

MARIMEIA AC196 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Gundam Allies 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 Marimeia Army 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 **AC**, **AC196**, **Gundam Allies**, **Marimeia**, **Ground**, and **Space**. **AC** defines the particular universe of Gundam that these suits fall into, **AC196** as the year the unit was deployed, and **Gundam Allies** as the Gundam Allies faction. **Marimeia** refers to the Marimeia Army faction 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.

ABILITIES

The following abilities are common to several Gundam Allies units:

Mobile Suit

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

Core Explodes

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


Weapon Types

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

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

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

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

<div><div>11</div><div>POWER</div></div> <div>MMS-01 SERPENT</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
MMS-01	*	*	*	7	7	15	2	7	2+	8-15+	12"	4+	4+
An MMS-01 Serpent is a single model equipped with a Mega Particle Cannon, two Missile Launchers, and Titanic Feet.										4-7	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Gatling Gun	36"	Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
WARGEAR OPTIONS	This model may replace its Mega Particle Cannon with a Bazooka (Power Rating -2) or a Twin Beam Gatling Gun (Power Rating +1).												
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	AC, AC196, Marimeaia												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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MMS-01 SERPENT
OFFICER

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
MMS-01 Officer	*	*	*	7	7	15	2	7	2+	8-15+	12"	3+	3+
An MMS-01 Serpent Officer is a single model equipped with a Mega Particle Cannon, two Missile Launchers, and Titanic Feet.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Missile Launcher													
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Gatling Gun	36"	Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
WARGEAR OPTIONS	This model may replace its Mega Particle Cannon with a Bazooka (Power Rating -2) or a Twin Beam Gatling Gun (Power Rating +1).												
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	AC, AC196, Marimeia												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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TROWA BARTON
MMS-01

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
Trowa Barton	*	*	*	7	7	15	2	7	2+	8-15+	12"	4+	2+
Trowa Barton in an MMS-01 Serpent is a single model equipped with two Missile Launchers, Titanic Feet, and a Twin Beam Gatling Gun. Only one model with Trowa Barton may be included in your army.										4-7	9"	5+	3+
										1-3	5"	6+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Missile Launcher													
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Gatling Gun	36"	Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	AC, AC196, Marimeia												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton												

<div><div></div><div>4</div><div>POWER</div></div> <div>OZ-06MS LEO</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
OZ-06MS	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
100mm Machine Gun	24"		Rapid Fire 2D3		6	-1	1						
180mm Cannon	48"		Heavy 1		8	-3	2D3						
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
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.					
Beam Pistol	24"		Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div>This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2).</div>													
WARGEAR OPTIONS													
<div><div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div><div><div>Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit.</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></div>													
ABILITIES													
FACTION KEYWORDS AC, AC196, Marimeaia													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground													



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OZ-06MS LEO VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
OZ-06MS Veteran	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veteran is a single model equipped with a 100mm Machine Gun and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1							
180mm Cannon	48"	Heavy 1		8	-3	2D3							
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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.						
Beam Pistol	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit .						
	Mobile Suit (p. 1) Core Explodes (p. 1)						Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
FACTION KEYWORDS	AC, AC196, Marimeia												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

OZ-12SMS TAURUS

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
OZ-12SMS	*	*	*	8	7	15	2	7	3+	7-12+	12"	4+	3+
An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	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+ for this weapon, it also inflicts a mortal wound.
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).
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<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</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>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>

FACTION KEYWORDS	AC, AC196, Marimeia
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground
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POWER

CHANG WUFEI

XXXG-01S2 (EW)

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Chang Wufei	*	*	*	8	8	18	4	9	2+	10-18+	12"	2+	3+
Chang Wufei in the XXXG-01S2 (Endless Waltz) Altron Gundam is a single model equipped with two Dragon Claws, Titanic Feet, a Twin Beam Trident, and Twin Link 60mm Vulcans. Only one model with Chang Wufei may be taken for your army.										5-9	9"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Dragon Claw	Melee	Melee		+2	-3	D3	When attacking with two of these weapons, you may make an additional attack with them this turn.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
							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 Beam Trident	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you may make an additional attack with it this turn.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
							Dragon Claw: When Charging, you may add 6" to the result of your Charge roll. If you do so, the first attack in the Assault must be with a Dragon Claw. This model also has a 5+ invulnerable save.						
ABILITIES	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.						Mobile Suit (p. 1); Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC196, Marimeia												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam												

MARIMEIA 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)
Officer, MMS-01	1	100

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-06MS	1	60

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MMS-01	1	90

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, OZ-06MS	1	65
OZ-12SMS	1	125

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Trowa Barton, MMS-01	1	105
Chang Wufei, XXXG-01S2 (EW)	1	250

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
100mm Machine Gun	25
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Pistol	65
Beam Rifle	75
Laser Gun	50
Mega Particle Cannon	80
Missile Launcher	25
Twin Beam Gatling Gun	100
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Dragon Claw	25
Titanic Feet	0
Twin Beam Trident	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Flight Pack	35

MARIMEIA WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
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 Pistol	24"	Pistol 3	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.
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the invulnerable save from Beam Shield Teams.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2	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 to hit rolls against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Dragon Claw	Melee	Melee	+2	-2	D3	If attacking with two Dragon Claws, each time this model fights it may make an additional attack with them.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Trident	Melee	Melee	Sx2	-3	D6	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. 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.
Flight Pack	A model with a Flight Pack gains Fly and Hard to Hit .