ORB CE71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your United Emirates of Orb (Orb Union, Orb) 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 Orb units - these are described below and referenced on the datasheets.

KEYWORDS

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

ABILITIES

The following abilities are common to several Orb 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.

Striker Pack System

Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

Core Explodes

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

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy**

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

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

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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



FX-550 SKYGRASPER

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv
FX-550	15"-30"	6+	4+	6	5	6	2	7	3+

This unit contains a single FX-550 equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. It may include an additional single FX-550 (**Power Rating +5**) or an additional two FX-550 (**Power Rating +10**).

RANGE	TYPE	S	AP	D	ABILITIES
36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
30"	Assault 2	7	-1	2	Add 1 to all hit rolls against targets that can Fly .
This mode	el may take a St	riker f	Pack.		
and can o can Fly, a attacked in can Fly. Hard to H subtract 1	nly be charged l nd can only atta n the Fight phas it: Your oppone from hit rolls for	by un ick or e by i nt mu r attac	its that be units the stacks the	t hat at	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. Vehicle Squadron (p. 1)
Striker Pa	ick System (p.	1)			Core Explosion (p. 1)
CE, CE71	, Orb				
Fly Vehicl	o Striker Dack	Sycto	m Cr	ound	
	36" 30" 12" 30" This mode Airborne: and can or can Fly, a attacked in can Fly. Hard to H subtract 1 target this Striker Pa	36" Heavy 1 30" Assault 2 12" Rapid Fire 4 30" Assault 2 This model may take a Strict Airborne: This model can and can only be charged be can Fly, and can only attacked in the Fight phase can Fly. Hard to Hit: Your oppone subtract 1 from hit rolls for target this model in the Striker Pack System (p. CE, CE71, Orb	36" Heavy 1 8 30" Assault 2 6 12" Rapid Fire 4 4 30" Assault 2 7 This model may take a Striker File Airborne: This model cannot cand can only be charged by uncan Fly, and can only attack or attacked in the Fight phase by can Fly. Hard to Hit: Your opponent musubtract 1 from hit rolls for attactarget this model in the Shootin Striker Pack System (p. 1) CE, CE71, Orb	36" Heavy 1 8 -3 30" Assault 2 6 0 12" Rapid Fire 4 4 0 30" Assault 2 7 -1 This model may take a Striker Pack. 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 to can Fly. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	36" Heavy 1 8 -3 4 30" Assault 2 6 0 D3 12" Rapid Fire 4 4 0 2 30" Assault 2 7 -1 2 This model may take a Striker Pack. 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. Striker Pack System (p. 1) CE, CE71, Orb



CAGALLI YULA ATHHA

FX-550

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv
Cagalli Yula Athha	15"-30"	4+	3+	6	5	6	3	8	3+

Cagalli Yula Athha in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with **Cagalli Yula Athha** may be included in your army.

your army.												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .						
Twin Link CIWS	12"											
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This mode	el may take a St										
	and can of can Fly, a attacked in can Fly. Hard to His subtract 1 target this	This model can nly be charged and can only atta n the Fight phas lit: Your oppone from hit rolls for model in the Sh	by un ick or e by nt mu r attachootin	its that be units the state the content of the cont	that at	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. Core Explosion (p. 1)						
ABILITIES	Striker Pa	ack System (p.	1)			Vehicle Squadron (p. 1)						
PSYKER	psychic point each er when mar from Perils	ower in each frie nemy psychic ph nifesting. Note - s of the Warp.	ndly ase. SEE	psych It ma D Fac	ic ph y use tors	a psyker. This model can attempt to manifest a single ase, and can attempt to deny a single psychic power any power from the SEED Factor Discipline (p. 1) do not know Smite, and do not damage other models om all psyker rolls.						
FACTION KEYWORDS	CE, CE71, Orb											
KEYWORDS	Character, Fly, Vehicle, Striker Pack System, Cagalli Yula Athha, Psyker, SEED Factor, Ground											



KEYWORDS

MWU LA FLAGA FX-550

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
Mwu La Flaga	15"-30"	4+	2+	6	5	6	4	9	3+	

Mwu La Flaga in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with **Mwu La Flaga** may be included in your army.

Titili Ellin Gitte, and Titil	I LIIIK OIIIG	ii Gariii Grie. Griij	0110	mode		Timita La Flaga may be moladed in your army.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all hit rolls against targets that can Fly .
WARGEAR OPTIONS	This mode	el may take a St	riker f	Pack.		
	and can o can Fly, a attacked in can Fly.	This model can nly be charged and can only atta n the Fight phas lit: Your oppone from hit rolls for	by un ick or e by i	its that be units t	hat	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.
	target this	model in the Sh	nootin	g pha	se.	Vehicle Squadron (p. 1)
ABILITIES	Striker Pa	ack System (p.		Core Explosion (p. 1)		
FACTION KEYWORDS	CE, CE71	, Orb				

Character, Fly, Vehicle, Striker Pack System, Mwu La Flaga, Ground

10 POWER		IWU L GA		DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:								
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Mwu La Flaga	*	* * 8	7	18	4	9	3+	10-18+	12"	2+	2+	
Mwu La Flaga in the GAT Armor Schneiders, Titanio Flaga may be taken for yo for your army.	Feet, and	Twin Link CIW	S. Önly	one	mod	el with	Mwu La	5-9 1-4	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	1-4	J	4'	41	
WEAPON	KANGE	IIFE	3	AF	U			g with this weapor	, vou	muet ei	uhtract	
Anti Ship Sword	Melee	Melee	Sx2	-2	D6		the Hit i	•	ı, you	must s	ubilaci	
Armor Schneider	Melee	Melee	+1	-1	2		odel figh	h two Armor Schn ts it may make an				
Bazooka	48"	Heavy 2D3	8	-2	1		en targeting units with 5 or more models, change weapon's type to Heavy 2D6.					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll c inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly.						
WARGEAR OPTIONS	This unit n	nay take a Strik nay take a Com nay take an An e (Power Ratir	nbat Sh ti Ship	nield), a Bazooka (Pov	wer Ra	ating +	1), or a	
						Mwu	La Flaga	: Does not gain F o	ortific	ation.		
		Shield : A mode a 5+ invulnera			ıbat	syster	m may ad	model equipped vetivate it at any time	ie, and	d the ef	fects	
	Mobile Su	uit (p. 1)				phase	. When	activating, the mo active, the model	del tal	kes a M		
ABILITIES	Core Exp	lodes (p. 1)						ave against Kineti				
FACTION KEYWORDS	CE, CE71	, Orb										
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, GAT-x105, Mwu La Flaga, Gundam, Space, Ground											

10 POWER			NHI BR					DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Cagalli Yula Athha	*	* * {	3 7	18	4	9	3+	10-18+	12"	3+	2+			
equipped with two Armor smodel with Cagalli Yula A	Cagalli Yula Athha in the MBF-02 Strike Rouge Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with Cagalli Yula Athha may be taken for your army. Only one model with MBF-02 may be taken for your army. WEAPON RANGE TYPE S AP D ABILITIES													
Anti Ship Sword	Melee													
Armor Schneider	Melee	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack												
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change			
Beam Rifle	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal v						
Titanic Feet	Melee	Melee	User	-2	D3				for each attack with this weapon. it rolls against targets that can Fly .					
Twin CIWS WARGEAR OPTIONS	This unit n	Rapid Fire 2 nay take a Stri nay take a Cor nay take an Ar e (Power Rati	nbat Sh iti Ship	nield (Swor	(Pow	er Rat	ing +1).), a Bazooka (Po v						
						Exter time, next r takes in a b	nded Phas and the e movemen a Mortal attle, do r	se Shift A model se Shift system marker fects last until the transfer when ac Wound. The first mot take the Mortadel gains a 3+ involves.	ay act e begii ctivatir time i I Wou	ivate it anning of ng, the it is actived	at any f your model /ated nile			
ABILITIES	Core Exp	lodes (p. 1)						•						
PSYKER	psychic point each en when man from Perils	against Kinetic attacks. SEED Factor : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp. Natural SEED : This model subtracts 1 from all psyker rolls.												
FACTION KEYWORDS	CE, CE71	, Orb												
KEYWORDS		naracter, Vehic Psyker, SEED					ack Syst	em, MBF-02, Cag	alli Yu	la Athh	a,			

D 12 POWER		MI M1 A					DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
MBF-M1	*	* *	7 6	12	2	7	3+	7-12+	15"	4+	4+	
A MBF-M1 is a single mo Shield, Titanic Feet, and			Sabers,	а Ве	am R	Rifle, a	Combat	4-6 1-3	12" 8"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
Anti Ship Sword	Melee	When attacking with this weapon, you must s										
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll c inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	is weap	on.	
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	1 fro you	m the Hit i may make	g with this weapor roll. When attackir an additional atta	ig with	n this w	eapon,	
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add	1 to all to	hit rolls against tai	rgets t	that car	ı Fly .	
WARGEAR OPTIONS	This unit r	•	nti Ship	Swo	rd (P	ower	Rating +1) or Twin Anti Shir	Swo	rds (Po	wer	
		Shield: A mode a 5+ invulnera			nbat	rolls		our opponent mus s that target this m e.			om hit	
ABILITIES	Core Exp	lodes (p. 1)				Mob	ile Suit (p	. 1)				
FACTION KEYWORDS	CE, CE71, Orb											
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Fly	, Spa	ace, C	Groun	d					

		MI	3F-	M	1						
13 POWER		M1 A						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	5 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MBF-M1 Veteran	*	* * 7	7 6	12	2	8	3+	7-12+	15"	4+	3+
A MBF-M1 Veteran is a si Combat Shield, Titanic Fe			Beam	Sabe	ers, a	Beam	n Rifle, a	4-6 1-3	12" 8"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Anti Ship Sword	Melee	Melee	Sx2	-2	D6		ո attackin։ ո the Hit ւ	g with this weapor ⁻ oll.	ı, you	must sı	ubtract
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	1 fror you r	ກ the Hit ເ nay make	g with this weapor oll. When attackir an additional atta	ng with	this we	eapon,
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add	1 to all to	hit rolls against tai	rgets t	hat can	Fly.
WARGEAR OPTIONS	This unit r	•	nti Ship	Swo	rd (P	ower I	Rating +1) or Twin Anti Ship	Swo	rds (Po	wer
		Shield: A mode a 5+ invulnera			nbat	rolls		our opponent mus s that target this m e.			om hit
ABILITIES	Core Exp	lodes (p. 1)				Mobi	i le Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	, Orb									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Fly	, Spa	ace, C	Ground	d				

13 POWER	N	11	M AS					C	E	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MBF-M1 Ace	*	*	*	7	6	12	2	8	3+	7-12+	15"	3+	3+
A MBF-M1 Ace is a single	model eq	uipped	l with E	Bean	ո Sab	ers,	a Bea	am Ri	fle, a	4-6	12"	4+	4+
Combat Shield, Titanic Fe	et, and Tw	in Link	CIWS	3.						1-3	8"	5+	5+
WEAPON	RANGE	T	YPE		S	AP	D	ABII	LITIES				
Anti Ship Sword	Melee	N	/lelee		Sx2	-2	D6		en attacking om the Hit i	g with this weapor oll.	ı, you	must sı	ubtract
Beam Rifle	36"	He	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	/lelee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	N	/lelee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Anti Ship Swords	Melee	N	⁄lelee		Sx2	-2	D6	1 fro	m the Hit ı may make	g with this weapor roll. When attackir an additional atta	g with	this we	eapon,
Twin CIWS	12"	Rap	id Fire	2	4	0	2	Add	1 to all to	hit rolls against tai	gets t	hat can	Fly.
WARGEAR OPTIONS	This unit	•	ike an	Anti	Ship	Swo	rd (P	ower	Rating +1) or Twin Anti Ship	Swor	ds (Po	wer
	Combat shield has						nbat	rolls		our opponent mus s that target this m e.			om hit
ABILITIES	Core Exp	lodes	(p. 1)					Mob	ile Suit (p	. 1)			

Character, Titanic, Vehicle, Mobile Suit, Fly, Space, Ground

FACTION KEYWORDS CE, CE71, Orb

KEYWORDS

		RO	ON	DO	G		NA					
13 POWER			SA Ml						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Rondo Gina Sahaku	*	*	*	7 7	15	3	8	3+	8-15+	12"	3+	3+
Rondo Gina Sahaku in a l equipped with Beam Sabe Twin Link CIWS. Only on army.	ers, a Bean	n Rifle,	a Con	bat Sh	ield,	Titan	ic Fe	et, and	5-8 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AF	D	AE	BILITIES				
Bazooka	48"	Hea	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o o inflicts a mortal v			
Beam Sabers	Melee	M	lelee	+3	-3	2D		Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Titanic Feet	Melee	M	lelee	Use	r -2	D3	B Ma	ake 3 hit roll	s for each attack v	vith thi	s weap	on.
Twin CIWS	12"	Rapi	d Fire 2	2 4	0	2	Ad	d 1 to all to	hit rolls against ta	rgets t	hat car	Fly.
WARGEAR OPTIONS	This unit r	nay tal	ke Baz	ooka (F	owe	r Rat	ing -	3).				
	Combat S shield has					mbat	rol		our opponent mus s that target this m se.			om hit
ABILITIES	Core Exp	lodes	(p. 1)				Мс	bile Suit (p	o. 1)			
FACTION KEYWORDS	CE, CE71	, Orb										
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, C	hara	cter,	Rond	o Gina Sah	aku, Gundam, Spa	ace, G	round	

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RONDO GINA SAHAKU MBF-P01-ReAMATU

DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rondo Gina Sahaku	*	*	*	7	7	15	4	9	3+	8-15+	12"	2+	3+
Rondo Gina Sahaku in a MBF-P01-ReAMATU Gundam Astray Gold Frame Amatsu is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield,										5-8	9"	3+	4+
Three Heavy Darts, Titanic Feet, and Twin Link CIWS. Only one model with Rondo Gina Sahaku may be taken for your army. This model may not be taken in the same army with Nicol Amalfi in the GAT-X207.									1-4	5"	4+	5+	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam 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 Dart	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

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

Core Explodes (p. 1)

Infiltration: During deployment, you may activate Mirage Colloid rather than placing this model on the battlefield. At the end of any of your movement phases, you may set up this model anywhere on the battlefield, more than 9" from any enemy model.

Phase Shift Shield A model equipped with a Phase Shift Shield system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 4+ invulnerable save against Kinetic attacks.

Energy Absorption Claw: You may forgo one of your attacks in the Fight Phase to drain power from your enemy. Deal 1 mortal wound to regain 1 wound lost in this battle; you may not go above your starting Wounds characteristic.

Mobile Suit (p. 1)

Mirage Colloid: This model may activate Mirage Colloid at any time by taking a mortal wound. The Mirage Colloid remains active until it is turned off. Activating Phase Shift automatically disables Mirage Colloid, and activating Mirage Colloid disables Phase Shift. When Mirage Colloid is active, all ranged attacks against this model are resolved as if an Overwatch shot, and will only hit on a 6+.

ABILITIES

FACTION KEYWORDS

CE, CE71, Orb

KEYWORDS

Titanic, Vehicle, Mobile Suit, Character, Rondo Gina Sahaku, Gundam, Space, Ground

29 POWER	E		HR GN							DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Athrun Zala	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Fatum-00	24"	6+	4+	4	5	6	1	9	4+	5-9	10"	3+	3+
Athrun Zala in the ZGMF- two Beam Boomerangs, a Saber, and Twin Link CIW Twin CIWS, and Twin Link be taken for your army.	Beam Rifle S. The Fat	e, a C um-00	ombat) is equ	Shie uippe	eld, T ed wit	itanio th two	Fee Bea	t, a Tw ım Caı	vin Beam nnons,	1-4	6"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D		ITIES				
Beam Boomerang	24"	Ass	ault D3	3	8	-3	2D3	weap	on, it also	roll a wound roll on inflicts a mortal w	vound		
Beam Cannon	36"	Не	eavy 1		8	-3	4	weap	on, it also	roll a wound roll o inflicts a mortal v	vound		
Beam Rifle	36"	Нє	eavy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	1elee		User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Saber	Melee	N	1elee		S+3	-3	2D3	weap	on, it also	roll a Wound roll on inflicts a Mortal Nots, it can make on on.	Vound	l. Each	time
Twin Link CIWS	12"	Rapi	id Fire	4	4	0	2	Add [′]	1 to all to	hit rolls against ta	rgets t	hat car	ı Fly .
Twin Link Small Cannons	30"	As	sault 2		7	-1	2	Add ²	1 to all to	hit rolls against ta	rgets t	hat car	ı Fly.
	Fatum-00: This model may detach or attach the Fatum-00 unit at the beginning of any of your Movement phases, as long as the Fatum-00 unit is within 3" of this model. When detached, the Fatum-00 is treated as a separate unit for all rules purposes. When attached to Athrun Zala in the ZGMF-X09A, Athrun Zala gains two Beam Cannons, but the other weapons cannot be used. Also, when attached, Athrun Zala gains Fly and Hard to Hit. Whirling Dervish: This model may reroll attached the Fight phase if it charged in the Charge plants the Fight phase if it charged in the Fight phase if it charged in the Fight phase if it						arge ph t is with ate any of this n hift: A celler P	ase. nin 3" nodel. model Phase					
ABILITIES	Hard to H subtract 1 target this	from I	hit rolls	for Sh	attac ooting	ks th g pha	ise.	Mobi	le Suit (p	5+ invulnerable s	les (p.		
PSYKER	psychic point each en	ower ir nemy p nifestin	n each osychic ng. No	frier pha te -	ndly p ase.	sych It ma	ic ph y use	ase, a any p	nd can at oower fror	nodel can attempt tempt to deny a si m the SEED Facto nite, and do not da	ngle p or Disc	sychic ipline (լ	power o. 1)
FACTION KEYWORDS	CE, CE71	, Orb											
KEYWORDS	Titanic, Ch Space, Gr		er, Veh	icle	, Mob	ile S	uit, G	undan	n, Psyker,	, SEED Factor, Atl	nrun Z	ala, Fly	,

32 POWER		KIR. ZG							DAMAGE Some of this moo change as it suffe shown below:			
NAME	M	WS BS	S S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kira Yamato	*	* *	8	7	18	5	9	3+	10-18+	15"	2+	2+
Kira Yamato in the ZGMF a Beam Rifle, a Combat S Twin Beam Sabers, and be taken for your army.	Shield, two l	Plasma Ca	annon	s, two	Rail	guns,	Titani	c Feet,	5-9 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	E	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy	3	8	-3	4			roll a wound roll o inflicts a mortal v			
Plasma Cannon	48"	Heavy	3	8	-3	4			roll a wound roll o inflicts a mortal v			
Railgun	48"	Heavy	1	8	-3	2D3	-					
Titanic Feet	Melee	Mele	Э	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
Twin Beam Sabers	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each the bearer fights, it can make one additional a Melee Melee +3 -3 2D3 with this weapon.					time						
Twin Link CIWS	12"	Rapid Fi	re 2	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat car	Fly.
	Ultimate (reroll rang phase if it phase.	ed attacks did not mo	s in the ove in	e Shoo the M	oting love	ment	Hard rolls f	or attacks ting phas	our opponent mus s that target this m	nodel i	n the	
ABILITIES	shield has	-		ole sav	/e.		Shift	system al	a Neutron Jamme ways has 3+ invu c attacks.			
PSYKER	SEED Factors psychic point each en when man	Core Explodes (p. 1) against Kinetic attacks. SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	CE, CE71	, Orb										
KEYWORDS	Titanic, Ch Space, Gr		ehicle	e, Mob	ile S	uit, P	syker,	SEED Fa	ctor, Kira Yamato	, Gund	dam, Fl	y,

4

POWER

AQM/E-X01 AILE STRIKER

The AQM/E-X01 is equipped with Beam Sabers. This model must be taken as a Striker Pack Option.

mo rame no recip	, , , , , , , , , , , , , , , , , , ,			u O		o tanon do d ountor i don optioni		
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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
WARGEAR OPTIONS	The model	The model taking this pack may take a Beam Rifle (Power Rating +4). The model taking this pack may take a Combat Shield (Power Rating +1). The model taking this pack may not take any optional weapons from it's Wargear Options .						
	11				Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
	If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this model in the Shooting		lls	Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal				
GRANTED ABILITIES	phase.					Wound.		
FACTION KEYWORDS	CE, CE71,	Orb						
GRANTED KEYWORDS	Fly							

POWER

AQM/E-X02 SWORD STRIKER

The AQM/E-X02 is equipped with a Beam Anti Ship Sword, a Beam Boomerang, and a Small Shield. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.		
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
WARGEAR OPTIONS	The mode	The model taking this pack may not take any optional weapons from it's Wargear Options .						
GRANTED ABILITIES	it's Rocket charge rol it subtracts characteris phase. If a ability, it m moving an Charge ph Airborne	nchors: A mode Anchors to ad I. If the model is 1 from it's Attaction at the new a model has the lay instead turned declare a challes. If a model ability, it may a prin the Fight plant.	d up to uses the ack ext Character Super or up to arge in the last the track m	6" to his along the his along	o a pility, nic after	Small Shield: A model with a combat shield has a 6+ invulnerable save. Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.		
FACTION KEYWORDS	CE, CE71	, Orb						

13 POWER

AQM/E-X03 LAUNCHER STRIKER

The AQM/E-X03 is equipped with a Beam Launcher and a Combo Weapon Pod. This model must be taken as a Striker Pack Option.

r dok Option.								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.		
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Combo Weapon Pod						one or both of the profiles listed below. If you choose with this weapon.		
120mm Gatling	30"	Assault D6	7	-1	1	-		
Twin Gun Launcher	30"	Assault 2	6	-1	D3	-		
WARGEAR OPTIONS	The mode	I taking this pac	k may	not t	take a	any optional weapons from it's Wargear Options.		
GRANTED ABILITIES	Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound. Long Shot: If the model equipped with this pack has Supersonic, then it may fire the Beam Launcher if it moved only its minimum speed.							
FACTION KEYWORDS	CE, CE71	, Orb						

21 POWER

AQM/E-YM1 PERFECT STRIKER

The AQM/E-YM1 is equipped with a Beam Anti Ship Sword, a Beam Boomerang, a Beam Launcher, Beam Sabers, a Combo Weapon Pod, and a Small Shield. This model must be taken as a Striker Pack Option for **Mobile Suit** models only.

Offity.								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.		
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.		
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Combo Weapon Pod						one or both of the profiles listed below. If you choose with this weapon.		
120mm Gatling	30"	Assault D6	7	-1	1	-		
Twin Gun Launcher	30"	Assault 2	6	-1	D3	-		
WARGEAR OPTIONS	The model	taking this pac	k may	not	take a	any optional weapons from it's Wargear Options.		
	with this patime Phase not take the Rocket Ar Rocket And	Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase. Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge						
GRANTED ABILITIES	roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.			•		onian onicia. A model with a combat shicia		
FACTION KEYWORDS	CE, CE71, Orb							
GRANTED KEYWORDS								
	-							

9 P202QX INTEGRATED POWER WEAPONS STRIKER PACK (IWSP)

The P202QX is equipped with a 120mm Gatling, a Beam Boomerang, a Combat Shield, two Railguns, Twin Anti Ship Swords, and Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
120mm Gatling	30"	Assault D6	7	-1	1	-		
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Railgun	48"	Heavy 1	8	-3	2D3	-		
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.		
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .		
WARGEAR OPTIONS		l taking this pad Beam Rifle.	ck may	not	take a	any optional weapons from it's Wargear Options		
	subtract 1 target this	it: Your oppone from hit rolls fo model in the S	r attac hootin	ks th g pha	ase.	Combat Shield : A model with a combat shield has a 5+ invulnerable save.		
	opponent	If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this model in the Shooting		lls	Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal			
GRANTED ABILITIES	phase.					Wound.		
FACTION KEYWORDS	CE, CE71	, Orb						
GRANTED KEYWORDS	Fly							

ORB POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, MBF-M1	1	110

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MBF-M1	1	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MBF-M1	1	100

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FFX-550	1-3	40

STRIKER PACKS AND SUPPORT UNITS								
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)							
AQM/E-X01	35							
AQM/E-X02	15							
AQM/E-X03	5							
AQM/E-YM1	45							
P202QX	35							
Fatum-00	35							

CHARACTERS		
UNIT	MODELS PER UNIT	
Cagalli Yula Athha, FFX-550	1	70
Mwu La Flaga, FFX-550	1	70
Mwu La Flaga, GAT-X105	1	160
Cagalli Yula Athha, MBF-02	1	165
Rondo Gina Sahaku, MBF-P01	1	115
Rondo Gina Sahaku, MBF-P01-ReAMATU	1	165
Athrun Zala, ZGMF-X09A	1	235
Kira Yamato, ZGMF-X10A	1	270

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
120mm Gatling	30
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Launcher	200
Beam Rifle	75
Combo Weapons Pod	45
Heavy Dart	6
Plasma Cannon	85
Railgun	25
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Anti Ship Sword	20
Armor Schneider	15
Beam Anti Ship Sword	40
Beam Sabers	40
Titanic Feet	0
Twin Anti Ship Swords	30
Twin Beam Sabers	50

OTHER WARGEAR								
WARGEAR	POINTS PER ITEM							
Combat Shield	20							
Small Shield	10							

ORB WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
Sniper Mode	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combo Weapons Pod		ing with this weap made with this we		ose on	e or both	n of the profiles listed below. If you choose both, subtract 1 from
120mm Gatling	30"	Assault D6	7	-1	1	-
Twin Gun Launchers	30"	Assault 2	6	-1	D3	-
Heavy Dart	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Plasma 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.
Rail Gun	48"	Heavy 1	8	-3	2D3	-
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly .
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.

MERCENARY CE71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your miniatures from various CE Mercenary groups. 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 Mercenary units - these are described below and referenced on the datasheets.

KEYWORDS

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

<Group>

Several different Mercenary groups were operating in CE71. These groups often worked with and against each other, so while the **Mercenary** faction may contain them all, certain abilities may affect only units from a given group such as **Junk Guild** or **Serpent Tail**. If a unit has **<Group>** in the keywords, it may be used for any **Mercenary** group, and gains the appropriate keyword when the army is built.

ABILITIES

The following abilities are common to several Mercenary units:

Mobile Suit

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

Core Explodes

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

POWER		LOW. MB				E		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Lowe Guele	*	* * 7	7	15	3	8	3+	8-15+	12"	3+	3+
Lowe Guele in a MBF-P02 Gundam Astray Red Frame is a single model eq with Beam Sabers, a Beam Rifle, a Combat Shield, a Small Beam Gun, Tita Feet, and Twin Link CIWS. Only one model with Lowe Guele may be taker your army.							ınic	5-8 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI [*]	TIES				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Gerbera Straight	Melee	Melee	Sx2	-4	2D3	-					
Small Beam Gun	12"	Pistol 2	8	-3	2			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	vith thi	s weap	on.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	weapo	n, it also	roll a Wound roll on inflicts a Mortal Volts, it can make on on.	Vound	. Each	time
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This unit r	may take a Gerb may replace its may take an Ast	Comba	at Sh	ield w	ith Twi	n Beam	Sabers (Power R a	ating -	+2).	
	Mobile Su	uit (p. 1)				Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
ABILITIES	Astray Flight Pack: When equipped, this model gains Fly and adds 1 to the penalty for attacks targeting this model in the shooting phase (to -2).					Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1)					d has
FACTION KEYWORDS		, Mercenary, Ju		ild		50161	-xpioue	(β. 1)			
KEYWORDS	-	•			ter I a	owe Gu	ele Gur	ndam, Space, Gro	und		
	ritariio, ve		۵.c, OII	a. a0	,(Ou	Jio, Gui	Taarri, Opado, Ordi	u		

14 POWER	G	AI MU MB				M	0	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gai Murakamo	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+
Gai Murakamo in a MBF-Fequipped with Beam Sabe Twin Link CIWS. Only on	ers, a Bean	n Rifle, a Comba	at Shie	eld, T	ītanic	Feet,	and	5-8 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m Type to Heavy D6.		odels, c	change
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	change
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
This unit may replace the Beam Rifle with a Bazooka (Power Rating -3). This unit may replace the Combat Shield with a Bazooka. This unit may take a Missile Launcher (Power Rating +1). This unit may take one Three Shot Missile Launcher (Power Rating +1) or two Three Shot WARGEAR OPTIONS Missile Launchers (Power Rating +2).											
ABILITIES	Mobile Suit (p. 1) Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that						Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1)				d has

Titanic, Vehicle, Mobile Suit, Character, Gai Murakamo, Gundam, Space, Ground

CE, CE71, Mercenary, Serpent Tail

FACTION KEYWORDS

KEYWORDS



GAI MURAKAMO MBF-P03secondL

DAMAGE

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

NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Gai Murakamo	*	* *	7 7	15	5	9	3+	8-15+	12"	2+	2+
Gai Murakamo in a MBF-F single model equipped wit and Twin CIWS. Only one	h two Armo	or Schneiders,	the Tac	ctical	Arms	s, Titar	nic Feet,	5-8 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Armor Schneider Tactical Arms 120mm	Melee	Melee	+1	-1	1		nodel fight	n two Armor Schn ts it may make an			
Gatling	30"	Assault 2D6	7	-1	1	-					
Tactical Arms Sword	Melee	Melee	Sx2	-3	6		n attacking n the hit r	g with this weapor oll.	ı, you	must sı	ubtract
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add ′	1 to all to l	hit rolls against ta	rgets t	hat can	Fly.
	reconfigur your move Gun Mode	arms: This sys ed at the begin ement phases e, or Flight Moo	nning of to Swor de.	eacl d Mo		Sword Mode: The Tactical Arms forms the massive Tactical Arms Sword, usable as a makeshift shield. It can split apart so the Tactical Arms 120mm Gatling can be used in the Shooting Phase as well, but subtract 1 from all hit rolls. Treat it as having a Small Shield.					hield. s well,
	Small Shield: A model with a small shield has a 6+ invulnerable save. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1) Mobile Suit (p. 1) Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that						Gun Mode: The Tactical Arms focuses on the Tactical Arms 120mm Gatling, but provides shielding for the model. Treat it as having a Combat Shield, but the Tactical Arms Sword may not be used in the Fight Phase.				
							Flight Mode: The Tactical Arms forms a flight pack, granting Fly and adds 1 to the penalty for attacks targeting this model in the shooting phase (to -2). The Tactical Arms 120mm Gatling may be used only to shoot at units behind this model, and the Tactical				
ABILITIES	target this	model in the	Shooting	g pha	ise.			ay not be used in			
FACTION KEYWORDS	-	, Mercenary, S									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Character, Gai Murakamo, Gundam, Space, Ground									

6 POWER		ZGM G	IF-		17	7		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
ZGMF-1017	*	* * 7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017 is a single model equipped with a Heavy Machine Gur Sword, and Titanic Feet.				n, a H	eavy	4-6 1-3	11" 6"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Cannon	36"	Heavy 1	8	-3	4			roll a wound roll o inflicts a mortal v			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	battle	e. When t more units	is weapon may or argeting units with s, change this wea	i İmm e	obile or	
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	change
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers. VARGEAR OPTIONS This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).							/0			
ABILITIES	Core Exp	lodes (p. 1)				Mob	i le Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	, Mercenary, <0	Group>	•							
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					



KEYWORDS

ZGMF-1017 GINN VETERAN

DAMAGE

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

NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
ZGMF-1017 Veteran	*	* *	7 7	12	2	8	3+	7-12+	15"	4+	3+
A ZGMF-1017 Veteran is a single model equipped with a Heavy Machine Gun, a							4-6	11"	5+	4+	
Heavy Sword, and Titanio	Feet.							1-3	6"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Cannon	36"	Heavy 1	8	-3	4			roll a wound roll o inflicts a mortal w			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	battle	e. When t more units	is weapon may or argeting units with s, change this wea	İmm	obile o	r with
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	Use	r - 2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Three Shot Missile Launcher	60"	Rapid Fire D	03 6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change
WARGEAR OPTIONS	Heavy Mi	ssile Launche	ers.	-				azooka, a Beam (ners (Power Ratir			/O
ABILITIES	Core Exp	olodes (p. 1)				Mob	il e Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	I, Mercenary,	<group< td=""><td>></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></group<>	>							

Titanic, Vehicle, Mobile Suit, Space, Ground

7 POWER		ZGM GIN						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ZGMF-1017 Ace	*	* * 7	7	12	2	8	3+	7-12+	15"	3+	3+
A ZGMF-1017 Ace is a single model equipped with a Heavy Machine Heavy Sword, and Titanic Feet.					e Gun,	, a	4-6 1-3	11" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Heavy Machine Gun	30"	Assault 6	6	-1	1	-					
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	battle	e. When to more units	is weapon may or argeting units with s, change this wea	i <mark>lmm</mark>	obile o	r with
Heavy Sword	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	is weap	on.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers. S This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).										
ABILITIES	Core Exp	olodes (p. 1)				Mobi	ile Suit (p	. 1)			
FACTION KEYWORDS	CE, CE71	, Mercenary, <	Group>	•							
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile Sı	uit, S	pace,	Ground				

MERCENARY POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, ZGMF-1017	1	85

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, ZGMF-1017	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-1017	1	75

SUPPORT UNITS					
UNIT	POINTS PER PACK (DOES INCLUDE WARGEAR)				
Astray Flight Pack	30				
Tactical Arms	100				

CHARACTERS							
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)					
Lowe Gule, MBF-P02	1	115					
Gai Murakamo, MBF-P03	1	135					
Gai Murakamo, MBF-P03secondL	1	135					

RANGED WEAPONS					
WEAPON	POINTS PER WEAPON				
Bazooka	25				
Beam Cannon	25				
Beam Rifle	75				
Heavy Machine Gun	30				
Heavy Missile Launcher	15				
Missile Launcher	25				
Small Beam Gun	25				
Three Shot Missile Launcher	25				
Twin Link CIWS	10				

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Armor Schneider	15
Beam Sabers	40
Gerbera Straight	40
Heavy Sword	15
Titanic Feet	0
Twin Beam Sabers	50

OTHER WARGEAR				
WARGEAR	POINTS PER ITEM			
Combat Shield	20			

MERCENARY WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Machine Gun	30"	Assault 6	6	-1	1	-
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.
Missile Launcher	72"	Heavy 3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Small Beam Gun	12"	Pistol 2	8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Tactical Arms 120mm Gatling	30"	Assault 2D6	7	-1	1	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Gerbera Straight	Melee	Melee	Sx2	-4	2D3	-
Heavy Sword	Melee	Melee	+1	-2	D3	-
Tactical Arms Sword	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the hit roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR				
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.			
Small Shield	A model with a Small Shield has a 6+ invulnerable save.			