OMNI ENFORCER CE 71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Oppose Militancy and Neutralize Invasion Enforcer (OMNI Enforcer, OMNI) 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 OMNI 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**, **OMNI**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE71** as the year the unit was deployed, and **OMNI** as the OMNI Enforcer Army. 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 OMNI 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**).

(Power Raulig +10).						
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 Str	iker l	Pack.		
	and can of can Fly, a attacked in can Fly. Hard to H subtract 1	This model can nly be charged to the can only attant the Fight phas it: Your opponer from hit rolls for model in the Sh	oy un ck or e by nt mu 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)
ABILITIES	Striker Pa	nck System (p. 1	1)			Core Explosion (p. 1)
FACTION KEYWORDS	CE, CE71	, OMNI				
KEYWORDS	Fly, Vehicl	e, Striker Pack S	Syste	m, Gr	ound	



CAGALLI YULA ATHHA

FX-550

NAME	М	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"	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 I	⊃ack.								
ABILITIES	and can o can Fly , a attacked in can Fly . Hard to H subtract 1 target this	This model can nly be charged I nd can only atta n the Fight phas it: Your opponer from hit rolls for model in the Shape System (c)	by un ick or ie by nt mu nt attach	its that be units the state of the control of the c	at that	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	SEED Face psychic poin each er	ower in each frie nemy psychic ph	is co endly ase.	psych It ma	ic ph y use	Vehicle Squadron (p. 1) 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						
PSYKER	from Perils	from Perils of the Warp. Natural SEED: This model subtracts 1 from all psyker rolls.										
FACTION KEYWORDS	CE, CE71	, OMNI										
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.

Titilit Ellint Gitte, and Titil	I LIIIK OIIIG	i Garinene. Grin	, 0110	mode	,, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Timita La Tiaga may be meladed 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 of can Fly, a attacked in can Fly. Hard to Hisubtract 1	This model cannly be charged on the Fight phase it: Your oppone from hit rolls for	by un ack or se by t nt mu r attac	its that be units t	that	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 Shooting phase.					Vehicle Squadron (p. 1)			
ABILITIES	Striker Pa	ack System (p.	1)			Core Explosion (p. 1)			
FACTION KEYWORDS	CE, CE71	, OMNI							

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

D 10 POWER	S	G FRIK	AT- E D	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			
GAT-01	*	* *	7 6	12	2	7	3+	7-12+	12"	4+	4+			
A GAT-01 is a single mod	el equipped	d with a Beam	n Rifle + 0	Gren	nade I	_aunc	her.	4-6	9"	5+	5+			
		c Feet, and a Combat Shield. 1-3 5" 6+ 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES							
Beam Rifle + Grenade Launcher		g this weapo from all hit ro						es below. If you ch	noose	both,				
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o o inflicts a mortal w						
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon r	nay only be fired o	nce p	er battl	e.			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o o inflicts a mortal w						
CIWS	12"	Rapid Fire 2	2 4	0	2	Add	1 to all to	hit rolls against tar	gets t	that car	ı Fly.			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack w	ith th	is weap	on.			
ABILITIES		Shield: A mod a 5+ invulne			nbat	at Mobile Suit (p. 1) Core Explodes (p. 1)								
FACTION KEYWORDS	CE, CE71	, OMNI												

Titanic, Vehicle, Mobile Suit, Space, Ground

11
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GAT-01 STRIKE DAGGER ACE

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
GAT-01 Ace	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
A GAT-01 Ace is a single r	A GAT-01 Ace is a single model equipped with a Beam Rifle + Grenade Launcher,												
Beam Sabers, CIWS, Titar		,	1-3	5"	5+	5+							
MEADON	DANCE	-	VDE		_	4 D	_	A D II	ITIEO				

Deam Sabers, Civvo, Tita	Thic reet, and a Combat Shield.													
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Rifle + Grenade Launcher		When firing this weapon, choose one or both of the profiles below. If you choose both, ubtract 1 from all hit rolls made with this weapon.												
Beam Rifle	36"	Heavy 3	8	-3	4	•	roll a wound roll inflicts a mortal							
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon m	nay only be fired	once p	er battle	€.				
Beam Sabers	Melee	Melee	+3		roll a wound roll inflicts a mortal									
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to	hit rolls against t	argets t	hat can	Fly.				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls	for each attack	with thi	s weap	on.				
ABILITIES		hield : A model a 5+ invulnera			nbat	Mobile Suit (p Core Explode	,							
FACTION KEYWORDS	CE, CE71,	CE, CE71, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground													

6 POWER			GAT		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	
GAT-01A1	*	*	* 7	6	12	2	8	3+	7-12+	12"	4+	3+	
A GAT-01A1 is a single m Titanic Feet, and Twin Lin		ped with	n two Ar	nti Infar	ntry C	Guns,	Beam	Sabers,	4-6 1-3	9" 5"	5+ 6+	4+ 5+	
WEAPON	RANGE	TY	'PΕ	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid F	Fire 2D3	3 6	-1	1	_						
Anti Infantry Gun Beam Rifle + Grenade		Rapid	Fire 2 /eapon,	4 choos			this w may l oth of	veapon's for the fired when the profile th	g units with 5 or n type to Rapid Fire ithin 1" of an ene es below. If you c	e 4. Th my uni	is wear t.		
Launcher	subtract 1	trom al	I hit roll	s made	with	this	•						
Beam Rifle	36"	Hea	ıvy 3	8	-3	4			roll a wound roll of inflicts a mortal of				
Grenade Launcher	30"	Assa	ault 1	6	-1	D3	This	weapon m	nay only be fired	once p	er battle	Э.	
Beam Sabers	Melee	Me	elee	+3	-3	2D3		•	roll a wound roll of inflicts a mortal				
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	3 hit rolls	s for each attack	with thi	s weap	on.	
Twin Link CIWS	12"	Rapid	Fire 4	4	0	2	Add 1	1 to all to	hit rolls against ta	argets t	hat can	Fly.	
WARGEAR OPTIONS	This unit in This unit in	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a 100mm Machine Gun (Power Rating +1) or a Beam Rifle + Grenade Launcher (Power Rating +4).											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE71	I, OMNI											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground											

7 POWER		GAT DAG							DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
GAT-01A1 Ace	*	* *	7 (6	12	2	8	3+	7-12+	12"	3+	3+	
A GAT-01A1 Ace is a sing Sabers, Titanic Feet, and			n two A	nti I	Infan	try G	uns, E	Beam	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	;	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid Fire 2	2D3 (6	-1	1	_						
Anti Infantry Gun Beam Rifle + Grenade	12" When firii	Rapid Fire	2 4	4 oose	0 e one	1 or b	this v	weapon's be fired v	ng units with 5 or not type to Rapid Fire within 1" of an enewes below. If you co	e 4. Th my uni	is wear t.		
Launcher	subtract 1	I from all hit	rolls m	ade	with	this	weap	on.					
Beam Rifle	36"	Heavy 3	; {	8	-3	4			roll a wound roll o inflicts a mortal				
Grenade Launcher	30"	Assault 1	1 (6	-1	D3	This	weapon i	may only be fired	once p	er battle	Э.	
Beam Sabers	Melee	Melee	+	-3	-3	2D3		•	ı roll a wound roll o inflicts a mortal				
Titanic Feet	Melee	Melee	Us	ser	-2	D3	Make	e 3 hit rol	ls for each attack	with thi	s weap	on.	
Twin Link CIWS	12"	Rapid Fire	4 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat can	Fly.	
WARGEAR OPTIONS	This unit	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a 100mm Machine Gun (Power Rating +1) or a Beam Rifle + Grenade Launcher (Power Rating +4).											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE7	1, OMNI											
KEYWORDS	Characte	CE, CE71, OMNI Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground											

11 POWER				YA T-X			ГО		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS		S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kira Yamato	*	*		8 7	18	5	9	3+	10-18+	12"	2+	2+
Kira Yamato in the GAT-x Armor Schneiders, Titanio Yamato may be taken for for your army.	Feet, and	Twin L	ink CIV	/S. Only	one	mod	el with	Kira	5-9 1-4	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	יד	YPE	S	AP	D	ABILI	TIES				
Anti Ship Sword	Melee	M	elee	Sx2	-2	D6		attacking the Hit r	g with this weapor oll.	ı, you	must s	ubtract
Armor Schneider	Melee	M	elee	+1	-1	D2		odel figh	h two Armor Schn ts it may make an			
Bazooka	48"	Hea	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, o	change
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	elee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapid	d Fire 2	4	0	2	Add 1	to all to	hit rolls against ta	gets t	hat car	Fly.
WARGEAR OPTIONS	This unit r This unit r This unit r Beam Rifl	nay tak nay tak	ke a Co ke an A	mbat Sh nti Ship	nield (), a Bazooka (Pov	ver R	ating +	1), or a
ABILITIES	shield has Mobile Si Core Exp	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Whobile Suit (p. 1) Core Explodes (p. 1) Phase Shift A model equipped with a Phase Shift 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 3+ invulnerable save against Kinetic attacks.										
PSYKER	psychic po in each er	ower in nemy p nifesting	each fi sychic ¡ g. Note	riendly p ohase.	sych It ma	ic ph y use	ase, ar any p	nd can att ower fron	nodel can attempt tempt to deny a si n the SEED Facto lite, and do not da	ngle p r Disc	sychic ipline (լ	power o. 1)
FACTION KEYWORDS	CE, CE71	, OMN	I									
KEYWORDS	Titanic, Cl Kira Yama						triker P	ack Syst	em, Psyker, SEEI) Fact	or, GAT	-x105,

30 POWER		ORG G		SA [-X			4K		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Orga Sabnak	*	* *	8	7	18	2	7	3+	10-18+	12"	5+	3+
Orga Sabnak in the GAT- two Beam Rifles, a Beam Beam Rifle. Only one mo	Launcher,	a Combat	Shiel	d, Tita	nic F	eet, a	and a		5-9 1-4	9" 5"	6+ 6+	4+ 5+
WEAPON	RANGE	TYP	E	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 Rifle	36"	Heavy	<i>'</i> 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Launcher	60"	Heavy :	2D3	9	-4	4	rema phas Save wear	nined stati e. Subtra e. Each tin oon, it also	only fire the Beam on ary in the prece ct 2 from any targe ne you roll a Wourd inflicts a Mortal worly be fired 3 time	ding net unit nd roll Vounc	novemes Invuli of 6+ w I. This	ent nerable
Ancillary Targets	60"	Heavy	<i>,</i> 2	9	-4	4	1" of auto inclu can l	a line dra matically l ding friend Fly. Each	m Launcher is fire wn from the firer to hit by the edges of dly units but exclude time you roll a Word also inflicts a Mor	the	arget is assive nodels to oll of 6	beam, hat
Titanic Feet	Melee	Mele		User	-2	D3		•	s for each attack w			on.
Twin Beam Rifle	36"	Heavy	<i>'</i> 6	8	-3	4			roll a wound roll o inflicts a mortal v			
WARGEAR OPTIONS	This mode	l may tak	e a Ba	azooka	a (Po	wer l	Rating	j +1).				
ARII ITIES	Core Expl	a 5+ invเ it (p. 1)	ılnera			bat	Variatime, next takes in a lactiv	able Phase and the emovements a Mortal coattle, do e, the mo	e Shift: A model of a Shift system may affects last until the of phase. When a Wound. The first not take the Morta del gains a 3+ involutions.	y active beging tivation time in the second	rate it a nning o ng, the t is acti nd. Wh	t any f your model vated nile
ABILITIES	psyker. He Factor Pow successful fails, this r	CPU:A rowever, the community of the comm	model nis mo oline ii sted, st atta	odel mon n each make a ck the	ust at of you a Ld close	temp our P checl est m	cal CF ot to or sychic k - pas rodel v	PU counts nly manife phases. ss, and no with every	c attacks. as a Newtype, an est Combat Hypnosevery time that Conthing else happen possible weapon,	sis fro mbat s. If th even	m the S Hypno: ne Ld ch if it is y	SEED sis is neck our
PSYKER									ower in each enem other models fron			
FACTION KEYWORDS	CE, CE71	CE, CE71, OMNI										

Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Space, Ground

POWER			EI AR G	RR		LS	SO	N		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
Edward Harrelson	*	*	*	8	7	18	2	7	3+	10-18+	12"	2+	3+
Edward Harrelson in the Cequipped with two Beam I Feet, and Twin Beam Antifor your army.	Boomerang	gs, a E	Beam F	Pistol,	, two	Lase	er Gu	ns, Ti	itanic	5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	1	ГҮРЕ		S	AP	D	ABI	LITIES				
Beam Boomerang	24"	Ass	sault D	3	8	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Beam Pistol	24"	Р	istol 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Laser Gun	24"	Pis	tol 2D	3	7	-2	3	-					
Titanic Feet	Melee	N	Melee	l	User	-2	D3	Mak	ce 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Anti Ship Swords	Melee	N	Melee		Sx2	-3	2D3	1 fro 6+ v Whe	om the Hit with this we with this we an attacking	g with this weapor roll. Each time you eapon, it also inflic g with this weapor ck in the Fight pha	roll a ts a M n, you	Wound ortal W	d roll of ound.
	it's Rocke charge ro it subtract characteri phase.	cocket Anchors: A model may activate is Rocket Anchors to add up to 6" to a arge roll. If the model uses this ability, subtracts 1 from it's Attack aracteristic until the next Charge lase.					Vari Vari time next	iable Phase able Phase able Phase e, and the et movemer es a Mortal	This unit may move, even if it has not see Shift: A model ease Shift system may effects last until the lat phase. When act wound. The first not take the Morta	declar equipp activ begin ctivatir time i	red a chared with ate it at nning of ng, the it is active.	narge. a a t any f your model vated	

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

ABILITIES

KEYWORDS

FACTION KEYWORDS

Core Explodes (p. 1)
CE, CE71, OMNI

active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

POWER 27]	RENA GA'				IA		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
Rena Imelia	*	* * {	3 7	18	2	7	3+	10-18+	12"	2+	3+
Rena Imelia in the GAT-x1 with two Beam Boomeran Twin Beam Anti Ship Swo army.	gs, a Beam	Pistol, two La	ser Gui	าร, Tั	itanic	Feet, a	nd	5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TES				
Beam Boomerang	24"	Assault D3	8	-3	2D3			roll a wound roll o inflicts a mortal v			
Beam Pistol	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Laser Gun	24"	Pistol 2D3	7	-2	3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	hit rolls	for each attack v	vith thi	s weap	on.
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	1 from 6+ with When a	the Hit r this we attacking	g with this weapor oll. Each time you apon, it also inflic g with this weapor k in the Fight pha	u roll a ets a M n, you	Wound ortal W	l roll of ound.
		nchors: A mod						his unit may mov even if it has not		-	
	charge roll	l. If the model s 1 from it's Att stic until the ne	uses th ack	is al		Variabl time, a next me takes a in a bar	e Phase nd the e ovemen Mortal ttle, do r	e Shift: A model of Shift system may offects last until the type of the system and type of the system of take the Mortal del gains a 3+ investigation.	y active e begin ctivatin time it	ate it at nning o ng, the i is activ nd. Wh	any f your model ated
ABILITIES	Core Expl	lodes (p. 1)						attacks.			
FACTION KEYWORDS	CE, CE71,	, OMNI									

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

▶ 2 4 27		FOUE GA	R SO			US		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Four Socius	*	* *	8 7	18	2	7	3+	10-18+	12"	3+	3+
Four Socius in the GAT- with two Beam Boomer. Twin Beam Anti Ship St army.	angs, a Beam	Pistol, two L	aser Gu	ns, T	Titanio	Feet,	and	5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Boomerang	24"	Assault D3	8	-3	2D3			ı roll a wound roll o o inflicts a mortal v			
Beam Pistol	24"	Pistol 3	8	-3	4		-	ı roll a wound roll o o inflicts a mortal v			
Laser Gun	24"	Pistol 2D3	7	-2	3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	vith th	is weap	on.
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	1 fron 6+ wi Wher	n the Hit th this we a attackin	ng with this weapon roll. Each time you eapon, it also inflic ng with this weapon ck in the Fight pha	u roll a ts a M n, you	Wound Wortal W	d roll of ound.
ABILITIES	it's Rocket charge rol it subtracts characteris phase. Hatred: TI hits in the	Core Explodes (p. 1) Rocket Anchors: A model may activate t's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, t subtracts 1 from it's Attack characteristic until the next Charge Core Explodes (p. 1) Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Variable Phase Shift: A model equipped with a									
PSYKER	psyker. He Factor Power successfur fails, this rown. This	Biological CPU :A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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.									

Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Space, Ground

FACTION KEYWORDS CE, CE71, OMNI

Shani Andras	25 POWER	S	SHANI GAT				AS		DAMAGE Some of this mod change as it suffe shown below:			
Shani Andras in the GAT-x252 Forbidden Gundam is a single model equipped with two 90mm Machine Guns, two 180mm Cannons*, a Heavy Scythe, a Mega Particle Cannon*, Titanic Feet, Twin Link CIWS, and a Twin Combat Shield. Only one model of this type may be taken for your army. WEAPON RANGE TYPE SAP DABILITIES 90mm Machine Gun 24* Rapid Fire D3 6 0 1 - When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 6* of the bearer and roll a D6. On a 4+, that unit takes 1 days of the bearer and roll a D6. On a 4+, that unit takes 2 model of the bearer and roll a D6. On a 4+, that unit takes 3 model must attempt to deny activate it at any time, and the effects last implicate a model atkes a Mortal Wound. Variable Phase Shift: A model equipped with a Variable Phase Shift with a model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. ABILITIES Mobile Suit (p. 1) Biological CPU-A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only marifest Combat Hypnosis from the First of the warpon. The Last Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing gles happens. If the Ld check fails, this model must attempt to only ansifiest Combat Hypnosis for the SEED Factor Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing gles happens. If the Ld check fails, this model must attempt to only ansifiest Combat Hypnosis is of the Warp. FACTION KEYWORDS CE, CE71, OMNI	NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
we 90mm Machine Guns, two 180mm Cannons*, a Heavy Scythe, a Mega Particle Cannon*, Titaric Feet, Twin Link CIWS, and a Twin Combat Shield. Only one model of this type may be taken for your army. WEAPON RANGE TYPE SAP DABILITIES When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D.B. On a 4+, that unit takes the bearer and roll a D.B. On a 4+, that unit takes weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D.B. On a 4+, that unit takes the bearer and roll a D.B. On a 4+, that unit takes weapon, and the part of the bearer and roll a D.B. On a 4+, that unit takes weapon, and the part of the bearer and roll a D.B. On a 4+, that unit takes weapon, and the part of the bearer and roll a D.B. On a 4+, that unit takes weapon, and the part of the bearer and roll a D.B. On a 4+, that unit takes weapon, and the part of the pa	Shani Andras	*	* * 8	7	18	2	7	3+	10-18+	12"	5+	3+
90mm Machine Gun 24" Rapid Fire D3 6 0 1 - When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds. Heavy Scythe Melee Melee Sx2 -4 6 D3 mortal wounds. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Railgun* 48" Heavy 1 8 -3 3D3 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a Wound roll of 6+ for this weapon, it also inflicts a mortal wound. Core Explodes (p. 1) Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save against When in Assault Mode, this model gains a 3+ invulnerable save against Beam and Laser shooting attacks. On a roll of 5+, it may attack an enemy unit within 6" using the profile of the weapon it saved against. It may also add the following to its Meap Partice Cannon profile: "This weapon ignores any bonus from Cover Saves. This weapon ignores any bonus from	two 90mm Machine Guns Cannon*, Titanic Feet, Tw	, two 180m in Link CIV	nm Cannons*, a VS, and a Twin	Heavy	, Scy	the, a	a Mega	a Particle				
When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds. 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. Railgun* 48" Heavy 1 8 - 3 3D3 - Titanic Feet Melee Melee User - 2 D3 Make 3 hit rolls for each attack with this weapon. Titanic Feet Melee Melee User - 2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Twin Link CIWS 36" Heavy 6 8 - 3 2 2 Variable Phase Shift: A model equipped with a Variable Phase Shift: A model the effects last until the beginning of your next movement phase. When activating the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable ABILITIES Mobile Suit (p. 1) When attacking with this weapon, choose an enemy unit within 9" of the weapon, it also inflicts a mortal wound. Core Explodes (p. 1) Assault Mode: This unit may transform to or from a High Speed Assault Mode, this model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable ave. Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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	WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Heavy Scythe Melee Melee Sx2 -4 6 D3 mortal wounds. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Railgun* 48" Heavy 1 8 -3 3D3 - Titanic Feet Melee Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a Wound roll of 6+ for this weapon, it also inflicts a Mortal Wound. Titanic Feet Melee Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Core Explodes (p. 1) Variable Phase Shiffs: A model equipped with a Variable Phase Shiff 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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 be the tool on take the tool only manifest 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 psychoic power in each enemy psychic phase.	90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
Mega Particle Cannon* 48" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound. Railgun* 48" Heavy 1 8 -3 3D3 - Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Core Explodes (p. 1) Variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. ABILITIES Mobile Suit (p. 1) Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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 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.	Heavy Scythe	Melee	Melee	Sx2	-4	6	1 from by thi the be	n the Hit i s weapor earer and	roll. If a Vehicle on, choose an enem roll a D6. On a 4	r a M o ny unit	onster i within	s slain 9" of
Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Variable Phase Shift: A model equipped with a Variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Trin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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, et also inflicts a mortal wound. Core Explodes (p. 1) Asault Mode: This unit may transform to or from a High Speed Assault Mode at the beginning of any of your Movement phases. In Assault Mode, this model gains a 3+ invulnerable save against Beam and Laser shooting attacks. On a roll of 5+, it may attack an enemy unit within 6" using the profile of the weapon ignores any bonus from Cover Saves. This weapon ignores any bonus from Cover Saves. This weapon may target units not visible to the bearer." Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else ha	Mega Particle Cannon*	48"	Heavy 3	8	-3	4						
Twin Link CIWS 36" Heavy 6 8 -3 2 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. ABILITIES Mobile Suit (p. 1) Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Core Explodes (p. 1) Assault Mode: This unit may transform to or from a High Speed Assault Mode at the beginning of any of your Movement phases. In Assault Mode, this model gains a 3+ invulnerable save against Beam and Laser shooting attacks. On a roll of 5+, it may attack an enemy unit within 6" using the profile of the weapon it saved against. It may also add the following to it's Mega Particle Cannon profile: "This weapon ignores any bonus from Cover Saves. This weapon may target units not visible to the bearer." Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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.	Railgun*	48"	Heavy 1	8	-3	3D3	-					
Twin Link CIWS 36" Heavy 6 8 -3 2 weapon, it also inflicts a mortal wound. Variable Phase Shiff: A model equipped with a Variable Phase Shiff system may activate it at any time, and the effects last movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take hoftal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. ABILITIES Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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 Warp. FACTION KEYWORDS CE, CE71, OMNI	Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
with a Variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save. Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model can attempt to deny a single psychic power in each enemy psychic phase. PSYKER Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.	Twin Link CIWS	36"	Heavy 6	8	-3	2		_				
ABILITIES Mobile Suit (p. 1) Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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. PSYKER PSYKER CE, CE71, OMNI		with a Var activate it until the b movemen model tak time it is a the Mortal model gai against Ki Twin Con twin comb	riable Phase Sh at any time, an eginning of you it phase. When es a Mortal Wo activated in a ba I Wound. While ins a 3+ invulne inetic attacks.	ift syst d the e ir next activa und. T attle, de e active rable s model	em reffect ting, he find not e, the save	nay s last the rst take	Assa High your I mode Shield Mega Gesc mode and L attack the w follow	ult Mode Speed As Movement el loses Fl d, but it man a Particle chmedig la el gains a Laser sho k an enen reapon it s ving to it's	This unit may tra seault Mode at the st phases. In Assa y and cannot use hay now use the G Cannon*, and Rail Panzer: When in A 3+ Invulnerable sa oting attacks. On ny unit within 6" us saved against. It r Mega Particle Ca	begin tult Mo the Tv eschn guns* Assaulave ag a roll sing th nay al nnon	ning of ode, this vin Con nedig P It Mode gainst B of 5+, if e profile so add profile:	any of s hbat anzer, , this eam t may e of the "This"
psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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 CE, CE71, OMNI	ABILITIES	Mobile S	, e , e									
FACTION KEYWORDS CE, CE71, OMNI	PSYKER	psyker. H Factor Po successfu fails, this i own. This	psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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.									
	FACTION KEYWORDS											<u> </u>
		•										

27 POWER		CLOTHO BUER GAT-X370								DAMAGE Some of this mo- change as it suff shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Clotho Buer	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Clotho Buer in the GAT-x3 90mm Machine Guns*, a Shield, a Hammer, a Meg- cannons. Only one model	100mm Ma a Particle	achine Canno	Gun*, t n, Titani	wo E ic Fe	Bean eet, a	n Pis and T	tols*, win 1	a Cor	mbat	5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
90mm Machine Gun*	24"	Rapid	d Fire D	3	6	0	1	-					
100mm Machine Gun*	48"	Не	eavy 1		8	-3	2D3	-					
Beam Pistols*	24"	P	istol 3		8	-3	4	weap	on, it also	roll a Wound roll inflicts a Mortal \	Wound	l.	
Hammer	Melee	N	/lelee	5	Sx2	-2	D6	1 fro	m the Hit i		•		
Mega Particle Cannon	48"	Не	eavy 3		8	-3	4			roll a Wound roll inflicts a Mortal \			5
Titanic Feet	Melee	•								on.			
Twin 155mm Cannons	36"	He	eavy 2		7	-1	2	-					
ABILITIES	and can of can Fly, a attacked can Fly. Hard to H subtract of target this Hit and F in your C declared Superso moves, fithen mov Note that initial pivo increase until the eany dice.	variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. It and Run*: This unit may move 2D6" a your Charge phase, even if it has not eclared a charge. In upersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards, ote that it cannot pivot again after the uitial pivot. When this model Advances, increase its Move characteristic by 15" and can only be charged by units that any time, and the effects last until the beginning of your next movement phase. When activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Combat Shift: A model equipped with a Variable Phase Shift: A model equipped with a Variable Phase Shift 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Armor Mode: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Hammer*, but it gains Supersonic*, Airborne*, and Hard to Hit*. It may now use the 90mm Machine Guns*, 100mm Machine Gun*, and											
PSYKER	psyker. Fractor Posuccessfulls, this own. Thi	psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor 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	CE, CE7					,					2.11		r ·
KEYWORDS		anic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground											

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.

						o taken de d ounter i dek opuen.
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	taking this pa	ck may	take	a Co	am Rifle (Power Rating +4). Imbat Shield (Power Rating +1). In yoptional weapons from it's Wargear Options .
		nield : A mode a 5+ invulnera			bat	
GRANTED ABILITIES	equipped w then the firs	ft Battery: If the country of the co	nas Ph a Shift i	ase S s	Shift,	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.
FACTION KEYWORDS	CE, CE71,	OMNI				
GRANTED KEYWORDS	Fly					

POWER

AQM/E-X02 SWORD STRIKER

The AQM/E-X02 is equipped with an 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	taking this pa	ck may	not	take a	any optional weapons from it's Wargear Options.		
GRANTED ABILITIES	it's Rocket charge roll it subtracts characteris phase. If a ability, it m moving an Charge ph Airborne	Achors: A mode Anchors to ad If the model If from it's Atta istic until the ne a model has the ay instead turn d declare a cha ase. If a mode ability, it may a	d up to uses the ack ext Cha e Super or up to arge in tack 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							

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.

Pack 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	ck may	not t	take	any optional weapons from it's Wargear Options.
GRANTED ABILITIES	with this p time Phas	ift Battery: If the ack has Phase e Shift is activate Mortal Woun	Shift , ated in	then	the f	pack has Supersonic , then it may fire the
FACTION KEYWORDS	CE, CE71	, OMNI				

OMNI 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, GAT-01	1	69
Ace, GAT-01A1	1	74

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01A1	1	69

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01	1	55

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

STRIKER PACKS	
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)
AQM/E-X01	35
AQM/E-X02	15
AQM/E-X03	5

CHARACTERS		
UNIT	MODELS PER UNIT	
Cagalli Yula Athha, FFX-550	1	70
Mwu La Flaga, FFX-550	1	70
Kira Yamato, GAT-X105	1	180
Orga Sabnak, GAT-X131	1	137
Edward Harrelson, GAT-X133	1	192
Rina Imelia, GAT-X133	1	192
Four Socius, GAT-X133	1	192
Shani Andras, GAT-X252	1	197
Clotho Buer, GAT-X370	1	167

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
90mm Machine Gun	15
100mm Machine Gun	25
Anti Infantry Gun	5
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Launcher	200
Beam Pistol	65
Beam Rifle	75
Beam Rifle + Grenade Launcher	80
CIWS	5
Combo Weapons Pod	45
Laser Gun	50
Mega Particle Cannon	85
Railgun	25
Twin 155mm Cannons	20
Twin Beam Rifle	130
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				
Hammer	20				
Heavy Scythe	35				
Titanic Feet	0				
Twin Beam Anti Ship Sword	50				

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Combat Shield	20		
Small Shield	10		
Twin Combat Shield	30		

OMNI WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
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.
Auxiliary 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 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.
Beam Rifle + Grenade Launcher	When attacl	king with this weapo s made with this we	on, cho apon.	ose on	e or both	of the profiles listed below. If you choose both, subtract 1 from
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.
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
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.						
120mm Gatling	30"	Assault D6	7	-1	1	-
Twin Gun Launchers	30"	Assault 2	6	-1	D3	-
Laser Gun	24"	Pistol 2D3	7	-2	3	-
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.
Rail Gun	48"	Heavy 1	8	-3	2D3	-
Twin 155mm Cannons	36"	Heavy 2	7	-1	2	-
Twin Beam Rifle	36"	Heavy 6	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 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	D2	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.
Hammer	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Heavy Scythe	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin 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. 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.
Twin Combat Shield	A model with a Twin Combat Shield has a 4+ invulnerable save.