

PREVENTERS AC196 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Preventers 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 Gundam Allies units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Preventers units:

Mobile Suit


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

Core Explodes

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

Titanic Presence

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

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

Weapon Types

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

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

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

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

Zero System

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

SEED FACTOR DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

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 Zero System 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 Zero System 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 Zero System unit can Charge this turn.



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ZECHS MERQUISE OZ-00MS2B

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
Zechs Merquise	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Zechs Merquise in the OZ-00MS2B Tallgeese III is a single model equipped with Beam Sabers, a Buster Rifle, a Combat Shield, a Heat Rod, Titanic Feet, and Twin Linked 60mm Vulcans. Only one unit with Zechs Merquise may be taken for your army. Only one unit with Tallgeese may be taken for your army.										5-9	12"	3+	3+
										1-4	8"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Weapon.												
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	-	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This weapon mode may only be fired 3 times in a battle.						
--- Buster Rifle Mode	60"	Heavy 2D3	9	-4	4								
----- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode is fired, any unit with a 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 .							
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.												
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.							
--- Heat Mode	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	2	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: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div></div> <div>Heat Rod: When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduce this unit's Attack value by 1 for the following Fight phase.</div> <div>Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).</div>													
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC196, Preventers												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly												

<div><div><div></div><div>4</div><div>POWER</div></div><div>OZ-06MS LEO</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
OZ-06MS		85pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
100mm Machine Gun		24"		Rapid Fire 6		6	-1	1	-						
180mm Cannon		48"		Heavy 1		8	-3	2D6	-						
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.						
Beam Sabers		+40	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Pistol		+30	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle		+50	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.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2).													
ABILITIES		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1)							Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
FACTION KEYWORDS		AC, AC196, Preventers													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													



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OZ-06MS LEO 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	
OZ-06MS Veteran	90pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veteran is a single model equipped with a 100mm Machine Gun and Titanic Feet.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
100mm Machine Gun		24"	Rapid Fire 6	6	-1	1	-							
180mm Cannon		48"	Heavy 1	8	-3	2D6	-							
Bazooka		48"	Heavy 2D6	8	-2	1	Blast.							
Beam Cannon	+25	36"	Heavy 1	8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	+40	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Pistol	+30	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Rifle	+50	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	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)												
		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1)						Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
ABILITIES														
FACTION KEYWORDS		AC, AC196, Preventers												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												

<div><div><div><div></div><div></div><div></div></div><div>5</div><div>POWER</div></div><div>DUO MAXWELL</div><div>OZ-06MS</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBS T W A Ld Sv											REMAINING W M WS BS			
Duo Maxwell105pts* * * 7 6 12 5 9 3+											7-12+12"2+3+			
Duo Maxwell in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one unit with Duo Maxwell may be included in your army.											4-69"3+4+			
											1-35"4+5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
100mm Machine Gun		24"		Rapid Fire 6		6	-1	1	-					
180mm Cannon		48"		Heavy 1		8	-3	2D6	-					
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.					
Beam Cannon		+25	36"		Heavy 1		8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Sabers		+40	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Pistol		+30	24"		Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Rifle		+50	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	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2).												
		This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2).												
		This model may take a Flight Pack (Power Rating +2).												
		This model may take two Beam Cannons (Power Rating +3)												
ABILITIES		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.							Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
FACTION KEYWORDS		AC, AC196, Preventers												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Duo Maxwell												



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HEERO YUY OZ-06MS

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	
Heero Yuy	125pts	*	*	*	7	6	12	5	9	3+	7-12+	12"	2+	2+
Heero Yuy in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one model with Heero Yuy may be included in your army.										4-6	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun		24"	Rapid Fire 6		6	-1	1	-						
180mm Cannon		48"	Heavy 1		8	-3	2D6	-						
Bazooka		48"	Heavy 2D6		8	-2	1	Blast.						
Beam Cannon		+25	36"	Heavy 1		8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers		+40	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Pistol		+30	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle		+50	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	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)												
ABILITIES		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.							Flight Pack +35: A model with a Flight Pack gains Fly and 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		AC, AC196, Preventers												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy												



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POWER

LUCREZIA NOIN

SK-12SMS

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
Lucrezia Noin	255pts	*	*	*	8	7	15	3	8	3+	7-12+	15-30"	3+	2+		
Lucrezia Noin in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with Lucrezia Noin may be taken for your army.											4-6	15-21"	4+	3+		
											1-3	15"	5+	4+		
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 Sabers		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Laser Gun		-20	24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.							
Mega Particle Cannon		+10	48"	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.							
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).														
		<div><div>Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 12".</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div> <div>Supersonic: Each time this model moves, first pivot it on the spot up to 90°, 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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</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, and 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>														
ABILITIES																
FACTION KEYWORDS		AC, AC196, Preventers														
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Character, Lucrezia Noin														



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HEERO YUY

XXXG-00W0 (EW)

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	
Heero Yuy	785pts	*	*	*	8	7	18	5	9	2+	10-18+	12"	2+	2+
Heero Yuy in the XXXG-00W0 (Endless Waltz) Wing Zero Gundam is a single model equipped with Beam Sabers, a two Buster Rifles, Titanic Feet, Twin Link 60mm Vulcans, a Twin Machine Cannon, and Twin Wing Shields. Only one unit with Heero Yuy may be taken for your army. Only one unit with Wing Gundam Zero may be taken for your army.											5-9	9"	3+	3+
											1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below. In either mode, each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This is a Beam Weapon.													
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	-								
--- Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This mode may only be fired 3 times in a battle.								
----- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode is fired, any unit with a 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 .								
Titanic Feet	Melee	Melee	User	-2	2	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 .								
Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-								
ABILITIES	Twin Wing Shields: A model with twin wing shields has a 4+ invulnerable save.													
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.													
PSYKER	Wing Boosters: 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	AC, AC196, Preventers, Gundam Pilots													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Wing Gundam Zero, Gundam, Fly													



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POWER

DUO MAXWELL XXXG-01D2 (EW)

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	
Duo Maxwell	340pts	*	*	*	8	7	18	5	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG-01D2 (Endless Waltz) Gundam Deathscythe Hell is a single model equipped with an Active Cloak, Beam Scissors, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Duo Maxwell may be taken for your army.											5-9	10"	3+	4+
											1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Scissors	Melee	Melee	Sx2	-4	9	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Titanic Feet	Melee	Melee	User	-2	2	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 .								
Hyper Jammers: Before the first turn, this unit may redeploy up to 18" away, but must remain at least 9" away from your opponent's deployment zone and any enemy models. This unit counts as having Cover from enemy Vehicles . Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.						Active Cloak: At the beginning of the game and at the beginning of each of your movement phases, the cloak can be engaged or disengaged. When engaged, the Active Cloak provides a 4+ invulnerable save and a 3+ invulnerable save against Energy weapons. Additionally, all enemies must pass a Ld test to target the invisible Gundam. However, when the Active Cloak is engaged, this unit may not attack or use any weapons at all.								
						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).								
						Mobile Suit (p. 1); Core Explodes (p. 1)								
ABILITIES														
FACTION KEYWORDS	AC, AC196, Preventers, Gundam Pilots													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly													

<div> <div>29</div> POWER</div> <div>TROWA BARTON XXXG-01H2 (EW)</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Trowa Barton</td><td>590pts</td><td>*</td><td>*</td><td>*</td><td>8</td><td>8</td><td>18</td><td>2</td><td>9</td><td>2+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	Trowa Barton	590pts	*	*	*	8	8	18	2	9	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>10-18+</td><td>10"</td><td>4+</td><td>2+</td></tr><tr><td>5-9</td><td>7"</td><td>5+</td><td>3+</td></tr><tr><td>1-4</td><td>4"</td><td>6+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	10-18+	10"	4+	2+	5-9	7"	5+	3+	1-4	4"	6+	4+								
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																		
Trowa Barton	590pts	*	*	*	8	8	18	2	9	2+																																																	
REMAINING W	M	WS	BS																																																								
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5-9	7"	5+	3+																																																								
1-4	4"	6+	4+																																																								
<div>Trowa Barton in the XXXG-01H2 (Endless Waltz) Gundam Heavyarms Custom is a single model equipped with a Quad Heavy Gatling, four Three Shot Missile Launchers, Titanic Feet, two Twin Beam Gatling Guns, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with Trowa Barton may be taken for your army.</div>																																																											
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Quad Heavy Gatling</td><td>30"</td><td>Heavy 4D6</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D6</td><td>6</td><td>-1</td><td>1</td><td>Blast</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Beam Gatling Gun</td><td>36"</td><td>Heavy 4D3</td><td>8</td><td>-2</td><td>2</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all hit rolls against targets that can Fly.</td></tr><tr><td>Twin Machine Cannon</td><td>18"</td><td>Rapid Fire 6</td><td>6</td><td>0</td><td>1</td><td>-</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Quad Heavy Gatling	30"	Heavy 4D6	7	-1	1	-	Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.	Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .	Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																					
Quad Heavy Gatling	30"	Heavy 4D6	7	-1	1	-																																																					
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast																																																					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.																																																					
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Twin Machine Cannon	18"	Rapid Fire 6	6	0	1	-																																																					
<div><div><div></div><div>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div><div><div></div><div>Implacable Advance: This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon.</div></div></div>																																																											
<div><div>ABILITIES</div><div>Mobile Suit (p. 1); Core Explodes (p. 1)</div></div>																																																											
<div><div>FACTION KEYWORDS</div><div>AC, AC196, Preventers, Gundam Pilots</div></div>																																																											
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam</div></div>																																																											



16

POWER


QUATRE RABERBA WINNER XXXG-01SR2 (EW)

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	
Quatre Reberba Winner <div>315pts</div>	*	*	*	9	9	18	5	9	2+	10-18+	12"	2+	3+	
Quatre Reberba Winner in the XXXG-01SR2 (Endless Waltz) Gundam Sandrock Custom is a single model equipped with an Anti-Beam Cloak, two Heavy Anti Ship Swords, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Quatre Reberba Winner may be taken for your army.										5-9	9"	3+	4+	
										1-4	6"	4+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Heavy Anti Ship Sword	Melee		Melee		Sx2	-4	9	When attacking with this weapon, you must subtract 1 from the Hit roll.						
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 .						
								Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.						
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS		AC, AC196, Preventers, Gundam Pilots												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Reberba Winner, Gundam												

<div><div><div><div></div></div></div><div>7</div><div>POWER</div></div> <div>WMS-03</div> <div>MAGANAC</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	
WMS-03		135pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A WMS-03 is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		+10	30"	Assault 12		6	-1	1	-						
175mm Cannon		-5	48"	Heavy 1		8	-3	2D6	-						
Beam Sabers		+25	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle		+45	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk			Melee	Melee		+3	-3	6	-						
Titanic Feet			Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2).													
		If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1).													
		This model may replace its Combat Shield with a 120mm Machine Gun.													
		This model may take an Anti Beam Cloak (Power Rating +1).													
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.													
		Mobile Suit (p. 1)													
		Core Explodes (p. 1)													
FACTION KEYWORDS		AC, AC196, Preventers, Maganac Corps													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													

<div><div><div></div><div>8</div><div>POWER</div></div><div>WMS-03 MAGANAC VETERAN</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																																																																																																																																																																																																																																																		
WMS-03 Veteran											150pts	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+																																																																																																																																																																																																																																																	
A WMS-03 Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.																					4-6	9"	4+	4+																																																																																																																																																																																																																																																	
																											1-3	5"	5+	5+																																																																																																																																																																																																																																											
WEAPON											RANGE	TYPE	S	AP	D	ABILITIES																																																																																																																																																																																																																																																									
120mm Machine Gun											+10	30"	Assault 12	6	-1	1	-																																																																																																																																																																																																																																																								
175mm Cannon											-5	48"	Heavy 1	8	-3	2D6	-																																																																																																																																																																																																																																																								
Beam Sabers											+25	Melee	Melee	+6	-3	6								Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																																																																																																																																																																																																																																	
Beam Rifle											+45	36"	Heavy 3	8	-3	4								Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																																																																																																																																																																																																																																	
Heat Hawk												Melee	Melee	+3	-3	6	-																																																																																																																																																																																																																																																								
Titanic Feet												Melee	Melee	User	-2	2									Make 3 hit rolls for each attack with this weapon.																																																																																																																																																																																																																																																
WARGEAR OPTIONS																											This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (Power Rating +2).																																																																																																																																																																																																																																														
																																If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (Power Rating +1).																																																																																																																																																																																																																																									
																																	This model may replace its Combat Shield with a 120mm Machine Gun.																																																																																																																																																																																																																																								
																																		This model may take an Anti Beam Cloak (Power Rating +1).																																																																																																																																																																																																																																							
ABILITIES																																																																																																																																																																																																																																																																									




8
POWER


ABDUL WMS-03 ABC

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
Abdul	170pts	*	*	*	7	8	12	2	8	3+	7-12+	15"	3+	3+
Abdul in a WMS-03 AbC Maganac Abdul Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit 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 12		6	-1	1	-						
175mm Cannon		+25 48"	Heavy 1		8	-3	2D6	-						
Beam Rifle		+45 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	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 model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a 175mm Cannon (Power Rating +2). This model may take an Anti Beam Cloak (Power Rating +1).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)							Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.					
ABILITIES														
FACTION KEYWORDS		AC, AC196, Preventers, Maganac Corps												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div><div></div><div>8 POWER</div></div> <div>AHMAD WMS-03 AHC</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv											REMAINING WMWSBS			
Ahmad170pts* * *7812283+											7-12+15"3+3+			
Ahmad in a WMS-03 AhC Maganac Ahmad Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.											4-610"4+4+			
											1-36"5+5+			
WEAPONRANGETYPESDAPDABILITIES														
120mm Machine Gun30"Assault 126-11-														
175mm Cannon+2548"Heavy 18-32D6-														
Beam Rifle+4536"Heavy 38-34											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Heat HawkMeleeMelee+3-36-														
Titanic FeetMeleeMeleeUser-22											Make 3 hit rolls for each attack with this weapon.			
Twin Link 60mm Vulcans12"Rapid Fire 4402											Add 1 to all hit rolls against targets that can Fly.			
WARGEAR OPTIONS											This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take up to two 175mm Cannons (Power Rating +1 each). This model may take an Anti Beam Cloak (Power Rating +1).			
											Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.			
Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)														
ABILITIES														
FACTION KEYWORDS											AC, AC196, Preventers, Maganac Corps			
KEYWORDS											Titanic, Vehicle, Mobile Suit, Space, Ground, Character			

<div></div> <div>9</div> <div>POWER</div> <div>AUDA WMS-03 AUC</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	
Auda	175pts	*	*	*	7	8	12	2	8	3+	7-12+	12"	3+	3+
Auda in a WMS-03 AuC Maganac Auda Custom is a single model equipped with a 120mm Machine Gun, a Heat Hawk, a Heavy Claw, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit 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	-							
Beam Rifle	+45 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
Heavy Claw	Melee	Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.							
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 model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take an Anti Beam Cloak (Power Rating +1).													
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1) Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.													
FACTION KEYWORDS	AC, AC196, Preventers, Maganac Corps													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													




9
POWER

RASHID KURAMA WMS-03 RKC

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	
Rashid Kurama	175pts	*	*	*	7	8	12	3	8	3+	7-12+	12"	3+	3+
Rashid Kurama in a WMS-03 RKC Maganac Rashid Kurama Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit 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 12		6	-1	1	-							
Beam Rifle	+45 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	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 model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2).												
		This model may take an Anti Beam Cloak (Power Rating +1).												
ABILITIES		Anti Beam Cloak +15: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide its Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Mobile Suit (p. 1)												
		Core Explodes (p. 1)												
FACTION KEYWORDS		AC, AC196, Preventers, Maganac Corps												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div><div>10</div><div>POWER</div></div> <div>WMS-04</div> <div>OLIFANT</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div>NAMEMWSBSSTWALdSv</div>											<div>REMAINING WMBS T</div>			
<div>WMS-04200pts*6+*7*12173+</div>											<div>7-12+15"4+7</div>			
<div>A WMS-04 is a single model equipped with a 75mm Gatling Gun and a Mega Particle Cannon.</div>											<div>4-610"5+6</div>			
<div>1-36"6+5</div>														
<div>WEAPONRANGETYPESDAPDABILITIES</div>														
<div>75mm Gatling Gun30"Assault 127-11-</div>														
<div>Mega Particle Cannon48"Heavy 38-34</div>											<div>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</div>			
<div>ABILITIES</div>														
<div>FACTION KEYWORDS</div>														
<div>KEYWORDS</div>														