ORB CE 73 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 from CE 73. 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**, **CE73**, **Orb**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE73** 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.

PRIOR INDICES

ORB (CE 73) detachments may include any non-**Character** unit from previous ORB related indices in their army selection. ORB (CE 73) units that may take Striker Packs may take any Striker Pack from previous ORB related indices. ORB units from previous indices that may take Striker Packs may take any Striker Pack from this index.

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.

6 POWER			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-01A2R	*	*	*	7 6	12	2	7	3+	7-12+	12"	4+	4+
A GAT-01A2R is a single	•				•				4-6	9"	5+	5+
Sabers, Titanic Feet, and of this model.	Twin Link (CIWS.	ORB a	rmies ca	n co	ntain	no mo	ore than 5	1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Anti Infantry Gun	When targeting units with 5 or more models, char this weapon's type to Rapid Fire 4. This weapon 12" Rapid Fire 2 4 0 1 may be fired within 1" of an enemy unit.											
Beam Rifle	36"	Нє	eavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	lelee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	M	lelee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link CIWS	12"	Rapi	d Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Beam Rifle (Power Rating +4).											
ABILITIES	Combat S shield has					ile Suit (p Explode	,					
FACTION KEYWORDS	CE, CE73	, ORB										

Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground

KEYWORDS

10 POWER			BR-					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		
Cagalli Yula Athha	*	* * {	3 7	18	4	9	3+	10-18+	12"	3+	2+		
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. 1-4 5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Anti Ship Sword	When attacking with this weapon, you must subtract Melee Sx2 -2 D6 1 from the Hit roll. If attacking with two Armor Schneiders, each time												
Armor Schneider	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack Melee												
Bazooka	Melee Melee +1 -1 D2 with them. When targeting units with 5 or more models, change 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.												
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll on inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3			s for each attack w					
Twin Link 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 Swoi	(Pow	er Rat	ing +1).	hit rolls against ta), a Bazooka (Pov					
	shield has	uit (p. 1)				Extentime, next retakes in a b	ided Phas and the e movemen a Mortal attle, do r	se Shift A model se Shift system mare feets last until the transfer when a wound. The first mot take the Mortadel gains a 3+ invested.	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)				again	st Kineti	c attacks.					
PSYKER	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. Natural SEED: This model subtracts 1 from all psyker rolls.												
FACTION KEYWORDS	CE, CE73	, Orb											
KEYWORDS		naracter, Vehic Psyker, SEED					ack Syst	em, MBF-02, Cag	alli Yu	la Athh	a,		

11 POWER		KIRA M	YA BF-			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		
Kira Yamato	*	* *	8 7	18	5	9	3+	10-18+	12"	2+	2+		
Kira Yamato in the MBF-0 two Armor Schneiders, Tit Kira Yamato may be take taken for your army.	tanic Feet, a	with	5-9 1-4	9" 5"	3+ 4+	3+ 4+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
When attacking with this weapon, you must sub Anti Ship Sword Melee Sx2 -2 D6 1 from the Hit roll.													
Armor Schneider	Melee	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack felee Melee +1 -1 D2 with them.											
Bazooka	When targeting units with 5 or more models, char 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.												
Beam Rifle	36"	Heavy 3	8	-3	4		-	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 Link CIWS	12"	Rapid Fire	2 4	0	2	Add 1	to all to	hit rolls against tai	gets t	hat can	Fly.		
WARGEAR OPTIONS	This unit m This unit m	•	ombat Sl Anti Ship	hield Swo), a Bazooka (Pov	ver Ra	ating +	1), or a		
ABILITIES	This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Extended Phase Shift A model equipped with an Extended 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.												
PSYKER	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, CE73,	Orb											
KEYWORDS		aracter, Veh Psyker, SEE					Pack Syst	em, MBF-02, Cag	alli Yu	la Athh	a,		

14 POWER			AV IUF						DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS	BS	S 1		W	Α	Ld	Sv	REMAINING W	M	WS	BS		
MVF-M11C	*	*	*	7 6)	12	2	7	3+	7-12+	15"	4+	4+		
A MVF-M11C is a single n Beam Rifle, a Combat Shi								n Sal	oers, a	4-6 1-3	12" 8"	5+ 6+	5+ 6+		
WEAPON	RANGE	Т	YPE	5	3	AP	D	ABIL	LITIES						
Beam Cannon	36"	He	eavy 1	8	3	-3	4	weap	oon, it also	roll a wound roll o inflicts a mortal w MA Mode only.			eapon		
Beam Rifle	36"	Не	eavy 3	8	}	-3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this								
Beam Sabers	Each time Melee H3 -3 2D3 weapon, i														
Heavy Missile	·									eapon may only be			er		
Three Shot Missile Launcher	60"	Rapio	d Fire D	3 6	;	-1		g units with 5 or m Type to Rapid Fire		odels, c	hange				
Titanic Feet	Melee	M	lelee	Us	er	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin CIWS	12"	Rapi	d Fire 2	2 4	ļ	0	2			hit rolls against tai nis weapon becom					
Twin Link Anti Ship Missiles	30"	As	sault 2	6	6	0	D3	Add	1 to all hit	rolls against targe	ets tha	t can Fl	y.		
WARGEAR OPTIONS	Missile, T	hree S	hot Mis	sile L	aun	cher	(Pov	ver R	ating +1 e	more of these opeach), and/or Twirend MA mode only.			ssiles		
							90°.	be cl	harged by	s model cannot ch units that can Fly acked in the Fight	, and o	can only	, ·		
	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, and it must move a minimum of 15" each turn. When this model									our opponent mus s that target this m e			om hit		
	Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Combat Shield: A model with a combat							trans Tran It als	form into a sformed, it o gains Ai	Transformation: a Mobile Armor mate Hard to Hit border be printed Movement	ode. V nus inc erson	Vhen creases ic*. Wh	to 2. nen		
	shield has a 5+ invulnerable save.								oles.	Piiilea Movolli	2111 011				
ABILITIES	Core Exp		(p. 1)					Mob	ile Suit (p	. 1)					
FACTION KEYWORDS	CE, CE73, Orb														
KEYWORDS	Titanic, V	ehicle,	Mobile	Suit,	Fly,	Spa	ice, G	Groun	d						



ABILITIES

KEYWORDS

FACTION KEYWORDS

MVF-M11C MURASAME VETERAN

DAMAGE

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

NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS				
MVF-M11C Veteran	*	*	*	7 6	12	2	8	3+	7-12+	15"	4+	3+				
A MVF-M11C Veteran is									4-6	12"	5+	4+				
Sabers, a Beam Rifle, a	Combat Shi	eld, Tita	nic Fe	et, and	Twin	Link	CIWS.		1-3	8"	6+	5+				
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES								
Beam Rifle	36"	Hea	vy 3	8	-3	4			roll a wound roll o inflicts a mortal v							
Beam Cannon	36"	Hea	vy 1	8	-3	4	weap	on, it also	roll a wound roll o inflicts a mortal v MA Mode only.			eapon				
Beam Sabers	Melee	Ме	lee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this D3 weapon, it also inflicts a mortal wound.									
Heavy Missile	48"	Hea	vy 1	8	-2	D6	Each of this weapon may only be fired once per battle.									
Three Shot Missile Launcher	60"	Rapid I	Fire D3	3 6	-1	1	When targeting units with 5 or more models, change									
Titanic Feet	Melee	Ме	lee	User	-2	D3	Make	3 hit rolls	for each attack w	vith thi	s weap	on.				
Twin CIWS	12"	Rapid	Fire 2	4	0	2			hit rolls against ta nis weapon becom							
Twin Link Anti Ship Missiles	30"	Assa	ult 2	6	0	D3	Add 1	to all hit	rolls against targe	ets tha	t can Fl	y.				
WARGEAR OPTIONS	Missile, T	hree Sh	ot Miss	sile Lau	nche	r (Po v	wer Ra	iting +1 e	more of these opeach), and/or Twirend MA mode only.			ssiles				
	Supersor moves, fir			90°,	be ch attack	arged by	s model cannot ch units that can Fly tacked in the Figh	, and o	can only	/						
	then move Note that initial pivo of 15" eac	it canno t, and it	t pivot must r	again a nove a	ıfter t minir	the	rolls f	or attacks	our opponent mus s that target this m e			om hit				
	Advances characteri phase - de	, increas	se its N 5" unt	∕love il the er		the	transf Trans	orm into a formed, it	Transformation: a Mobile Armor m ts Hard to Hit bor irborne* and Sup	ode. V nus inc	Vhen creases	to 2.				
	Combat S	Shield: A	A mode	el with a	com	nbat			ne printed Movem							

doubles.

Mobile Suit (p. 1)

shield has a 5+ invulnerable save.

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

Core Explodes (p. 1)

CE, CE73, Orb



MVF-M11C MURASAME ACE

DAMAGE

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

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MVF-M11C Ace	*	*	*	7	6	12	2	8	3+	7-12+	15"	3+	3+
A MVF-M11C Ace is a single	MVF-M11C Ace is a single model equipped with a Beam Cannon, Beam Sabers,												
a Beam Rifle, a Combat Shi		· • · · · ·	1-3	8"	5+	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 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. This weapon is available in MA Mode only.
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 Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
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.
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 . In MA Mode, this weapon becomes Rapid Fire 4.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
WARDEAN ORTIONS		hree Shot Missi	le Laur	nche	r (Po v	ination of one or more of these options: Heavy wer Rating +1 each), and/or Twin Anti Ship Missiles

WARGEAR OPTIONS

(Power Rating +1 each). These missiles are available in MA mode only.

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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.

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

Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.

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

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode. When Transformed, its **Hard to Hit** bonus increases to 2. It also gains Airborne* and Supersonic*. When transformed, the printed Movement characteristic doubles.

Mobile Suit (p. 1)

FACTION KEYWORDS

CE, CE73, Orb

Core Explodes (p. 1)

KEYWORDS

ABILITIES

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

16 POWER	ANI			W				ZLD	DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Andrew Waltfeld	*	* *	7	6	12	4	9	3+	7-12+	15"	2+	3+			
Andrew Waltfeld in a MVF Beam Cannon, Beam Sab Twin Link CIWS. Only one army.	ers, a Bea	ım Rifle, a	Coml	bat Sh	ield,	Titani	c Feet	t, and	4-6 1-3	12" 8"	3+ 4+	4+ 5+			
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES							
Beam Rifle	36"	Heavy	<i>i</i> 3	8	-3	4			roll a wound roll o inflicts a mortal v						
Beam Cannon	36"	Heavy	<i>r</i> 1	8	-3	4									
Beam Sabers	Melee	Mele	е	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Heavy Missile	48"	Heavy	<i>,</i> 1	8	-2	D6	Each battle		eapon may only b	e fired	once p	per			
Three Shot Missile Launcher	60"	Rapid Fi	e D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels,	change			
Titanic Feet	Melee	Mele	е	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.			
Twin CIWS	12"	Rapid F	ire 2	4	0	2			hit rolls against ta nis weapon becon						
Twin Link Anti Ship Missiles	30"	Assau	lt 2	6	0	D3	Add ⁻	1 to all hit	rolls against targe	ets tha	t can F	ly.			
WARGEAR OPTIONS	Missile, T	hree Shot	Missi	le Lau	nche	r (Po	wer R	ating +1 e	r more of these op each), and/or Twir n MA mode only.						
	-					90°	be chattac	arged by	s model cannot cl units that can Fly tacked in the Figh	, and	can onl	y			
	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, and it must move a minimum of 15" each turn. When this model								our opponent mus s that target this m e			rom hit			
	of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						trans Trans	form into sformed, i	Transformation: a Mobile Armor m ts Hard to Hit bor irborne* and Sup	ode. V nus ind	Vhen creases	s to 2.			
	Combat S shield has					nbat	trans doub		ne printed Movem	ent ch	aracter	istic			
ABILITIES	Core Exp	lodes (p.	1)				Mobi	le Suit (p	. 1)						
FACTION KEYWORDS	CE, CE73, Orb														
KEYWORDS	Character	, Titanic, \	/ehicl	e, Mob	ile S	uit, F	y, Spa	ice, Grour	nd, Andrew Waltfe	eld					

		CAGA			U	LA							
17 POWER			THE RB-					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	*	* * {	8 7	18	4	9	3+	10-18+	12"	3+	2+		
Cagalli Yula Athha in the ORB-01 Akatsuki Gundam is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. Only one model with Cagalli Yula Athha may be taken for your army. Only one model with ORB-01 may be taken for your army. 1-4 5" 5-9 9" 4+ 3+ 1-4 5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8	-3	4	Each	time you	roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee												
Twin Beam Sabers	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time the bearer fights, it can make one additional attack. Melee Melee +3 -3 2D3 with this weapon.												
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1	l to all to	hit rolls against ta	rgets t	hat can	Fly.		
WARGEAR OPTIONS	This unit n	nay take an Al	katsuki l	Pack									
		Shield: A mode a 5+ invulnera uit (p. 1)			nbat	save 6+ is	against ra rolled on	mi: This model ha anged Beam and this invulnerable s to the attacker, wl	Laser save, t	attacks	s. If a hit is		
ABILITIES	Core Exp	lodes (p. 1)								,	,		
PSYKER	Core Explodes (p. 1) allowed save against it. 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, CE73	, Orb											
KEYWORDS		naracter, Vehic pace, Ground	le, Mob	ile S	uit, O	RB-01	, Cagalli	Yula Athha, Gund	am, P	syker, S	SEED		

17 POWER	M		DAMAGE Some of this mode change as it suffe shown below:										
NAME	M	WS BS	S T	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 ORE Beam Rifle, a Combat Sh CIWS. Only one model wi model with ORB-01 may	ield, Titanic ith Mwu La	nk	5-9 1-4	9" 5"	3+ 4+	3+ 4+							
WEAPON	RANGE												
Beam Rifle	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.												
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.		
Twin Beam Sabers	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. Each time the bearer fights, it can make one additional attack. Melee Melee +3 -3 2D3 with this weapon.												
Twin Link 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 m	nay take an A	Akatsuki I	Pack	ζ.								
	This unit may take an Akatsuki Pack. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Yata No Kagami: This model has a 3+ invulnerable save against ranged Beam and Laser attacks. If a 6+ is rolled on this invulnerable save, then the hit is reflected back to the attacker, who may take any												
ABILITIES	Core Expl	odes (p. 1)						igainst it.		,	,		
FACTION KEYWORDS	CE, CE73,	, Orb											
KEYWORDS		aracter, Veh ace, Ground		ile S	Suit, O	RB-01,	Mwu La	Flaga, Gundam,	Psyke	r, SEEC)		

13 POWER		ZGMI OM T					2	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
ZGMF-XX09T	*	* * 8	8	12	2	8	3+	7-12+	15"	4+	3+	
A ZGMF-XX09T is a sing	le model ed	guipped with B	eam Sh	ields	, a G	Siga La	auncher,	4-6	10"	5+	4+	
a Diffuse Beam Gun, Titar							,	1-3	6"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
Giga Launcher								the profiles listed b	elow.	If you c	hoose	
360mm Giant Bazooka	both, subtract 1 from all to hit rolls made with this weapon. This weapon can target units not visible to the bearer. When targeting units with 5 or more models, 84" Heavy D6 9 -3 D2 change this weapon's type to Heavy 2D6.											
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Diffuse Beam Gun	36" Heavy 1 8 -3 4 weapon, it also inflicts a mortal wound. This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit 12" Grenade 1 * * * rolls for that unit until the end of the turn.											
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.	
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.	
WARGEAR OPTIONS	This mode	el may take a V	Vizard F	Pack.								

Titanic, Vehicle, Mobile Suit, Ground, Space, Wizard Pack System

Mobile Suit (p. 1) Core Explodes (p. 1)

Beam Shields: A model with beam

shields has a 4+ invulnerable save.

CE, CE73, ORB

ABILITIES

KEYWORDS

FACTION KEYWORDS

13 POWER				A E					N	DAMAGE Some of this mode change as it suffer shown below:					
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Hilda Harken	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+		
Hilda Harken in a ZGMF- Beam Shields, a Giga La CIWS. Only one of this n	uncher, a D	iffuse l	Beam	Gun,	Titaı	nic F				4-6 1-3	10" 6"	4+ 5+	4+ 5+		
WEAPON	RANGE	Т	YPE	;	S	AP	D	ABIL	LITIES						
Giga Launcher	When atta both, subt	_			•					the profiles listed b า.	pelow.	If you c	hoose		
360mm Giant Bazooka	84"	Hea	avy D6	s !	9	-3	D2	bear	er. When t	an target units not argeting units with apon's type to He	1 5 or i	more m			
Beam Cannon	36"	He	avy 1	;	8	-3	4		,	roll a wound roll o inflicts a mortal w					
Diffuse Beam Gun	12"	Gre	nade ′	1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Titanic Feet	Melee	M	lelee	U	ser	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link CIWS	12"	Rapi	d Fire	2 4	4	0	2	Add	1 to all to	hit rolls against tai	gets t	hat can	Fly.		
WARGEAR OPTIONS	This mode	el may	take a	a Wiza	rd F	Pack.									
ABILITIES	Beam Shields : A model with beam shields has a 4+ invulnerable save.								ile Suit (p Explode	,					
FACTION KEYWORDS	CE, CE73	, ORB													

Titanic, Vehicle, Mobile Suit, Ground, Space, Wizard Pack System, Character

KEYWORDS

32 POWER]	KIRA` ZGM						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			
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 T be taken for your army.	Shield, two l	Titani	c Feet,	5-9 1-4	10" 6"	3+ 4+	3+ 4+							
WEAPON	RANGE	TYPE	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	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Railgun	48"	Heavy 1	8	-3	2D3	-								
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.			
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	weap	on, it also	roll a Wound roll on inflicts a Mortal Nots, it can make on on.	Vound	. Each	time			
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1	1 to all to	hit rolls against ta	rgets t	hat can	Fly.			
	-	lodes (p. 1)	bio mo	dol r	may	Hard		our opponent mus			om hit			
	reroll rang phase if it	Coordinator: T ed attacks in th did not move ir	e Sho	oting	ا	rolls for attacks that target this model in the Shooting phase.								
	phase.					Neutron Jammer Canceller Phase Shift: A model								
ABILITIES		Shield : A mode a 5+ invulnera			nbat	equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save against Kinetic attacks.								
PSYKER	psychic po in each er when mar	ower in each frie emy psychic pl	endly p hase.	sych It ma	nic pha ay use	ase, a any p	nd can at ower fror	nodel can attempt tempt to deny a si n the SEED Facto lite, and do not da	ngle p or Disc	sychic լ ipline (բ	power o. 1)			

Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Kira Yamato, Gundam, Fly,

CE, CE73, Orb

Space, Ground

FACTION KEYWORDS

KEYWORDS

	31 POWER
NAME	
Athrun Zala	

ATHRUN ZALA **ZGMF-X19A**

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	
Athrun Zala	*	*	*	8	7	18	7	9	3+	10-18+	15"	2+	2+	
Fatum-01	24"	4+	4+	4	5	6	2	9	4+	5-9	10"	3+	3+	

Athrun Zala in the ZGMF-X19A Infinite Justice Gundam is a single model equipped with a Beam Boomerang, a Beam Rifle, Beam Shields, Titanic Feet, a Twin Beam Saber, and Twin Link CIWS. The Fatum-01 is equipped with two Beam Cannons and a Twin Beam Saber. Only one model with Athrun Zala may be taken for your

1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a wound roll of 6+ for 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+ 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.
Twin Beam Saber	Melee	Melee	S+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
	Saviour P	rotocols: If a F	-atum-	01 u	nit is	Fatum-01: This model may detach or attach the

allocate any wounds to the Fatum-01 unit instead of this model.

Neutron Jammer Canceller Phase Shift: A model equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save against Kinetic attacks.

Whirling Dervish: This model may reroll attacks in the Fight phase if it charged in the Charge phase.

Beam Shields: A model equipped with Beam Shields gains a 4+ invulnerable save.

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

ir Protocols: If a Fatum-01 unit is Fatum-01: This model may detach or attach the within 3" of this model, you can choose to Fatum-01 unit at the beginning of any of your Movement phases, as long as the Fatum-01 unit is within 3" of this model. When detached, the Fatum-01 is treated as a separate unit for all rules purposes. When attached to Athrun Zala in the ZGMF-X19A, Athrun Zala gains two Beam Cannons, but the other weapons cannot be used. Also, when attached, Athrun Zala gains Fly and Hard to Hit.

> **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.

Deuterium Engine: This model may attempt to manifest the psyker power *Three Times Faster* during each friendly psychic phase in addition to another psychic power.

Mobile Suit (p. 1), Core Explodes (p. 1)

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.

ABILITIES

PSYKER

FACTION KEYWORDS	CE, CE73, Orb
ATHRUN ZALA KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Athrun Zala, Space, Ground
FATUM-01 KEYWORDS	Titanic, Vehicle, Space, Ground, Fly

63 POWER]		RA GI							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
Kira Yamato	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
EQFU-3X	12"	6+	4+	5	6	1	1	6	4+				
Kira Yamato in the ZGMF-X20A Strike Freedom Gundam is a single requipped with Beam Shields, two Beam Rifles, a Plasma Cannon, two Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. This model als EQFU-3X DRAGOON pods equipped with a Beam Tip and a Small Beach. Only one model with Kira Yamato may be taken for your army.							vo Rail so has Beam (lguns, s eight	5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle Beam Tip	36" Melee		eavy 3 lelee		8 +2	-3 -3	4 D3			roll a wound roll o inflicts a mortal v			
Plasma Cannon	48"		eavy 3		8	-3	4	weap		roll a wound roll o inflicts a mortal v			
Railgun	48"	He	eavy 1		8	-3	2D3		4!		. f C . f	41 !	
Small Beam Gun	12"	Pi	stol 2		8	-3	2		-	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 Sabers	Melee	N	lelee		+3	-3	2D3	weap	on, it also	roll a Wound roll on inflicts a Mortal Vots, it can make on on.	Vound	. Each	time
Twin Link CIWS	12"	Rapi	d Fire	2	4	0	2	Add 1	1 to all to	hit rolls against ta	rgets t	hat car	r Fly.
	Neutron J Shift: A m Jammer C always ha Kinetic at Mobile Su	odel e ancel s 3+ ir tacks.	equippe ler Pha nvulne	ed wase s	vith a Shift s e save	Neut syste e aga	m ainst	up, a attack the D the w availa	ny accom hed and a RAGOON eapons o able.	/hen a model with panying DRAGOO tre treated as being models remain a fithe DRAGOON this in Space, any	ON mo ng emb attache model	odels an parked. ed, non s are	e While
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) If Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If Deuterium Engine: This model may attempt to manifest the psyker power Three Times Faster during each friendly psychic phase in addition to another psychic power. Ultimate Coordinator: This model may reroll ranged attacks in the Shooting phase if it did not move in the Movement phase. Beam Shields: A model equipped with Beam Shields gains a 4+ invulnerable							or re- DRA0 If the mode Savid of the succe alloca of the suffer dama Comi of you Bean If con	embark. GOON mocontrollingles are despur Protose unit that essfully water that was a mortal age. birning Bour movem Rifles an abined, bo	's DRAGOON mo When disembarke odels are treated a g unit is destroyed stroyed as well. cols: If a DRAGO launched them w ounds that unit, yo ound to the DRAG nit. If you do, that al wound instead of eam Rifles: At the tent phases, you r te combined into a oth of the Beam R are separated.	ed, thoses a set of those of the report of t	eparate eparate e DRA nit is w n enem choos unit in: GOON normal uning or eclare na Car	e unit. GOON ithin 3" y e to stead unit f each if the

PSYKER	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, CE73, Orb
KIRA YAMATO KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Kira Yamato, Gundam, Fly, Space, Ground
EQFU-3X KEYWORDS	DRAGOON, Fly

17 POWER		DREW ZGM					ELD	DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Andrew Waltfeld	*	* * 7	7	18	4	9	3+	10-18+	15"	2+	3+
Andrew Waltfeld in the ZGMF-X88S Gaia Gundam is a single model equipped with two Beam Cannons, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Link CIWS. Only one model with Andrew Waltfeld may be taken for your army. 1-4 6" 4+										4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Each time you roll a Wound roll of 6+ with this									
Beam Sabers	Melee	Melee	Sx3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			8
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith th	is weap	on.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	that car	n Fly.
	Mobile Su	(p. 1)				Com	bat Shiel	d : A model with a	comb	at shiel	d has

a 5+ invulnerable save.

Titanic, Character, Vehicle, Mobile Suit, Gundam, Fly, Space, Ground, Andrew Waltfeld,

ABILITIES

KEYWORDS

FACTION KEYWORDS

Core Explodes (p. 1)

CE, CE73, ORB

ZGMF-X88S

11 POWER

EW454X OOTORI STRIKER

NAME M WS BS W A Ld Sv S Т 24" 2 9 4+ 4+ 4+ 4 5 6 Ootori Striker

The Ootori Striker Pack is equipped with a Beam Anti Ship Sword, a Missile Launcher, a Plasma Cannon, and a Railgun. This model must be taken as a Striker Pack Option.

This model must be taken	as a Strike	er 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 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.			
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.			
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.			
Railgun	48"	Heavy 1	8	-3	2D3	-			
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.			
WARGEAR OPTIONS	The model taking this pack may take up to four Three Shot Missile Launchers (Power Rating +1 each). The model taking this pack may not take any optional weapons from it's Wargear Options. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
GRANTED ABILITIES	then the first time Phase Shift is activated in a battle, do not take the Mortal Wound. Saviour Protocols : If the Ootori Striker is within 3" of the unit that launched it, you can choose to allocate any wounds				ker it,	Ootori Striker Pack: The model that this pack is equipped to may detach or attach the Ootori Striker unit at the beginning of any of your Movement phases, as long as the Ootori Striker is within 3" of this model. When detached, the Ootori Striker is treated as a separate unit for all rules purposes. When attached to a model, the model gains all of the included weapons. Also, when attached, the model gains Fly and Hard to Hit.			
FACTION KEYWORDS	CE, CE73					model game i iy ana mara to mi.			
GRANTED KEYWORDS	-	, 010							
OOTORI STRIKER	,								

2 POWER

EX-EZ1200 EZ WIZARD

The EX-EZ1200 EZ Wizard Pack is equipped with a Beam Anti Ship Sword. This model must be taken as a Wizard 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.
WARGEAR OPTIONS	The model	taking this pa	ack may	not	take a	any optional weapons from it's Wargear Options.
GRANTED ABILITIES	Extra Boos	st : The mode	l taking	this	pack	adds +3" to their printed Movement characteristic.
FACTION KEYWORDS	CE, CE73,	Orb				

This model is a new wargear option for any MBF-M1 Astray models. This may not be used in Space. 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, CE73, Orb

14

POWER

OOWASHI SKY PACK

NAME	M	ws	BS	s	Т	W	Α	Ld	Sv
Oowashi Sky Pack	24"	4+	4+	4	5	6	2	9	4+

The Oowashi Sky Pack is equipped with two Plasma Cannons. This model may only be taken for ORB-01 Akatsuki models. This may not be used in Space.

modele: Time may not be	acca iii opa					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
	subtract 1 f	: Your opponer om hit rolls for nodel in the Sh	attac	ks tha		
	Pack is with you can cho	otocols: If the nin 3" of the OF pose to allocate ashi Sky Pack (Akatsuki.	RB-01 e any	Akats woun	suki, ds	Oowashi Sky Pack: The ORB-01 Akatsuki model may detach or attach the Oowashi Sky Pack unit at the beginning of any of your Movement phases, as long as the Oowashi Sky Pack unit is within 3" of this model. When detached, the Oowashi Sky Pack is treated as a separate unit for all rules purposes. When attached to a ORB-1 Akatsuki unit, the
GRANTED ABILITIES		i gami: This mo e save against attacks.				Akatsuki unit gains two Plasma Cannons. Also, when attached, the ORB-01 Akatsuki unit gains Fly and Hard to Hit .
FACTION KEYWORDS	CE, CE73,	Orb				
GRANTED KEYWORDS	Fly			_		
OOWASHI KEYWORDS	Titanic, Veh	icle, Ground, F	ly			

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POWER

SHIRANUI SPACE PACK

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv
M531R DRAGOON	12"	6+	4+	5	6	1	1	6	4+

The Shiranui Space Pack is equipped with seven M531R DRAGOONs. Each M531R Dragoon is equipped with a Small Beam Gun. This model may only be taken for ORB-01 Akatsuki models. This may only be used in Space.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

Beam Shield Emitters: If at least 3 M531R DRAGOON models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.

If at any time there are less than 3 M531R DRAGOON models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.

If all 7 M531R DRAGOON models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase.

If at any time there are less than 7 M531R DRAGOON models in unit coherency in the Complete Beam Shield Team, then any 3 or more M531R DRAGOON models in unit coherency can reform into a Beam Shield Team instead.

Yata No Kagami: Each M531R DRAGOON has a 3+ invulnerable save against ranged **Beam** and **Laser** attacks.

Saviour Protocols: If a DRAGOON unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the DRAGOON unit instead of the target unit. If you do, that DRAGOON unit suffers a mortal wound instead of the normal damage.

DRAGOON: When a model with DRAGOONs is set up, any accompanying DRAGOON models are attached and are treated as being embarked. While the DRAGOON models remain attached, none of the weapons of the DRAGOON models are available.

If the battlefield is in **Space**, any or all of the controlling unit's DRAGOON models can disembark or re-embark. When disembarked, those DRAGOON models are treated as a separate unit. If the controlling unit is destroyed, those DRAGOON models are destroyed as well.

GRANTED ABILITIES

FACTION KEYWORDS

CE, CE73, Orb

M531R KEYWORDS DRAGOON, 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, MVF-M11C	1	120

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01A2R	1	64
MVF-M11C	1	110

STRIKER PACKS AND SUPPORT UNITS		
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)	
EQ454X	45	
EX-EZ1200	15	
EF-24R	15	
Oowashi Sky Pack	105	
Shiranui Space Pack	10	
Fatum-01	45	

DRAGOON	
ТҮРЕ	POINTS PER MODEL (DOES INCLUDE WARGEAR)
EQFU-3X	75
M531R	110

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MVF-M11C	1	115
ZGMF-XX09T	1	125

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Cagalli Yula Athha, MBF-02	1	165
Kira Yamato, MBF-02	1	185
Andrew Waltfeld, MVF-M11C	1	140
Cagalli Yula Athha, ORB-01	1	180
Mwu La Flaga, ORB-01	1	180
Hilda Harken, ZGMF-XX09T	1	130
Kira Yamato, ZGMF-X10A	1	270
Athrun Zala, ZGMF-X19A	1	255
Kira Yamato, ZGMF-X20A	1	280
Andrew Waltfeld, ZGMF-X88S	1	135

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Anti Infantry Gun	5
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Rifle	75
Diffuse Beam Gun	0
Giga Launcher	95
Heavy Missile	6
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Small Beam Gun	35
Three Shot Missile Launcher	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
Beam Tip	15
Titanic Feet	0
Twin Beam Sabers	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Beam Shields	40
Combat Shield	20

ORB WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 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.
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Giga Launcher		king with this weap nade with this weap		ose on	e or both	n of the profiles listed below. If you choose both, subtract 1 from all
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. 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.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
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	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
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.
Beam Tip	Melee	Melee	+2	-3	D3	-
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				
Beam Shields	A model with Beam Shields has a 4+ invulnerable save.			
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.			