

MERCENARIES PD323 ARMY LIST

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

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **PD**, **PD323**, **Mercenaries**, **<Band>**, **Ground**, and **Space**. **PD** defines the particular universe of Gundam that these suits fall into, **PD323** as the year the unit was deployed, and **Mercenaries** as one of many Mercenaries bands. **<Band>** will be the particular Mercenaries Band that unit was used in, such as Tekkadan, Turbines, Brewers, etc. There were a few (but not many) alliances in PD323 between Mercenaries bands, Tekkadan and the Turbines being a notable exception. That being said, players may build detachments mixing units from different Bands as they see fit. Units with multiple models must all be from the same Band, though. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Mercenaries units:

Mobile Suit

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

Core Explodes

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

Weapon Types

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

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

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

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

Alaya-Vijnana

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

ALAYA-VIJNANA DISCIPLINE

Murder Machine

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

Plot Armor

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

Combat Hypnosis

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



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MIKAZUKI AUGUS

ASW-G-08

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
Mikazuki Augus	*	*	*	8	9	18	5	9	2+	10-18+	12"	2+	3+
Mikazuki Augus in an ASW-G-08 Barbatos is a single model equipped with Titanic Feet. Only one model with Mikazuki Augus may be included in your army.										5-9	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
170mm Autocannon	24"		Assault 2		6	-1	1	-					
Forearm Mortar	48"		Heavy 1		8	-2	D6	This weapon may only be fired twice in a battle.					
Long Sword	Melee		Melee		+3	-3	D6	Each time you roll an Attack roll of 6+ with this weapon, you gain an additional Attack with it.					
Mace	Melee		Melee		Sx2	-4	2D3	Subtract 1 from all hit rolls made with this weapon.					
Smoothbore Gun	When attacking with this gun, choose one of the profiles below.												
--- Cannon	48"		Heavy 1		8	-2	2D3	-					
--- Machine Gun	24"		Rapid Fire 2		6	0	1	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Wrench Mace	Melee		Melee		Sx2	-5	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtract 1 from all hit rolls made with this weapon.					
1st Form: Mace. -1 T. (-1 Power) 2nd Form: Mace, Smoothbore Gun. 3rd Form: Mace, Smoothbore Gun, Wire Claw. 4th Form: Mace, Smoothbore Gun, Long Sword. (+1 Power) 5th Form: Mace, Smoothbore Gun, Long Sword, 2x Forearm Mortars, Boost Pack, Reactive Armor. Space Only. (+5 Power) 5th Form (G): Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+3 Power) 6th Form: Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive Armor. Ground Only. (+5 Power)													
WARGEAR OPTIONS													
Reactive Armor: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase. Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge. Limiter Off: This unit may reroll failed psyker tests.													
Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save. Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Core Explodes (p. 1), Mobile Suit (p. 1)													
ABILITIES													
Alaya-Vijnana x3: A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.													
PSYKER													
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Psyker, Mikazuki Augus												



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POWER

AKIHIRO ALTLAND ASW-G-11 REBAKE

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
Akihiro Altland	*	*	*	8	8	18	3	9	2+	10-18+	12"	3+	2+
Akihiro Altland in an ASW-G-11 Gundam Gusion Rebake is a single model equipped with a Gusion Shield, Gusion Chopper, Halberd, and Titanic Feet. Only one model with Akihiro Altland may be included in your army. Only one model with Gusion may be included in your army.										5-9	9"	4+	3+
										1-4	5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Long Range Rifle	36"	Rapid Fire 3	7	-2	1	-
Gusion Chopper	Melee	Melee	+1	-2	D6	-
Halberd	Melee	Melee	Sx2	-3	2D6	Subtract 1 from all hit rolls made with this weapon.
Smoothbore Gun	When attacking with this gun, choose one of the profiles below.					
--- Cannon	48"	Heavy 1	8	-2	2D3	-
--- Machine Gun	24"	Rapid Fire 2	6	0	1	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	<p>This unit may take up to two Smoothbore Guns (Power Rating +1 each).</p> <p>This unit may take a 120 mm Long Range rifle (Power Rating +1) instead of or in addition to the Smoothbore Gun(s).</p>
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ABILITIES	<p>Sub Arms: This unit may make 2 extra attacks in the Fight phase if the 120mm Long Range Rifle was not taken in addition to the Smoothbore Gun(s).</p> <p>Aiming Mode: This unit may transform into Aiming Mode or back at the beginning of each of your movement phases. When transformed, the Gusion Shield must be stowed and the Gusion Rebake may not move or fight in melee. You may reroll any or all ranged attack dice while in Aiming mode.</p> <p>Core Explodes (p. 1), Mobile Suit (p. 1)</p>	<p>Gusion Shield: A Gusion Shield may be wielded or stowed at the beginning of each of your movement phases. When wielded, it provides a 4+ Invulnerable save. When stowed, it provides *Hard to Hit.</p> <p>*Hard to Hit: When the Gusion Shield is stowed, Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>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.</p>
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PSYKER	<p>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.</p>
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FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan
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KEYWORDS	Titanic, Vehicle, Psyker, Mobile Suit, Space, Ground, Character, Gundam, Gusion, Akihiro Altland
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POWER

AKIHIRO ALTLAND

EB-06/TC

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
Akihiro Altland	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
Akihiro Altland in an EB-06/tc Graze Custom is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, and Titanic Feet. Only one model with Akihiro Altland may be included in your army. Only one model with EB-06/tc may be included in your army.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Battle Axe	Melee	Melee		+1	-2	D6	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Smoothbore Gun	When attacking with this gun, choose one of the profiles below.												
--- Cannon	48"	Heavy 1		8	-2	2D3	-						
--- Machine Gun	24"	Rapid Fire 2		6	0	1	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka or take a Bazooka in addition to the 120mm Machine Gun (Power Rating +1).												
	This model may replace the 120mm Machine Gun with a Smoothbore Gun.												
ABILITIES	Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Akihiro Altland, EB-06/tc												



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POWER


NORBA SHINO

EB-06/TC2

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
Norba Shino	*	*	*	6	8	12	3	8	3+	7-12+	15"	3+	3+
Norba Shino in an EB-06/tc2 Ryusei-Go (Graze Custom II) is a single model equipped with two 120mm Machine Guns, a Battle Axe, a Boost Pack, and Titanic Feet. Only one model with Norba Shino may be included in your army. Only one model with EB-06/tc may be included in your army.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Battle Axe	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
		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.					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.						
ABILITIES	Core Explodes (p. 1)					Mobile Suit (p. 1)							
PSYKER	Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Psyker, Space, Ground, Character, Norba Shino, EB-06/tc, EB-06/tc2												

<div><div><div>7 POWER</div></div><div><div>NADI YUKINOJO</div><div>KASSAPA</div><div>JEE-M103</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	BS	A	
Nadi Yukinojo Kassapa	*	5+	*	6	7	12	*	8	3+	7-12+	8-30"	3+	3	
Nadi Yukinojo Kassapa in a JEE-M103 Kutan Type-III is a single model equipped with two 120mm Machine Guns and Ram Points. Only one of this model may be included in your army.										4-6	8-16"	4+	D3	
										1-3	8-12"	5+	1	
										120mm Machine Gun				30"
Smoothbore Gun		When attacking with this gun, choose one of the profiles below.												
--- Cannon		48"	Heavy 1		8	-2	2D3		-					
--- Machine Gun		24"	Rapid Fire 2		6	0	1	-						
Ram Points		Melee	Melee		Sx2	-4	D6	If this unit charged this turn, increase damage to 3D3. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.						
WARGEAR OPTIONS		This unit may take 2 Smoothbore Guns (Power Rating +2).												
ABILITIES		<div><div>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.</div><div>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.</div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>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.</div><div>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.</div></div>												
TRANSPORT		This model may transport either the ASW-G-08 Barbatos or the EB-06/tc2 Ryusei-Go (Graze Custom 2).												
FACTION KEYWORDS		PD, PD323, Mercenaries, Tekkadan												
KEYWORDS		Titanic, Vehicle, Space, Character												



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POWER

TK-53

CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TK-53	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53 CGS Mobile Worker. It can include 1 additional TK-53 model (Power Rating +4) or 2 additional TK-53 models (Power Rating +8). Each model is equipped with two 30mm Machine Guns..									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Ground, Psyker								



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POWER

TK-53 REAR SUPPORT

CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TK-53 Rear Support	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53 CGS Rear Support Mobile Worker. It can include 1 additional TK-53 Rear Support model (Power Rating +5) or 2 additional TK-53 Rear Support models (Power Rating +10). Each model is equipped with two Missile Launchers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Ground, Psyker								



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POWER

AKIHIRO ALTLAND

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Akihiro Altland	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 model with Akihiro Altland may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
	Crushing: Any Tekkadan unit within 6" may reroll failed Wound rolls.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Akihiro Altland								



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POWER

BISCUIT GRIFFON

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Biscuit Griffon	6"	4+	3+	5	5	6	2	7	3+
Biscuit Griffon in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
	Logistics: Any Tekkadan unit within 6" may reroll 1s on Advance or Charge rolls.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Ground, Space, Psyker, Character								



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POWER

ORGA ITSUKA

TK-53/C

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



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POWER

EUGENE SEVENSTARK

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eugene Sevenstark	6"	3+	2+	5	5	6	3	8	3+
Eugene Sevenstark in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one model with Eugene Sevenstark may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
	Tactical Genius: Any Tekkadan unit within 6" may reroll failed Charge rolls.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Eugene Sevenstark								



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POWER

TK-53/S CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TK-53/s	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53/s CGS Mobile Worker. It can include 1 additional TK-53/s model (Power Rating +4) or 2 additional TK-53/s models (Power Rating +8). Each model is equipped with two 30mm Machine Guns..									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Space, Psyker								



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POWER

TK-53/S REAR SUPPORT CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TK-53/s Rear Support	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53/s CGS Rear Support Mobile Worker. It can include 1 additional TK-53/s Rear Support model (Power Rating +5) or 2 additional TK-53/s Rear Support models (Power Rating +10). Each model is equipped with two Missile Launchers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.		
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan								
KEYWORDS	Vehicle, Space, Psyker								



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POWER

KUDAL CADEL ASW-G-11

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
Kudal Cadel	*	*	*	8	10	18	3	9	2+	10-18+	14"	2+	3+
Kudal Cadel in an ASW-G-11 Gundam Gusion is a single model equipped with 400mm Buster Anchors, Grenades, a Gusion Chopper, Gusion Hammer, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Gusion may be included in your army.										5-9	10"	3+	4+
										1-4	7"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Submachine Gun	24"	Rapid Fire 4		6	-1	1	-						
400mm Buster Anchors	48"	Heavy 4		8	-3	2D3	-						
Grenades	When attacking with this weapon, choose one of the profiles listed below:												
---- Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.						
---- Krak	6"	Grenade 1		6	-1	D3	-						
Gusion Chopper	Melee	Melee		+1	-2	D6	-						
Gusion Hammer	Melee	Melee		Sx2	-3	2D6	Subtract 1 from all hit rolls made with this weapon.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This unit may take a 90mm Submachine Gun (Power Rating +1).												
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1), Mobile Suit (p. 1) Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.												
FACTION KEYWORDS	PD, PD323, Mercenaries, Brewers												
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Space, Character, Gundam, Gusion												

<div><div><div></div><div>13</div><div>POWER</div></div><div>MASAHIRO ALTland UGY-R41</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
Masahiro Altland	*	*	*	7	9	15	3	8	3+	8-15+	14"	3+	3+
Masahiro Altland in a UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this model may be included in your army.										4-7	10"	4+	4+
										1-3	7"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
90mm Submachine Gun	24"		Rapid Fire 4		6	-1	1	-					
Grenades	When attacking with this weapon, choose one of the profiles listed below:												
---- Frag	6"		Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---- Krak	6"		Grenade 1		6	-1	D3	-					
Hammer Chopper	Melee		Melee		+1	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .					
<div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div> <div><div>Core Explodes</div><div>(p. 1)</div></div> <div><div>Mobile Suit</div><div>(p. 1)</div></div>										<div><div>Wire Claw:</div><div>A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.</div></div> <div><div>Nanolaminate Armor:</div><div>This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</div></div>			
PSYKER	<div><div>Alaya-Vijnana:</div><div>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.</div></div>												
FACTION KEYWORDS	PD, PD323, Mercenaries, Brewers												
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker, Character												



POWER

ASTON ALTLAND

UGY-R41

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

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13

POWER

DERMA ALTLAND

UGY-R41

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
Aston Altland	*	*	*	7	9	15	3	8	3+	8-15+	14"	3+	3+
Aston Altland in a UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this model may be included in your army.										4-7	10"	4+	4+
										1-3	7"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
90mm Submachine Gun	24"		Rapid Fire 4		6	-1	1	-					
Grenades	When attacking with this weapon, choose one of the profiles listed below:												
---- Frag	6"		Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---- Krak	6"		Grenade 1		6	-1	D3	-					
Hammer Chopper	Melee		Melee		+1	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .					
							Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.						
							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
							Core Explodes (p. 1)						
ABILITIES							Mobile Suit (p. 1)						
							Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.						
PSYKER													
FACTION KEYWORDS							PD, PD323, Mercenaries, Brewers						
KEYWORDS							Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker, Character						



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POWER

UGY-R41 MAN RODI

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
UGY-R41	*	*	*	7	9	15	3	8	3+	8-15+	14"	4+	4+
A UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw.										4-7	10"	5+	5+
										1-3	7"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
90mm Submachine Gun	24"		Rapid Fire 4		6	-1	1	-					
Grenades	When attacking with this weapon, choose one of the profiles listed below:												
---- Frag	6"		Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.					
---- Krak	6"		Grenade 1		6	-1	D3	-					
Hammer Chopper	Melee		Melee		+1	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .					
							Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.						
							Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
ABILITIES							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1) Mobile Suit (p. 1)						
PSYKER							Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.						
FACTION KEYWORDS							PD, PD323, Mercenaries, Brewers						
KEYWORDS							Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker						



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POWER

MONTAG
V08-1228

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
Montag	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Montag in a V08-1228 Grimgerde is a single model equipped with two Light Shields, Titanic Feet, and two Valkyrie Swords. Only one unit with Grimgerde may be taken for your army. This unit may not be taken in the same army as a unit with McGillis Fareed .										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Grimgerde Rifle	30"		Assault 9		5	-1	1	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Valkyrie Swords	Melee		Melee		+3	-3	D6	If Attacking with two Valkyrie Swords, each time this model fights it may make an additional attack with them.					
WARGEAR OPTIONS	This model may take a Grimgerde Rifle (Power Rating +2).												
ABILITIES	Two Light Shields: A Unit with two Light Shields has a 5+ invulnerable save.												
	Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	PD, PD323, Mercenaries, Montag Company												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Psyker, Character, Grimgerde												

<div><div><div><div></div><div>13</div><div>POWER</div></div></div><div>STH-05</div><div>HYAKUREN</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
STH-05	*	*	*	6	8	12	2	7	3+	7-12+	12"	4+	4+
An STH-05 Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Blade	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee		Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
ABILITIES	<div><div><div>Nanolaminate Armor:</div><div>This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</div></div><div><div>Core Explodes</div><div>(p. 1)</div></div><div><div>Mobile Suit</div><div>(p. 1)</div></div></div>												
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

STH-05 HYAKUREN 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
STH-05 Veteran	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
An STH-05 Hyakuren Veteran is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Battle Blade	Melee	Melee		+1	-2	D6	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Knuckle Guards	Melee	Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
ABILITIES	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, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

STH-05 HYAKUREN 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
STH-05 Ace	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	2+
An STH-05 Hyakuren Ace is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.										4-6	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1							
Battle Blade	Melee	Melee		+1	-2	D6							
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Knuckle Guards	Melee	Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
ABILITIES	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, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

AZEE GURUMIN

STH-05

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
Azee Gurumin	*	*	*	6	8	12	4	8	3+	7-12+	12"	3+	2+
Azee Gurumin in an STH-05 Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards. Only one model with Azee Gurumin may be taken for your army.										4-6	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Blade	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee		Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
ABILITIES	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, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Azee Gurumin												



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POWER

AMIDA ARCA

STH-05/AC

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
Amida Arca	*	*	*	6	8	15	4	9	3+	8-15+	12"	2+	2+
Amida Arca in an STH-05/AC Amida's Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards. Only one model with Amida Arca may be taken for your army.										4-7	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Blade	Melee		Melee		+1	-2	D6	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee		Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
										Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.			
										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													
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Amida Arca												



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POWER

AZEE GURUMIN

STH-05R

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
Azee Gurumin	*	*	*	6	8	15	4	8	3+	8-15+	12"	3+	2+
Azee Gurumin in an STH-05R Rouei is a single model equipped with a 80mm Short Rifle, a Battle Club, a Boost Pack, and Titanic Feet. Only one model with Azee Gurumin may be taken for your army.										4-7	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
80mm Short Rifle	18"		Pistol 6		6	-1	1	-					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Club	Melee		Melee		x2	-3	D6	Subtract 1 from all hit rolls with this weapon. If any Wound rolls are 6+, deal a Mortal Wound to the target.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee		Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka.												
ABILITIES	<div><div>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.</div><div>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.</div><div>Core Explodes (p. 1)</div><div>Mobile Suit (p. 1)</div></div>												
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Azee Gurumin, Fly												



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POWER

LAFTER FRANKLAND

STH-05R

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
Lafter Frankland	*	*	*	6	8	15	4	9	3+	8-15+	12"	3+	2+
Lafter Frankland in an STH-05R Rouei is a single model equipped with a 80mm Short Rifle, a Battle Club, a Boost Pack, and Titanic Feet. Only one model with Lafter Frankland may be taken for your army.										4-7	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
80mm Short Rifle	18"		Pistol 6		6	-1	1	-					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Battle Club	Melee		Melee		x2	-3	D6	Subtract 1 from all hit rolls with this weapon. If any Wound rolls are 6+, deal a Mortal Wound to the target.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Knuckle Guards	Melee		Melee		+1	-2	D3	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka.												
ABILITIES	<div><div>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.</div><div>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.</div><div>Core Explodes (p. 1)</div><div>Mobile Suit (p. 1)</div></div>												
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lafter Frankland, Fly												



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POWER

LAFTER FRANKLAND

STH-14S

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
Lafter Frankland	*	*	*	6	6	15	4	8	4+	8-15+	15-36"	3+	3+
Lafter Frankland in a STH-14S Hyakuri is a single model equipped with two 120mm Machine Guns, a Boost Pack, Knuckle Shields, and Titanic Feet. Only one model with Lafter Frankland may be taken for your army.										4-7	15-30"	4+	4+
										1-3	15"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Knuckle Shields	Melee		Melee		+1	-1	D6	When attacking with this weapon, you may make one additional attack with this weapon.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace a 120mm Machine Gun with a Bazooka or both 120mm Machine Guns with two Bazookas.												
ABILITIES	Knuckle Shields: A model equipped with Knuckle Shields gains a 5+ invulnerable save.												
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
ABILITIES	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.												
ABILITIES	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.												
ABILITIES	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)												
ABILITIES	Mobile Suit (p. 1)												
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Fly, Character, Lafter Frankland												

MERCENARIES POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05 Ace	1	200

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

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

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

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

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

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

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

MERCENARIES WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
30mm Machine Gun	24"	Rapid Fire 2	6	0	1	-
80mm Short Rifle	18"	Pistol 6	6	-1	1	-
90mm Submachine Gun	24"	Rapid Fire 4	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
170mm Autocannon	24"	Assault 2	6	-1	1	-
400mm Buster Anchors	48"	Heavy 4	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Forearm Mortar	48"	Heavy 1	8	-2	D6	This weapon may only be fired twice in a battle.
Grenades	When attacking with this weapon, choose one of the profiles listed below:					
--- Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.
--- Krak	6"	Grenade 1	6	-1	D3	-
Grimgerde Rifle	30"	Assault 9	5	-1	1	-
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Smoothbore Gun	When attacking with this gun, choose one of the profiles below.					
--- Cannon	48"	Heavy 1	8	-2	2D3	-
--- Machine Gun	24"	Rapid Fire 2	6	0	1	-
Twin Linked 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .

OTHER WARGEAR	
Boost Pack	A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.
Light Shield	A Unit with two Light Shields has a 5+ invulnerable save.
Knuckle Shields	A model equipped with Knuckle Shields gains a 5+ invulnerable save.
Reactive Armor	Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase.
Wire Claw	A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.

MELEE WEAPONS

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