. Supersonic: Each time this model 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.				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. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 15" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.							
					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. Core Explodes (p. 1) Mobile Suit (p. 1)							
ABILITIES	characteri	stic by	15" unt	il the en				-	,			
ABILITIES FACTION KEYWORDS	characteri	stic by o not r	15" unt	il the en e.	d of t			-	,			

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