

EFF POST WAR ARMY LIST 0081-0085

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces Post War (Postwar EFF) 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 Postwar EFF units - these are described below and referenced on the datasheets.

PRIOR INDICES

Postwar EFF detachments may include any non-**Character** unit from previous EFF related indices in their army selection, replacing their <Faction> with EFF Post War.

ABILITIES

The following abilities are common to several EFF Post War 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).

Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. 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 Newtype'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 Newtype'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 Newtype's unit can Charge this turn.



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POWER

HUGUES COURAND FA-78-3

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
Hugues Courand 525 points	*	*	*	8	8	18	4	9	2+	7-12+	12"	2+	2+
Hugues Courand in the FA-78-3 Full Armor Gundam 7th is a single model equipped with a Beam Rifle, Beam Sabers, a Beam Shot Rifle, a Combat Shield, two Small Beam Guns, three Three Shot Missile Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Hugues Courand may be included in your army.										4-6	9"	3+	3+
										1-3	5"	4+	4+
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES						
Bazooka	-45	48"	Heavy 2D6	8	-2	1	Blast.						
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.						
Beam Shot Rifle		36"	Heavy 2D6	8	-3	3	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Spray Gun	+65	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	+5	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.						
Small Beam Gun		24"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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 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 Beam Rifle with a Bazooka (Power Rating -3). This model may take two Grenade Launchers or two Beam Spray Guns (Power Rating +3 each).											
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1)					
ABILITIES		Core Explodes (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					
FACTION KEYWORDS		UC, 0081, EFF Post War											
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand											



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POWER

FF-XII CORE FIGHTER II

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
FF-XII	175	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-XII equipped with two Beam Spray Guns.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Beam Spray Gun	24"	Pistol D3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
ABILITIES	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 .						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 15" until the end of the phase - do not roll any dice.			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						Vehicle Squadron (p. 1) Core Explosion (p. 1)			
FACTION KEYWORDS	UC, 0083, EFF Post War									
KEYWORDS	Fly, Vehicle, Core Fighter, Ground									




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POWER

FF-XII-FB CORE FIGHTER II
FULL BURNERN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
FF-XII-Fb	195	20"-40"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-XI-Fb equipped with two Beam Spray Guns.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Beam Spray Gun	24"	Pistol D3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
ABILITIES	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 .						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 20" until the end of the phase - do not roll any dice.			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.									
							Vehicle Squadron (p. 1) Core Explosion (p. 1)			
FACTION KEYWORDS	UC, 0083, EFF Post War									
KEYWORDS	Fly, Vehicle, Core Fighter, Space									

<div><div><div><div></div></div><div>7</div><div>POWER</div></div><div>MS-06F2</div><div>ZAKU II F2</div></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>MS-06F2</td><td>145</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	MS-06F2	145	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+																																															
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A MS-06F2 is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.																																																																																																		
<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 colspan="7">When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.</td></tr><tr><td>90mm MMP-70C</td><td>+10</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>--- 90mm MMP-70C</td><td>30"</td><td>Assault 12</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>--- Grenade Launcher</td><td>30"</td><td>Assault 1</td><td>7</td><td>-1</td><td>D3</td><td>This weapon may only be fired once per battle.</td></tr><tr><td>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Bazooka</td><td>-5</td><td>48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>1 Blast.</td></tr><tr><td>Grenades</td><td></td><td>6"</td><td>Grenade 1</td><td>6</td><td>-1</td><td>D3 -</td></tr><tr><td>Heat Hawk</td><td></td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6 -</td></tr><tr><td>Sturm Faust</td><td>+5</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-2</td><td>D6 Each of these weapons may only be fired once per battle.</td></tr><tr><td>Three Shot Missile Launcher</td><td>+25</td><td>60"</td><td>Rapid Fire D6</td><td>6</td><td>-1</td><td>1 Blast.</td></tr><tr><td>Titanic Feet</td><td></td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3 Make 3 hit rolls for each attack with this weapon.</td></tr></table>															WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.							90mm MMP-70C	+10						--- 90mm MMP-70C	30"	Assault 12	7	-1	1	-	--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.	120mm Machine Gun	30"	Assault 12	6	-1	1	-	Bazooka	-5	48"	Heavy 2D6	8	-2	1 Blast.	Grenades		6"	Grenade 1	6	-1	D3 -	Heat Hawk		Melee	Melee	+3	-3	6 -	Sturm Faust	+5	48"	Heavy 1	8	-2	D6 Each of these weapons may only be fired once per battle.	Three Shot Missile Launcher	+25	60"	Rapid Fire D6	6	-1	1 Blast.	Titanic Feet		Melee	Melee	User	-2	D3 Make 3 hit rolls for each attack with this weapon.
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<div><div>This model may replace its 120mm Machine Gun with a Bazooka or a MMP-70C (Power Rating +1).</div><div>This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).</div><div>This model may replace its Grenades with Smoke Grenades.</div><div>This model may take a Rocket Booster (Power Rating +1).</div><div>This model may take up to two Sturm Fausts.</div></div>																																																																																																		
<div><div>WARGEAR OPTIONS</div><div><div><div>Smoke Grenades:</div><div>Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div></div><div><div>Combat Shield:</div><div>A model with a combat shield has a 5+ invulnerable save.</div></div><div><div>Mobile Suit</div><div>(p. 1)</div></div><div><div>Rocket Booster:</div><div>A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.</div></div></div></div>																																																																																																		
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<div></div> <div>12 POWER</div> <div>MS-14F GELGOOG MARINE</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	
MS-14F	245	*	*	*	8	8	15	2	8	3+	8-15+	12"	4+	3+
A MS-14F is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.										4-7	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"		Pistol 6		5	0	1	-						
90mm MMP-70C	+10		When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.											
--- 90mm MMP-70C	30"		Assault 12		7	-1	1	-						
--- Grenade Launcher	30"		Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
120mm Machine Gun	30"		Assault 12		6	-1	1	-						
Bazooka	-5		48"		Heavy 2D6		8	-2	1	Blast.				
Beam Rifle	+40		36"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.				
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with 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 120mm Machine Gun with a 90mm MMP-70C (Power Rating +1), a Bazooka, or a Beam Rifle (Power Rating +2).												
		This model may take a Combat Shield (Power Rating +1).												
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)							Combat Shield +20: A model with a Combat Shield has a 5+ invulnerable save.					
FACTION KEYWORDS		UC, 0083, EFF Post War												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space												



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POWER

NRX-044 ASSHIMAR
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	S	WS	BS	
NRX-044 Veteran	200	15"-30"	*	*	*	6	15	2	8	3+	8-15+	8	4+	3+
A NRX-044 Veteran is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.										4-7	7	5+	4+	
										1-3	6	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.								
<div><div><div>360° Cockpit: This unit may reroll a hit roll once per turn.</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><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Mobile Suit (p. 1)</div></div><div><div>Core Explodes (p. 1)</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 9" until the end of the phase - do not roll any dice.</div><div>Mobile Suit Mode:Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model may fire its Heavy Beam Rifle with a +1 to hit.</div></div></div>														
ABILITIES														
FACTION KEYWORDS		UC, 0085, EFF Post War												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground												



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POWER

ORX-005 GAPLANT

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	S	WS	BS	
ORX-005	330	15"-30"	*	*	*	7	15	2	8	3+	8-15+	8	4+	3+
An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.										4-7	7	5+	4+	
										1-3	6	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with 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.								
360° Cockpit: This unit may reroll a hit roll once per turn. 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 . 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)						Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.								
						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 9" until the end of the phase - do not roll any dice.								
						Mobile Suit Mode: Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.								
ABILITIES	Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0085, EFF Post War													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													




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POWER


CYBER NEWTYPE ORX-005 GAPLANT

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	S	WS	BS	
Cyber Newtype	350	15"-30"	*	*	*	7	15	2	8	3+	8-15+	8	4+	3+
A Cyber Newtype in an ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.										4-7	7	5+	4+	
										1-3	6	6+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with 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.						
<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>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.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Mobile Suit (p. 1)</p>										<p>Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.</p> <p>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 9" until the end of the phase - do not roll any dice.</p> <p>Mobile Suit Mode:Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p>				
										ABILITIES				
										Core Explodes (p. 1)				
										PSYKER				
										FACTION KEYWORDS				
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UC, 0085, EFF Post War														
Character, Titanic, Vehicle, Mobile Suit, Ground, Space														

<div>13 POWER</div> <div>RGC-83 GM CANNON II</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>RGC-83</td><td>255</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	RGC-83	255	*	*	*	7	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+	
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A RGC-83 is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.																																																				
<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>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Beam Cannon</td><td>36"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+6</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</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 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></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	120mm Machine Gun	30"	Assault 12	6	-1	1	-	Beam Cannon	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	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.
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<div>14 POWER</div> <div>CHUCK KEITH RGC-83</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																	
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Chuck Keith in an RGC-83 GM Cannon II is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.											<table><tr><td>4-6</td><td>9"</td><td>5+</td><td>3+</td></tr></table>				4-6	9"	5+	3+																																																										
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<div><div><div><div></div></div></div><div>8</div><div>POWER</div></div> <div>RGM-79C</div> <div>GM TYPE C</div>											DAMAGE			
											Some of this model's characteristics change as it suffers damage, as shown below:			
NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGM-79C	170	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79C is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.											4-6	9"	5+	5+
											1-3	5"	6+	6+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	-15	24"	Rapid Fire 4		6	0	1	-						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
180mm Cannon	-5	48"	Heavy 1		8	-3	2D6	-						
Bazooka	-5	48"	Heavy 2D6		8	-2	1	When targeting units with 5 or more models, change Blastweapon's type to Heavy 2D6.						
Beam Carbine	+15	30"	Rapid Fire 2D3		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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.						
Beam Spray Gun	+25	24"	Pistol 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.						
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 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (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	UC, 0081, Postwar EFF													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



9
POWER

RGM-79C GM TYPE C 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
RGM-79C Ace	180	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+			
A RGM-79C Ace is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.											4-6	9"	4+	4+			
											1-3	5"	5+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
90mm Machine Gun	-15	24"	Rapid Fire 4			6	0	1	-								
120mm Machine Gun		30"	Assault 12			6	-1	1	-								
180mm Cannon	-5	48"	Heavy 1			8	-3	2D6	-								
Bazooka	-5	48"	Heavy 2D6			8	-2	1	When targeting units with 5 or more models, change Blastweapon's type to Heavy 2D6.								
Beam Carbine	+15	30"	Rapid Fire 2D3			8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
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.								
Beam Spray Gun	+25	24"	Pistol 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.								
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 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (Power Rating +1).															
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.									Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0081, Postwar EFF															
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground															



10

POWER

RGM-79 POWERED GM

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
RGM-79 Powered	210	*	*	*	8	6	12	2	8	3+	7-12+				12"	4+	3+
A RGM-79 Powered GM is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.											4-6				9"	5+	4+
											1-3				5"	6+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
90mm Machine Gun		-15	24"	Rapid Fire 4		6	0	1	-								
120mm Machine Gun			30"	Assault 12		6	-1	1	-								
Bazooka		5	48"	Heavy 2D6		8	-2	1	Blast.								
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.								
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 90mm Machine Gun, or a Bazooka.															
ABILITIES		Combat Shield: A model with a combat shield 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.															
		Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.															
FACTION KEYWORDS		UC, 0083, EFF Post War															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Jump Pack															



11

POWER

DICK ALLEN

RGM-79 POWERED

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		
Dick Allen	225	*	*	*	8	6	12	3	8	3+	7-12+	12"	3+	3+	
Dick Allen in an RGM-79 Powered GM is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. 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								
90mm Machine Gun	-15	24"	Rapid Fire 4		6	0	1	-							
120mm Machine Gun		30"	Assault 12		6	-1	1	-							
Bazooka	5	48"	Heavy 2D6		8	-2	1	Blast.							
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.							
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 90mm Machine Gun, or a Bazooka.														
ABILITIES	Combat Shield: A model with a combat shield 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.							Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.							
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							Mobile Suit, Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0083, EFF Post War														
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Jump Pack, Character														



12

POWER

RGM-79FP GM STRIKER

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	
RGM-79FP	240	*	*	*	8	7	12	3	8	2+	7-12+	12"	3+	4+
A RGM-79FP is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, Twin Beam Spear, Twin Link 60mm Vulcans, and a Combat Shield.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
100mm Machine Gun	24"	Rapid Fire 6		6	-1	1	-							
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.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Spear	Melee	Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .							
ABILITIES		Combat Shield: A model with a combat shield 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		UC, 0081, Postwar EFF												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												



9
POWER

RGM-79N GM CUSTOM

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	
RGM-79N	185	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-7	10"	5+	4+	
										1-3	6"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	When Blast.units with 5 or more models, change this weapon's type to Heavy 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.						
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.						
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 Bazooka or a Beam Rifle (Power Rating +2).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0083, EFF Post War													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



10

POWER


SOUTH BURNING

RGM-79N

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	
South Burning	200	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	2+
South Burning in a RGM-79N GM Custom is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army.											4-7	10"	4+	3+
											1-3	6"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	When Blast.units with 5 or more models, change this weapon's type to Heavy 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.						
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.							
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 Bazooka or a Beam Rifle (Power Rating +2).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0083, EFF Post War													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground													

<div> 9 POWER</div> <div>RGM-79Q GM QUEL</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																																																												
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A RGM-79Q is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.																																																																																																																							
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9
POWER


RGM-79Q GM QUEL 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	
RGM-79Q Veteran	185	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
A RGM-79Q Veteran is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-7	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	When Blast.units with 5 or more models, change this weapon's type to Heavy 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.						
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.						
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 Bazooka or a Beam Rifle (Power Rating +2).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0084, EFF Post War													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

<div><div></div><div>8</div><div>POWER</div></div> <div>RMS-106 HIZACK</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>RMS-106</td><td>165</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	RMS-106	165	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+												
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RMS-106	165	*	*	*	8	7	12	2	7	3+																																																					
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1-3	5"	6+	6+																																																												
A RMS-106 is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.																																																															
<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>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Beam Rifle</td><td>+45 36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+6</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Heat Hawk</td><td>-20 Melee</td><td>Melee</td><td>+1</td><td>-2</td><td>D3</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>1</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>															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.	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.	Heat Hawk	-20 Melee	Melee	+1	-2	D3	-	Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.	Titanic Feet	Melee	Melee	User	-2	1	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																									
120mm Machine Gun	30"	Assault 12	6	-1	1	-																																																									
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<div><div>WARGEAR OPTIONS</div><div><p>This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1).</p><p>This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1).</p><p>This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).</p><p>This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).</p></div></div>																																																															
<div><div>ABILITIES</div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit (p. 1)</p><p>Core Explodes (p. 1)</p></div><div><p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p><p>Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.</p></div></div>																																																															
<div><div>FACTION KEYWORDS</div><div>UC, 0084, EFF Post War</div></div>																																																															
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space, Ground</div></div>																																																															

<div></div> <div>9</div> <div>POWER</div> <div>RMS-106</div> <div>HIZACK ACE</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv											REMAINING WMWSBS			
RMS-106 Ace175* * *8712283+											7-12+12"3+3+			
A RMS-106 Ace is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.											4-69"4+4+			
											1-35"5+5+			
WEAPONRANGETYPESDAPDABILITIES														
120mm Machine Gun30"Assault 126-11-														
Beam Rifle+4536"Heavy 38-34											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Beam SabersMeleeMelee+6-36											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Heat Hawk-20MeleeMelee+1-2D3-														
Three Shot Missile Launcher60"Rapid Fire D66-11Blast.														
Titanic FeetMeleeMeleeUser-21Make 3 hit rolls for each attack with this weapon.														
WARGEAR OPTIONS											This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).			
											This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).			
ABILITIES											360° Cockpit: This unit may reroll a hit roll once per turn.			
											Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
											Mobile Suit (p. 1)			
											Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.			
FACTION KEYWORDS											Core Explodes (p. 1)			
KEYWORDS											UC, 0084, EFF Post War			
Character, Titanic, Vehicle, Mobile Suit, Space, Ground														

<div><div></div><div><div>11</div><div>POWER</div></div></div> <div>RMS-117</div> <div>GALBALDY β</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	
RMS-117	210	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.											4-6	9"	5+	5+
											1-3	5"	6+	6+
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.							
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Mobile Suit (p. 1)											Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
ABILITIES	Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0084, EFF Post War													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>11</div> <div>POWER</div> <div>RMS-117 GALBALDY β VETERAN</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
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NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
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<table><tr><td></td><td colspan="5">Mobile Suit (p. 1)</td><td colspan="5" rowspan="2">Combat Shield: A model with a combat shield has a 5+ invulnerable save.</td></tr><tr><td>ABILITIES</td><td colspan="5">Core Explodes (p. 1)</td></tr></table>												Mobile Suit (p. 1)					Combat Shield: A model with a combat shield has a 5+ invulnerable save.					ABILITIES	Core Explodes (p. 1)																												
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FACTION KEYWORDS UC, 0084, EFF Post War																																																			
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground																																																			



11

POWER

RMS-179/RGM-79R GM II

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	
RMS-179/RGM-79R 220	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+	
A RMS-179 or RGM-79R is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+	
										1-3	5"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
90mm Machine Gun -60	24"	Rapid Fire D3		6	0	1	-							
180mm Cannon -50	48"	Heavy 1		8	-3	2D6	-							
Bazooka -50	48"	Heavy 2D6		8	-2	1	Blast							
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.							
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 to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (Power Rating -3), 180mm Cannon (Power Rating -2), or Bazooka (Power Rating -2).													
										Combat Shield: A model with a combat shield has a 5+ invulnerable save.				
Mobile Suit (p. 1)														
ABILITIES	Core Explodes (p. 1)										360° Cockpit: This unit may reroll a hit roll once per turn.			
FACTION KEYWORDS	UC, 0084, EFF Post War													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													




12
POWER

RMS-179/RGM-79R GM II 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
RMS-179 Ace	230	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
90mm Machine Gun		-60	24"	Rapid Fire D3		6	0	1	-					
180mm Cannon		-50	48"	Heavy 1		8	-3	2D6	-					
Bazooka		-50	48"	Heavy 2D6		8	-2	1	Blast					
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.					
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 to hit rolls against targets that can Fly .					
WARGEAR OPTIONS		This model may replace its Beam Rifle with a 90mm Machine Gun (Power Rating -3), 180mm Cannon (Power Rating -2), or Bazooka (Power Rating -2).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Mobile Suit (p. 1)												
ABILITIES		Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0084, EFF Post War												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground												

<div>14 POWER</div> <div>RMV-1 GUNTANK II</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	
RMV-1	225	*	*	*	7	7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single model equipped with a 80mm Anti-Personnel Machine Gun, two 120mm Low Recoil Cannons, Crushing Treads, two Missile Launchers, and Smoke Launchers.											4-6	7"	5+	5+
											1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
80mm Anti-Personnel Machine Gun	12"	Pistol 12		5	0	1	-							
120mm Low Recoil Cannon	96"	Heavy D6		9	-3	2	Blast. This weapon may target units not visible to the bearer.							
Crushing Treads	Melee	Melee		User	-2	2	Make 2 hit rolls for each attack with this weapon.							
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.							
Core Explodes (p. 1)														
Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.														
Mobile Tank: This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains Titanic Presence (P.1).														
ABILITIES														
FACTION KEYWORDS		UC, 0081, Postwar EFF												
KEYWORDS		Titanic, Vehicle, Mobile Tank, Ground												



16

POWER

GIORGIO MIGUEL

RX-78-3

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	
Giorgio Miguel	340	*	*	*	8	8	18	3	8	2+	7-12+	12"	3+	2+
Giorgio Miguel in the RX-78-3 Gundam G-3 is a single model equipped with a Beam Rifle, Beam Sabers, a Core Fighter, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one of this unit may be included in your army.										4-6	9"	4+	3+	
										1-3	5"	5+	4+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
Bazooka	-50, then +25	48"	Heavy 2D6	8	-2	1	Blast.							
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.							
Beam Rifle		36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet		Melee	Melee	User	-2	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 Beam Rifle with a Bazooka (Power Rating -3). If this model takes a Bazooka, it may take an additional Bazooka (Power Rating +1).												
		Core Fighter: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), the pilot may eject in a FF-X7 Core Fighter and continue fighting. The pilot now uses the FF-X7 Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0083, Postwar EFF												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



14

POWER

HUGUES COURAND

RX-78-7

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	
Hugues Courand	290	*	*	*	8	8	18	4	9	2+	7-12+	12"	2+	2+	
Hugues Courand in the RX-78-7 Gundam 7th is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Hugues Courand may be included in your army.											4-6	9"	3+	3+	
											1-3	5"	4+	4+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.							
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.							
Beam Rifle		36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
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 Beam Rifle with a Bazooka (Power Rating -3). This model may take up to two Grenade Launchers.													
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
FACTION KEYWORDS		UC, 0081, EFF Post War													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand													



14
POWER

KOU URAKI RX-78GP01

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	
Kou Uraki	270	*	*	*	8	8	18	2	8	2+	10-18+	12"	3+	3+
Kou Uraki in the RX-78GP01 Gundam Zephyranthes is a single model equipped with a 90mm Machine Gun, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kou Uraki may be taken for your army.										5-9	9"	4+	4+	
										1-4	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun		24"	Rapid Fire 4		6	0	1	-						
180mm Cannon		+10	48"		Heavy 1	8	-3	2D6	-					
Beam Rifle		+60	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.						
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 90mm Machine Gun with a 180mm Cannon or a Beam Rifle (Power Rating +3).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Core Fighter: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a FF-XII Core Fighter II and continue fighting. The pilot now uses the FF-XII unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.					
		Mobile Suit (p. 1)												
ABILITIES		Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0083, EFF Post War												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Kou Uraki												



14
POWER

KOU URAKI RX-78GP01-Fb

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		
Kou Uraki	350	*	*	*	8	8	18	3	8	2+	10-18+	15"	3+	2+	
Kou Uraki in the RX-78GP01-Fb Gundam Zephyranthes Full Burner is a single model equipped with a Beam Rifle, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kou Uraki may be taken for your army.											5-9	10"	4+	3+	
											1-4	6"	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.								
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 .								
		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						Core Fighter: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), the pilot may eject in a FF-XII-Fb Core Fighter II Full Burner and continue fighting. The pilot now uses the FF-XII-Fb unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.							
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.													
		Mobile Suit (p. 1)													
ABILITIES			Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, EFF Post War														
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki														



14
POWER

KOU URAKI RX-78GP03S

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	
Kou Uraki	325	*	*	*	8	8	18	4	9	2+	10-18+	15"	2+	2+
Kou Uraki in the RX-78GP03S Gundam Dendrobium Stamen is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Kou Uraki may be taken for your army.											5-9	10"	3+	3+
											1-4	6"	4+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	-50, then +25	48"	Heavy 2D6		8	-2	1	Blast.						
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.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Bazooka (Power Rating -3) or two Bazookas (Power Rating -1).												
		This model may replace its 360° Cockpit with a Core Fighter (Power Rating +1).												
ABILITIES		360° Cockpit: This unit may reroll a hit roll once per turn.												
		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Mobile Suit (p. 1)												
		Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0083, EFF Post War												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki												



16


POWER

ZERO MURASAME

RX-78GP04G

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	
Zero Murasame	310	*	*	*	8	8	18	3	8	2+	10-18+	15"	3+	2+
Zero Murasame in the RX-78GP04G Gundam Gerbera is a single model equipped with a Beam Carbine, Beam Sabers, a Combat Shield, and Titanic Feet. Only one of this unit may be taken for your army. This unit may not be taken in the same army as Cima Garahau in the AGX-04.										5-9	10"	4+	3+	
										1-4	6"	5+	4+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Beam Carbine		30"		Rapid Fire 2D3		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
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.					
Mega Particle Cannon		+25	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	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its Beam Carbine with a Mega Particle Cannon (Power Rating +1). This model may take up to 3 Boost Pods (Power Rating +1 each).												
ABILITIES		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							Boost Pod +15: A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.					
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Mobile Suit (p. 1)												
PSYKER		Cyber Newtype: A Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp												
FACTION KEYWORDS		UC, 0083, Postwar EFF												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Newtype, Psyker												

<div><div><div>13 POWER</div></div><div>RX-80PR-3 PALE RIDER DULLAHAN</div></div>											<div>DAMAGE</div> 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	
RX-80PR-3		255	*	*	*	8	8	18	3	8	2+	10-18+	12"	3+	2+
A RX-80PR-3 is a single model equipped with a Heat Lance, Massive Shield, Titanic Feet, and two Twin Link 60mm Vulcans. Only one of this unit may be taken for your army.											5-9	9"	4+	3+	
											1-4	5"	5+	4+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
Bazooka		+25	48"	Heavy 2D6		8	-2	1	Blast.						
Heat Lance		Melee		Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase.						
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 take a Bazooka (Power Rating +1).													
		Core Explodes (p. 1)							Mobile Suit (p. 1)						
ABILITIES		Massive Shield: A model with a Massive Shield has a 4+ invulnerable save.							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
FACTION KEYWORDS		UC, 0081, Postwar EFF													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground, Space													



16
POWER

RX-80PR-4 PALE RIDER DII

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		
RX-80PR-4	325	*	*	*	8	8	18	3	8	2+	10-18+	12"	3+	2+	
A RX-80PR-4 is a single model equipped with Beam Sabers, a Combat Shield, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be taken for your army.										5-9	9"	4+	3+		
										1-4	5"	5+	4+		
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
Beam Sabers		Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heavy Beam Rifle		36"	Assault 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Combined Beam Launcher "Shekinah"		When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.													
--- Giant Gatling		36"	Assault 12		8	-2	2	-							
--- Mega Particle Cannon		48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
--- Three Shot Missile Launcher		60"	Rapid Fire D6		6	-1	1	Blast.							
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 Heavy Beam Rifle with a Combined Beam Launcher "Shekinah" (Power Rating +6).													
		Core Explodes (p. 1)							Mobile Suit (p. 1)						
ABILITIES		Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
FACTION KEYWORDS		UC, 0084, EFF Post War													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground, Space													



13

POWER

WES MURPHY

RX-121-1

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	
Wes Murphy	265	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	2+
Wes Murphy in a RX-121-1 Gundam TR-1 Hazel Custom is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										4-7	10"	4+	3+	
										1-3	6"	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.						
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 take a Combat Shield (Power Rating +1).												
		This model may take up to 3 Boost Shields (Power Rating +1 each). If this model takes three Boost Shields, it may not also take a Combat Shield.												
		Combat Shield +20: A model with a Combat Shield has a 5+ invulnerable save.												
		Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.												
		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
ABILITIES		Boost Shield +30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield to either Boost mode and Shield mode. Each Boost Shield in Boost mode adds 3" to your Movement characteristic. If a model has any Boost Shields in Boost mode, that model gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shields are in Shield Mode, that model counts as having a Combat Shield. If a model has more than one Boost Shield in Shield Mode, or it has a Boost Shield in Shield Mode and a Combat Shield, that model gains Twin Combat Shields.												
		Core Explodes (p. 1)												
		360° Cockpit: This unit may reroll a hit roll once per turn.												
FACTION KEYWORDS		Mobile Suit (p. 1)												
KEYWORDS		UC, 0084, EFF Post War												
		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam												



14

POWER

ELIARD HUNTER

RX-121-2

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	
Eliard Hunter	280	*	*	*	8	7	15	3	8	3+	8-15+	21"	3+	2+
Eliard Hunter in a RX-121-2 Gundam TR-1 Hazel II is a single model equipped with a 120mm Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army.										4-7	16"	4+	3+	
										1-3	12"	5+	4+	
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.							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 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).													
ABILITIES							Core Explodes (p. 1)							
	Combat Shield: A model with a combat shield has 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.							
MOBILE SUIT	Mobile Suit (p. 1)													
FACTION KEYWORDS	UC, 0084, EFF Post War													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter, Fly													



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POWER

ELIARD HUNTER

RX-121-2A

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	
Eliard Hunter	250	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	2+
Eliard Hunter in a RX-121-2A Gundam TR-1 Advanced Hazel is a single model equipped with a 120mm Machine Gun, Beam Sabers, two Sub Arms, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Eliard Hunter may be included in your army.										4-7	10"	4+	3+	
										1-3	6"	5+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		+30	30"	Assault 12		6	-1	1	-					
Beam Rifle		+45 / +75 for sub arms	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.						
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 take a Combat Shield (Power Rating +1). This model may take up to two Boost Shields (Power Rating +1 each). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun (Power Rating +2 each) for each Sub Arm.												
		Combat Shield +30: A model with a Combat Shield has a 5+ invulnerable save.												
		Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.												
		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
		Core Explodes (p. 1)												
ABILITIES		Mobile Suit (p. 1)												
FACTION KEYWORDS		UC, 0084, EFF Post War												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter												