

ZAFT CE 71 ARMY LIST

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

KEYWORDS

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

ABILITIES

The following abilities are common to several ZAFT units:

Mobile Suit

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

Mobile Tank

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

Core Explodes

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

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows:

Weapons with *dark lance*, *flamer*, *fusion*, *gauss*, *grav*, *melta*, *phase*, *star*, *tesla*, or *vortex* as part of the name gain **Energy**

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

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

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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




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POWER

YZAK JOULE GAT-X102

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
Yzak Joule	*	*	*	8	7	18	4	9	3+	10-18+	12"	2+	3+
Yzak Joule in the GAT-x102 Duel Gundam is a single model equipped with a Beam Rifle + Grenade Launcher, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link CIWS. Only one model with Yzak Joule may be taken for your army.										5-9	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
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+ 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							
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.							
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.							
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 an Assault Shroud (Power Rating +4).												
<div><div><p>Assault Shroud: A model equipped with an Assault Shroud increases their Wounds characteristic by 6 but reduces their Move characteristic by 2. The model also gains a Railgun and a Missile Launcher. The Assault Shroud may be ejected at any time, restoring characteristics to their printed values and losing the Railgun and Missile Launcher. Any wounds lost are lost from the Assault Shroud first.</p></div><div><p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p><p>Core Explodes (p. 1)</p><p>Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p></div></div>													
ABILITIES	Mobile Suit (p. 1)												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Yzak Joule, Gundam, Space, Ground												

<div>18 POWER</div> <div>DEARKA ELSMAN GAT-X103</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv										REMAINING WMWSBS			
Dearka Elsman* * *8718273+										10-18+12"4+3+			
Dearka Elsman in the GAT-x103 Buster Gundam is a single model equipped with a Mega Particle Cannon, two Missile Launchers, a Railgun, and Titanic Feet. Only one model with Dearka Elsman may be taken for your army.										5-99"5+4+			
										1-45"6+5+			
WEAPONRANGETYPESDAPDABILITIES													
Anti Armor Shotgun48"Heavy 2D68-21										When targeting units with 5 or more models, change this weapon's type to Rapid Fire 2D6.			
Beam Launcher60"Heavy 2D39-44										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 Targets60"Heavy 29-44										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 Cannon48"Heavy 38-34										Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Missile Launcher72"Heavy D38-22										When targeting units with 5 or more models, change this weapon's type to Heavy D6.			
Railgun48"Heavy 18-32D3-													
Titanic FeetMeleeMeleeUser-2D3										Make 3 hit rolls for each attack with this weapon.			
<div><div>Combining Guns: This model may combine it's Mega Particle Cannon and Railgun in one of two ways. At the beginning of each of your movement phases, you must declare if and how the guns are combined. If combined, both the Railgun and Mega Particle Cannon may not be fired until they are separated. The guns may be combined into a Beam Launcher or an Anti Armor Shotgun - use the appropriate profile.</div><div>Mobile Suit (p. 1) Core Explodes (p. 1) Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</div></div>													
ABILITIES													
FACTION KEYWORDSCE, CE71, ZAFT													
KEYWORDSTitanic, Character, Vehicle, Mobile Suit, Dearka Elsman, Gundam, Space, Ground													



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POWER

NICOL AMALFI

GAT-X207

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
Nicol Amalfi	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Nicol Amalfi in the GAT-x207 Blitz Gundam is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, three Heavy Darts, and Titanic Feet. 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 Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Saber	Melee		Melee		S+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Darts	48"		Heavy 1		8	-2	D6	Each one of this weapon may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div><div><div><div><div>Core Explodes (p. 1)</div></div></div><div><div><div>Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</div><div>Infiltration: During deployment, you may activate Mirage Colloid rather than placing this model on the battlefield. At the end of any of your movement phases, you may set up this model anywhere on the battlefield, more than 9" from any enemy model.</div></div></div><div><div><div>Mobile Suit (p. 1)</div></div></div><div><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>Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.</div><div>Mirage Colloid: This model may activate Mirage Colloid at any time by taking a mortal wound. The Mirage Colloid remains active until it is turned off. Activating Phase Shift automatically disables Mirage Colloid, and activating Mirage Colloid disables Phase Shift. When Mirage Colloid is active, all ranged attacks against this model are resolved as if an Overwatch shot, and will only hit on a 6+.</div></div></div></div></div>													
ABILITIES													
FACTION KEYWORDS		CE, CE71, ZAFT											
KEYWORDS		Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground											



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POWER

ATHRUN ZALA GAT-X303

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
Athrun Zala	*	*	*	8	7	18	5	9	3+	10-18+	12"	2+	2+
Athrun Zala in the GAT-x303 Aegis Gundam is a single model equipped with a Beam Launcher*, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, a Twin Beam Saber, and Twin Link CIWS. Only one model with Athrun Zala may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
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 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.							
Twin Beam Saber	Melee	Melee	S+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.							
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
PSYKER	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 (p. 1) when manifesting. Note - SEED Factors do not know <i>Smite</i> , and do not damage other models from Perils of the Warp.												
ABILITIES	Mobile Armor Transformation: This unit may transform into a Mobile Armor mode in space only . When transformed, it loses use of the Beam Rifle but gains use of the Beam Launcher. It also gains Hard to Hit and it's Movement characteristic doubles. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Athrun Zala, Fly, Space, Ground												

<div><div><div></div></div><div>8</div><div>POWER</div></div> <div>TMF/A-802</div> <div>BUCUE</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
TMF/A-802	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A TMF/A-802 is a single model equipped with a Missile Launcher, Titanic Feet, and a Twin Beam Saber.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Missile Launcher	72"		Heavy 3		8	-2	2	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
								Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.					
Twin Beam Saber	Melee		Melee		+3	-3	2D3						
Twin Railgun	48"		Heavy 2		8	-3	2D3	-					
WARGEAR OPTIONS	This model may replace the Missile Launcher with a Twin Railgun (Power Rating +1).												
	<div><div><div>Leap: This model may charge and attack units that can Fly, even though this model does not.</div><div>Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).</div></div><div><div>High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Feet, Twin Beam Saber, and Hit and Run, and it's Movement characteristic doubles.</div></div></div>												
ABILITIES	Core Explodes (p. 1)Mobile Tank (p. 1)												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground												



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POWER

TMF/A-802

BUCUE VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
TMF/A-802	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A TMF/A-802 is a single model equipped with a Missile Launcher, Titanic Feet, and a Twin Beam Saber.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Missile Launcher	72"	Heavy 3		8	-2	2	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.						
Twin Railgun	48"	Heavy 2		8	-3	2D3	-						
WARGEAR OPTIONS	This model may replace the Missile Launcher with a Twin Railgun (Power Rating +1).												
		Leap: This model may charge and attack units that can Fly, even though this model does not.					High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Feet, Twin Beam Saber, and Hit and Run , and it's Movement characteristic doubles.						
		Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).											
ABILITIES	Core Explodes (p. 1)					Mobile Tank (p. 1)							
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground												



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POWER

MARTIN DACOSTA

TMF/A-802

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
Martin DaCosta	*	*	*	7	7	12	3	8	3+	7-12+	12"	2+	3+
Martin DaCosta in a TMF/A-802 BuCue is a single model equipped with a Missile Launcher, Titanic Feet, and a Twin Beam Saber. Only one model with Martin DaCosta may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Missile Launcher	72"		Heavy 3		8	-2	2	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
								Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.					
Twin Beam Saber	Melee		Melee		+3	-3	2D3						
Twin Railgun	48"		Heavy 2		8	-3	2D3	-					
WARGEAR OPTIONS	This model may replace the Missile Launcher with a Twin Railgun (Power Rating +1).												
	Leap: This model may charge and attack units that can Fly, even though this model does not.						High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Feet, Twin Beam Saber, and Hit and Run , and it's Movement characteristic doubles.						
	Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).												
ABILITIES	Core Explodes (p. 1)						Mobile Tank (p. 1)						
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground, Character, Martin DaCosta												



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POWER

ANDREW WALTFELD

TMF/A-803

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	
Andrew Waltfeld	*	*	*	7	7	15	4	9	3+	8-15+	12"	2+	3+	
Andrew Waltfeld in a TMF/A-803 LaGOWE is a single model equipped with two Beam Cannons, Titanic Feet, and a Twin Beam Saber. Only one model with Andrew Waltfeld may be included in your army.										4-7	9"	3+	4+	
										1-3	5"	4+	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+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.						
<div><div><p>Leap: This model may charge and attack units that can Fly, even though this model does not.</p><p>Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).</p></div><div><p>High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Feet, Twin Beam Saber, and Hit and Run, and it's Movement characteristic doubles.</p></div></div>														
ABILITIES	Core Explodes (p. 1)							Mobile Tank (p. 1)						
FACTION KEYWORDS	CE, CE71, ZAFT													
KEYWORDS	Character, Titanic, Vehicle, Mobile Tank, Andrew Waltfeld, Ground													



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POWER

SHIHO HAHNENFUSS

YFX-200

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
Shiho Hahnenfuss	*	*	*	7	7	12	3	8	3+	7-12+	15"	3+	3+
Shiho Hahnenfuss in a YFX-200 CGUE DEEP Arms is a single model equipped with two Beam Cannons, a Heavy Sword, and Titanic Feet. Only one of this model may be included in your army.										4-6	11"	4+	4+
										1-3	6"	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.					
Heavy Machine Gun	30"		Assault 6		6	-1	1	-					
Heavy Sword	Melee		Melee		+1	-2	D3	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Heavy Machine Gun (Power Rating +1).												
ABILITIES	Core Explodes (p. 1)							Experimental Cannons: Each time this model fires either Beam Cannon, roll a D6 - if a 6 is rolled, that Beam Cannon may not be fired the next turn.					
	Mobile Suit (p. 1)												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Ground, Space												



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POWER

ZGMF-515 CGUE

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
ZGMF-515	*	*	*	7	7	12	3	8	3+	7-12+	15"	3+	3+
A ZGMF-515 is a single model equipped with 20mm Vulcan Cannon, a Combat Shield, a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
20mm Vulcan Cannon	30"	Pistol 6		6	0	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Bazooka	48"	Heavy 2D3		8	-2	1							
Heavy Machine Gun	30"	Assault 6		6	-1	1	-						
Heavy Sword	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka.												
Core Explodes (p. 1)													
ABILITIES	Mobile Suit (p. 1)						Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

RAU LE CREUSET

ZGMF-515

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
Rau Le Creuset	*	*	*	7	7	12	5	9	3+	7-12+	15"	2+	2+
Rau Le Creuset in a ZGMF-515 is a single model equipped with 20mm Vulcan Cannon, a Combat Shield, a Heavy Machine Gun, a Heavy Sword, and Titanic Feet. Only one model with Rau Le Creuset may be included in your army.										4-6	11"	3+	3+
										1-3	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
20mm Vulcan Cannon	30"	Pistol 6		6	0	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Heavy Machine Gun	30"	Assault 6		6	-1	1	-						
Heavy Sword	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka.												
Core Explodes (p. 1)													
ABILITIES	Mobile Suit (p. 1) Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Rau Le Creuset, Space, Ground												



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POWER

ZGMF-600 GUAIZ

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
ZGMF-600	*	*	*	8	7	15	2	8	3+	8-15+	15"	3+	3+
A ZGMF-600 is a single model equipped with Beam Claws, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.										4-7	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Claws	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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 .						
Mobile Suit (p. 1)										Core Explodes (p. 1)			
										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.			
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

ZGMF-600 GUAIZ 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
ZGMF-600 Ace	*	*	*	8	7	15	3	8	3+	8-15+	15"	2+	3+
A ZGMF-600 Ace is a single model equipped with Beam Claws, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.										4-7	11"	3+	4+
										1-3	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Claws	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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 .						
Mobile Suit (p. 1)										Core Explodes (p. 1)			
										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.			
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER


RAU LE CREUSET


ZGMF-600


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
Rau Le Creuset	*	*	*	8	7	15	5	9	3+	8-15+	15"	2+	2+
Rau Le Creuset in a ZGMF-600 GuAIZ is a single model equipped with Beam Claws, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS. Only one model with Rau Le Creuset may be taken for your army.										4-7	11"	3+	3+
										1-3	6"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Claws	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
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 .					
Mobile Suit (p. 1)										Core Explodes (p. 1)			
										Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.			
										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.			
ABILITIES													
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Rau Le Creuset, Space, Ground												

<div> 6 POWER</div> <div>ZGMF-1017 GINN</div>										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
ZGMF-1017		*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017 is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.											4-6	11"	5+	5+
											1-3	6"	6+	6+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka		48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Cannon		36"		Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Machine Gun		30"		Assault 6		6	-1	1	-					
Heavy Missile Launcher		48"		Heavy 1		8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.					
Heavy Sword		Melee		Melee		+1	-2	D3	-					
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.					
WARGEAR OPTIONS		This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers. This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).												
ABILITIES		Core Explodes (p. 1)							Mobile Suit (p. 1)					
FACTION KEYWORDS		CE, CE71, ZAFT												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												

<div>7 POWER</div> <div>ZGMF-1017 ACE</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
ZGMF-1017 Ace	*	*	*	7	7	12	3	8	3+	7-12+	15"	3+	3+
A ZGMF-1017 Ace is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heavy Machine Gun	30"	Assault 6		6	-1	1	-						
Heavy Missile Launcher	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.						
Heavy Sword	Melee	Melee		+1	-2	D3	-						
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.						
This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers.													
This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).													
WARGEAR OPTIONS	Core Explodes (p. 1)						Mobile Suit (p. 1)						
ABILITIES													
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												

<div>7 POWER</div> <div>ZGMF-1017M GINN HIGH MANEUVER TYPE</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
ZGMF-1017M	*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017M is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Heavy Machine Gun	30"		Assault 6		6	-1	1	-					
Heavy Sword	Melee		Melee		+1	-2	D3	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka.												
ABILITIES	Core Explodes (p. 1)												
	Hit and Run: This unit can move 2D6" in your Charge phase (even if it did not declare a charge).												
FACTION KEYWORDS	CE, CE71, ZAFT												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

RAU LE CREUSET

ZGMF-X13A

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rau Le Creuset	*	*	*	8	8	18	5	9	3+	10-18+	12"	2+	2+
Large DRAGOON Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	3+	3+
Small DRAGOON Pod	12"	6+	4+	5	5	1	1	6	4+	1-4	5"	4+	4+

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

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

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

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

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

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

Mobile Suit (p. 1)

Core Explodes (p. 1)

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

ABILITIES

FACTION KEYWORDS CE, CE71, ZAFT

KEYWORDS
(ZGMF-X13A)

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

KEYWORDS
(DRAGOONS)

DRAGOON, Fly

ZAFT POINTS VALUES

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

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

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

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

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

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

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Yzak Joule, GAT-X102	1	155
Dearka Elsman, GAT-X103	1	140
Nicol Amalfi, GAT-x207	1	162
Athrun Zala, GAT-x303	1	222
Martin DaCosta, TMF/A-802	1	109
Andrew Waltfeld, TMF/A-803	1	119
Shiho Hahnenfuss, YFX-200	1	99
Rau Le Creuset, ZGMF-515	1	119
Rau Le Creuset, ZGMF-600	1	175
Rau Le Creuset, ZGMF-X13A	1	225

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

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

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

ZAFT WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
20mm Vulcan Cannon	30"	Pistol 6	6	0	1	-
Anti Armor Shotgun	48"	Heavy 2D6	8	-2	1	When targeting units with Immobile or with 5 or more models, change this weapon's type to Rapid Fire 2D6.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Auxiliary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle + Grenade Launcher	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.
Heavy Dart	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Heavy Machine Gun	30"	Assault 6	6	-1	1	-
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Railgun	48"	Heavy 1	8	-3	2D3	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Railgun	48"	Heavy 2	8	-3	2D3	-

MELEE WEAPONS

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

OTHER WARGEAR

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