EFF POST WAR ARMY LIST 0081-0085

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces Post War (Postwar EFF) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Postwar EFF units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC, <Year>, Postwar EFF, <Team>, Ground, and Space. UC defines the particular universe of Gundam that these suits fall into, and <Year> indicates the year the unit was deployed. Postwar EFF as the Postwar Earth Federation Forces, and <Team> indicates which Team of the Postwar EFF that unit was assigned to.

If a unit does not have a **<Team>** specified or has "<Team>" as its Team, then it may be assigned to any Team that you are currently fielding, gaining that specific keyword. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

Postwar EFF detachments may include any non-**Character** unit from previous EFF related indices in their army selection.

ABILITIES

The following abilities are common to several EFF units:

Mobile Suit

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

Core Explodes

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

Vehicle Squadron

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

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

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

Combat Hypnosis

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

POWER		GUES FA	ND	DAMAGE Some of this mod change as it suffer shown below:		mage, a									
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS				
Hugues Courand	*	* * 8	8	18	4	9	2+	7-12+	12"	2+	2+				
Hugues Courand in the Faequipped with a Beam Rift two Small Beam Guns, th Link 60mm Vulcans. Only your army.	le, Beam S ree Three S	nd Twin	4-6 1-3	9" 5"	3+ 4+	3+ 4+									
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES								
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change				
Beam Rifle	36"	Heavy 3	8	-3	4		•	u roll a wound roll of 6+ for this so inflicts a mortal wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	weap When	on, it also targeting	o inflicts a mortal w g units with 5 or m	oll a wound roll of 6+ for this inflicts a mortal wound. units with 5 or more models, change						
Beam Shot Rifle	36"	Heavy D6	8	-3	3	a wou		type to Heavy 2D6 f 6+ for this weapo							
Beam Spray Gun	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w							
Grenade Launcher	30"	Assault 1	6	-1	D3			weapons may only	be fi	red onc	e per				
Small Beam Gun	24"	Pistol 2	8	-3	2		-	roll a wound roll o inflicts a mortal w							
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	change				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith th	is weap	on.				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	it can F l	ly.				
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (Power Rating -3). This model may take two Grenade Launchers (Power Rating +1) or two Beam Spray Guns (Power Rating +7).														
		Shield: A model a 5+ invulneral			abat Mobile Suit (p. 1)										
ADILITIES	0	ladas (s. 4)				Hit ar	nd Run:	This unit can move	2D6	in your	-				

ABILITIES

KEYWORDS

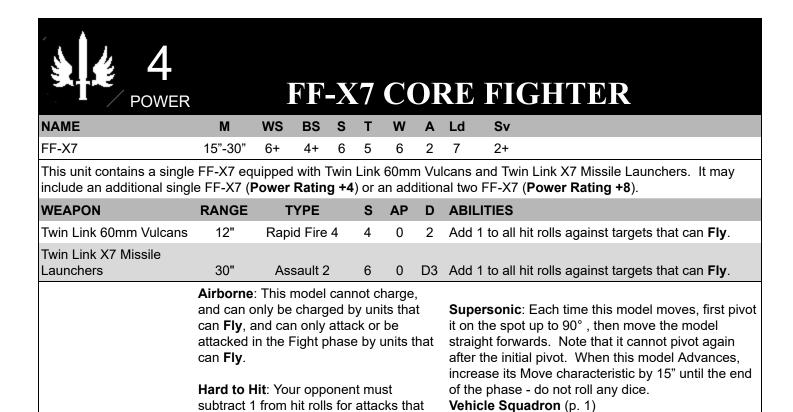
FACTION KEYWORDS

Core Explodes (p. 1)

UC, 0081, Postwar EFF, Phantom Sweep Corps

Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand

Charge phase (even if it has not declared a charge).



Core Explosion (p. 1)

target this model in the Shooting phase.

Fly, Vehicle, Core Fighter, Space, Ground

UC, 0083, Postwar EFF

ABILITIES

KEYWORDS

FACTION KEYWORDS

]		-X		C	O	RE	FIGHTER II
M	ws	BS	S	Т	W	Α	Ld	Sv
15"-30"	6+	4+	6	5	6	2	7	2+
FF-XII eq	uipped	d with t	two I	3eam	Spra	y Gı	ıns.	
RANGE	Т	YPE		S	AP	D	ABIL	ITIES
24"	Pis	stol D3	3	8	-3	4		time you roll a wound roll of 6+ for this oon, it also inflicts a mortal wound.
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.								ersonic: Each time this model moves, first pivot the spot up to 90°, then move the model ght forwards. Note that it cannot pivot again the initial pivot. When this model Advances, ase its Move characteristic by 15" until the ender phase - do not roll any dice. cle Squadron (p. 1) Explosion (p. 1)
UC, 0083	, Postv	war EF	F, A	lbion	Tean	1		
Fly, Vehic	le, Co	re Figh	nter,	Grou	nd			
	15"-30" FF-XII eq RANGE 24" Airborne and can coordinate of the can Fly. Hard to House of the can	M WS 15"-30" 6+ FF-XII equipped RANGE 1 24" Pis Airborne: This and can only be can Fly, and can attacked in the can Fly. Hard to Hit: You subtract 1 from target this mode UC, 0083, Poster	M WS BS 15"-30" 6+ 4+ FF-XII equipped with the FF-XII equipped with the FIGHT PISTOL D3 Airborne: This model and can only be charged can Fly, and can only attacked in the Fight period of the Fight period	M WS BS S 15"-30" 6+ 4+ 6 FF-XII equipped with two B RANGE TYPE 24" Pistol D3 Airborne: This model can and can only be charged be can Fly, and can only attacted in the Fight phase can Fly. Hard to Hit: Your opponer subtract 1 from hit rolls for target this model in the Sh UC, 0083, Postwar EFF, A	M WS BS S T 15"-30" 6+ 4+ 6 5 FF-XII equipped with two Beam RANGE TYPE S 24" Pistol D3 8 Airborne: This model cannot cl and can only be charged by uni can Fly, and can only attack or attacked in the Fight phase by u can Fly. Hard to Hit: Your opponent mu subtract 1 from hit rolls for attact target this model in the Shootin UC, 0083, Postwar EFF, Albion	M WS BS S T W 15"-30" 6+ 4+ 6 5 6 FF-XII equipped with two Beam Spra RANGE TYPE S AP 24" Pistol D3 8 -3 Airborne: This model cannot charge and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units to can Fly. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase	M WS BS S T W A 15"-30" 6+ 4+ 6 5 6 2 FF-XII equipped with two Beam Spray Gu RANGE TYPE S AP D 24" Pistol D3 8 -3 4 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. UC, 0083, Postwar EFF, Albion Team	M WS BS S T W A Ld 15"-30" 6+ 4+ 6 5 6 2 7 FF-XII equipped with two Beam Spray Guns. RANGE TYPE S AP D ABIL Each 24" Pistol D3 8 -3 4 weap 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. UC, 0083, Postwar EFF, Albion Team



FF-XII-FB CORE FIGHTER II FULL BURNERN

FOWER						, – ,			
NAME	M	ws	BS	S	Т	W	Α	Ld	l Sv
FF-XII-Fb	20"-40"	6+	4+	6	5	6	2	7	2+
This unit contains a single	e FF-XI-Fb	equip	ped wit	th two	Ве	am S	pray	Guns	ns.
WEAPON	RANGE	1	TYPE		S	AP	D	ABI	BILITIES
Beam Spray Gun	24"	Pis	stol D3	}	8	-3	4		ach time you roll a wound roll of 6+ for this eapon, it also inflicts a mortal wound.
	Airborne and can o can Fly, a attacked can Fly. Hard to H subtract 1	only be and ca in the l	charg n only Fight p ur oppe	ed by attac hase onent	/ un k or by l	its that be units t	that	it on strai after incre of th	upersonic: Each time this model moves, first pivot on the spot up to 90°, then move the model raight forwards. Note that it cannot pivot again ter the initial pivot. When this model Advances, crease its Move characteristic by 20" until the end the phase - do not roll any dice.
ABILITIES	target this								pre Explosion (p. 1)
FACTION KEYWORDS	UC, 0083	, Post	war EF	F, All	bion	Tean	า		
KEYWORDS	Fly, Vehic	le, Co	re Figh	nter, S	Spac	ce			

7		7			-06 U I					DAMAGE Some of this mod change as it suffe			
POWER	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	BS
MS-06F2	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F2 is a single mo Shield, Grenades, a Heat					n Macl		Gun,	a Co	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE		YPE		S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Ass	ault 6	;	6	-1	1	-					
Bazooka	48"	Hea	vy 2D	3	8	-2	1			g units with 5 or mo type to Heavy 2D6		odels, c	hange
Grenades	6"	Grei	nade ′	1	6	-1	D3	-					
Heat Hawk	Melee	M	elee		+1	-2	D3	-					
MMP-70C									or both of t nis weapor	the profiles listed b	elow.	If you c	hoose
90mm MMP-70C	30"	Ass	ault 6	;	7	-1	1	-					
Grenade Launcher	30"	Ass	ault 1		7	-1	D3		•	nay only be fired o			
Sturm Faust	48"	He	avy 1		8	-2	D6			weapons may only	be fi	red once	e per
Three Shot Missile Launcher	60"	Rapid	Fire I	D3	6	-1	1			g units with 5 or mo type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	М	elee		User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	Rating +1 This mode each). This mode This mode). el may el may el may	take ii replac	n ad ce its a Ro	dition s Gren cket B	up to	o 2 T s with ter (P	hree s	Shot Missi oke Grenad Rating +	1).	ver Ra	•	
	This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1). Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your nex Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												this next 1
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)								Rocket Booster : A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.				
FACTION KEYWORDS	UC, 0083	Postw	ar EF	F, A	lbion	Tean	1						
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Su	it, Spa	ace,	Grou	nd					

12 MS-14F POWER GELGOOG MARINE

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	М	ws	BS
MS-14F	*	*	*	8	8	15	2	8	3+	8-15+	12"	4+	3+
A MS-14F is a single model	eguipp	20mm	4-7	9"	5+	4+							
Machine Gun, Beam Sabers			1-3	5"	6+	5+							

Iviaciline Gun, beam Gab	crs, and me	iiilo i cct.					1-3	3	0.	٥.				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
35mm Hand Cannon	30"	Pistol 6	5	0	1	-								
120mm Machine Gun	30"	Assault 6	6	-1	1	-								
Beam Rifle	36"	Heavy 3	•											
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you weapon, it also								
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls	for each attac	k with thi	s weap	on.				
WARGEAR OPTIONS	This mode	l may replace	its 120r	nm l	Иасhі	ne Gun with a E	Beam Rifle (Po v	wer Rati	ng +2).					
ABILITIES	Mobile Su	s (p. 1)												
FACTION KEYWORDS														
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Space												

10 POWER		X-044 VE	AS TEF				AR	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
NRX-044 Veteran	*	* *	8 7	15	2	8	3+	8-15+	12"	4+	3+	
A NRX-044 Veteran is a s	sinale mode	el equipped wi	th a 360	° Co	ckpit	. a He	avv	4-7	9"	5+	4+	
Beam Rifle and Titanic Fe	-					,	,	1-3	5"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES					
Heavy Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this										
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
	Melee											
	and can o can Fly , a	t: This model only be charge and can only a nthe Fight ph	d by unit	ts tha	at	pivo strai aftei incre	t it on the s ight forwar r the initial ease its Mo	Each time this mo- spot up to 90°, the ds. Note that it ca pivot. When this r ove characteristic b do not roll any dice	en mo nnot p nodel oy 9" ı	ve the poivot ag Advan	model jain ces,	

Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that

Mobile Suit (p. 1)

Core Explodes (p. 1)

ABILITIES

KEYWORDS

FACTION KEYWORDS

target this model in the Shooting phase.

UC, 0085, Postwar EFF, Titans Test Team

Titanic, Vehicle, Mobile Suit, Ground

Transformation: 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 cannot use its Titanic Feet, but it

gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.

17 POWER			O GA		X-C LA				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			
ORX-005	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+			
An ORX-005 is a single n Beam Sabers, Titanic Fee						oit, tv	vo Be	am R	fles,	4-7 1-3	9" 5"	5+ 6+	4+ 5+			
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES							
Beam Rifle	36"									roll a Wound roll o inflicts a Mortal V	Vound	l.				
Beam Sabers	Melee	N	1elee		+3	-3	2D3		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee												on.			
	in your Ch	360° Cockpit: May reroll a hit roll once per turn. Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.								Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Supersonic*: Each time this model moves, first						
	Airborne and can o can Fly, a attacked i can Fly.	nly be ind car	charg n only	ed l atta	oy unit ck or l	s tha	at	pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.					nodel ain ces,			
	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1)							Transformation: 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 Beam Sabers or its Titanic Feet, but it gains								
ABILITIES	Core Exp	lodes	(n 1)					Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.								
FACTION KEYWORDS	UC, 0085		. ,	F. T	itans ⁻	Test	Team		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,							
KEYWORDS	Titanic, Ve															
	· · · · · · · · · · · · · · · · · · ·															

18 POWER				5 C						DAMAGE Some of this mo- change as it suff- shown below:				
NAME	M	WS	BS	S 1	- V	N	Α	Ld	Sv	REMAINING W	M	WS	BS	
ORX-005 Cyber Newtype	*	*	*	8 7	1	5	2	8	3+	8-15+	12"	4+	3+	
An ORX-005 Cyber Newty Beam Rifles, Beam Saber								Cockp	oit, two	4-7 1-3	9" 5"	5+ 6+	4+ 5+	
WEAPON	RANGE	T	YPE	5	6 A	P	D	ABILI	TIES					
Beam Rifle	36"	He	avy 3	8	} -	3	4		-	roll a Wound roll inflicts a Mortal \			3	
Beam Sabers	Each time you roll a Wound roll of 6+ with this Melee Hser -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. 360° Cockpit: May reroll a hit roll once													
	Hit and R in your Ch declared a	arge p a charg	hase, je.	even i	f it ha	ıs r	not	Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model						
	Airborne* and can o can Fly, a attacked i	: This nly be nd car	mode charg only	ed by ι attack ι	inits to	tha	ıt							
	can Fly .		0 .		•					do not roll any dio	•			
	Hard to H subtract 1 target this	from h	nit rolls	s for att	acks	tha		Transformation : 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						
	Mobile Su	1)					use the Beam Sabers or its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its							
ABILITIES	Core Exp	(p. 1)					Movement Characteristic is doubled.							
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													

UC, 0085, Postwar EFF, Titans Test Team

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

FACTION KEYWORDS

13 POWER		RO GM CA	GC-					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	
RGC-83	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A RGC-83 is a single mod Cannons, Beam Sabers, C Link 60mm Vulcans.						4-6 1-3	9" 5"	5+ 6+	5+ 6+			
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith th	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	ıt can F	ly.	
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A modern Armor increasestic by 6, while stic is reduced may be ejected all characteristiny wounds lost chobham Armores.	es their M their M by 3. T d at any cs to th t are firs	· Wollove The y tim e pri	e, inted	Shield Mobile		,		th a Co	mbat	
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team											
KEYWORDS		itanic, Vehicle, Mobile Suit, Space, Ground										

14 POWER		CHUC RO						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	
Chuck Keith	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	2+	
Chuck Keith in an RGC-83 GM Cannon II is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. 4-6 9" 5+ 1-3 5" 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIFS	1-3		<u> </u>	4+	
120mm Machine Gun	30"	Assault 6	6	-1	1	-	IIILO					
Beam Cannon	36"	Each time you roll a wound roll of 6+ for this										
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	it can F	ly.	
	Chobham characteri characteri Chobham resorting a	Armor: A mode Armor increase stic by 6, while stic is reduced may be ejected all characteristic my wounds lost	es their their M by 3. d at any	Woo love The y tim	e, nted	Shield		d : A model equip _l + invulnerable sav		th a Co	mbat	
ABILITIES		Chobham Armo		JL 108	,,	Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd, Ch	aracter					

8 POWER		RGI GM T				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
RGM-79C	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79C is a single mo							n	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP		ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o o inflicts a mortal v			
Beam Spray Gun	24"	Pistol 3	8	-3	4		•	roll a wound roll o o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	vith thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ets tha	ıt can F	ly.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (Power Rating +1).										
ABILITIES		Shield : A model s a 5+ invulneral			nbat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0081	, Postwar EFF									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

9 POWER		RGI SM TY				. C]	E	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79C Ace	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+	
A RGM-79C Ace is a sing Sabers, Titanic Feet, Twin							Beam	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	hange	
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Beam Spray Gun	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	ly.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (Power Rating -1), a 180mm Cannon, a Bazooka, a Beam Carbine (Power Rating +1), or a Beam Spray Gun (Power Rating +1).											
ABILITIES		Shield : A model s a 5+ invulneral			nbat		ile Suit (p Explode	,				
FACTION KEYWORDS	UC, 0081, Postwar EFF											

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

10 POWER		PO		GM ERI			SM		DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79 Powered	*	*	*	8 6	12	2	8	3+	7-12+	12"	4+	3+
A RGM-79 Powered GM i Beam Sabers, Titanic Fee									4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid	Fire D	3 6	0	1	-					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
Bazooka	48"	Heav	vy 2D3	8	-2	1			g units with 5 or n type to Heavy 2D		odels, c	hange
Beam Sabers	Melee	Me	elee	+3	-3	2D3			roll a wound roll inflicts a mortal			
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	3 hit rolls	s for each attack	with th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	1 4	0	2	Add ²	1 to all hit	rolls against targ	ets tha	ıt can F l	ly.
WARGEAR OPTIONS	This mod	el may ı	replace	e its 120	mm l	Mach	ine Gu	n with a 9	00mm Machine G	un, or	a Bazoo	oka.
	your Cha declared Hard to I subtract	s a 5+ ir Run: Thi rge pha a charg Hit: You 1 from h	nvulne is unit se, eve e. r oppo	rable sa may mo en if it h nent mu for attad	ve. ve 2[as no st cks th	D6" ir t at	on the Move anyways	p this unit e battlefice ement phat here on to from any	er Pack: During of at high altitude in alt	nstead any of desce is mor	of placi your end - set	ing it t it up
ABILITIES	target this				<u> </u>		Mobi	le Suit, C	ore Explodes (p). 1)		
FACTION KEYWORDS	UC, 0083	B, Postw	ar EFF	, Albion	Tear	n						
KEYWORDS	Titanic, V	ehicle, l	Mobile	Suit, Sp	oace,	Grou	ınd, Fly	, Jump P	ack			

11 POWER	D	DICK SM-79					ED	DAMAGE Some of this mod Dchange as it su shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Dick Allen	*	* * 8	6	12	3	8	3+	7-12+	12"	3+	3+
Dick Allen in an RGM-79 I Machine Gun, Beam Sabe Shield. Only one of this ur	ers, Titanic	Feet, Twin Link	60mm					4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	When targeting units with 5 or more models, chargeting units with 5 or more models, ch										
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Mał	ce 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	l 1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This mode	el may replace i	ts 120r	mm l	Machi	ne G	un with a 9	00mm Machine Gu	un, or a	a Bazo	oka.
		Shield : A model a 5+ invulnera			nbat						
	your Char declared a Hard to H subtract 1	ge phase, even a charge. lit : Your oppone from hit rolls fo	if it ha ent mus er attac	is no st ks th	t at	set on t Mov any	up this unit he battlefie /ement pha where on t	er Pack: During d at high altitude in eld. At the end of a ases, this unit can he battlefield that are enemy models.	stead any of desce	of plac your nd - se	ing it t it up
ABILITIES	target this	model in the SI	hooting	g pha	ase.	Mol	bile Suit, C	ore Explodes (p.	. 1)		
FACTION KEYWORDS	UC, 0083	, Postwar EFF, <i>i</i>	Albion	Tear	n						

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

M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	*	*	8	7	12	3	8	2+	7-12+	12"	3+	4+
•									4-6	9"	4+	5+
Beam Sp	ear, Tv	vin Linl	k 60)mm √	/ulca	ans, a	nd a (Combat	1-3	5"	5+	6+
RANGE	Т	YPE		S	AP	D	ABI	LITIES				
24"	Rapid	Fire 2	D3	6	-1	1	-					
,						2D3		•				
Melee	M	1elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Melee	N	1elee		Sx2	-3	2D3	1 fro	m the Hit	roll. Each time you	u roll a	Wound	roll of
12"	Rapi	id Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	ly.
						nbat						
subtract 1	from l	hit rolls	s for	attac	ks th				,			
	model equi Beam Sp RANGE 24" Melee Melee 12" Combat shield has thard to H subtract of target this	M WS * * model equipped was Beam Spear, Two Beam Spear, Two RANGE T 24" Rapid Melee M Melee M 12" Rapid Combat Shield shield has a 5+ Hard to Hit: You subtract 1 from target this mode UC, 0081, Posto	M WS BS * * * model equipped with a 1 Beam Spear, Twin Lini RANGE TYPE 24" Rapid Fire 2 Melee Melee Melee Melee Melee Melee 12" Rapid Fire Combat Shield: A moshield has a 5+ invulne shield has a 5+ invulne target this model in the UC, 0081, Postwar EF	M WS BS S * * * 8 model equipped with a 100r Beam Spear, Twin Link 60 RANGE TYPE 24" Rapid Fire 2D3 Melee Melee Melee Melee Melee Melee 12" Rapid Fire 4 Combat Shield: A model shield has a 5+ invulnerable subtract 1 from hit rolls for target this model in the Shuck, 0081, Postwar EFF	M WS BS S T * * * 8 7 model equipped with a 100mm Man Beam Spear, Twin Link 60mm Man Beam S	M WS BS S T W * * * 8 7 12 model equipped with a 100mm Machi Beam Spear, Twin Link 60mm Vulca RANGE TYPE S AP 24" Rapid Fire 2D3 6 -1 Melee Melee +3 -3 Melee Melee User -2 Melee Melee Sx2 -3 12" Rapid Fire 4 4 0 Combat Shield: A model with a conshield has a 5+ invulnerable save. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks the target this model in the Shooting phase UC, 0081, Postwar EFF	M WS BS S T W A * * * 8 7 12 3 model equipped with a 100mm Machine Gu Beam Spear, Twin Link 60mm Vulcans, a RANGE TYPE S AP D 24" Rapid Fire 2D3 6 -1 1 Melee Melee +3 -3 2D3 Melee Melee User -2 D3 Melee Melee User -2 D3 Melee Melee Sx2 -3 2D3 12" Rapid Fire 4 4 0 2 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. UC, 0081, Postwar EFF	* * * 8 7 12 3 8 model equipped with a 100mm Machine Gun, Be and Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, and a control of Beam Spear, Twin Link 60mm Vulcans, and a control of Beam Spear, and a control	M WS BS S T W A Ld SV * * * 8 7 12 3 8 2+ model equipped with a 100mm Machine Gun, Beam Beam Spear, Twin Link 60mm Vulcans, and a Combat RANGE TYPE S AP D ABILITIES 24" Rapid Fire 2D3 6 -1 1 - Each time you Melee Melee +3 -3 2D3 weapon, it also Melee Melee User -2 D3 Make 3 hit rolls When attackin 1 from the Hit I Melee Melee Sx2 -3 2D3 6+ with this we 12" Rapid Fire 4 4 0 2 Add 1 to all hit 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. UC, 0081, Postwar EFF	M WS BS S T W A Ld SV * * * 8 7 12 3 8 2+ 7-12+ model equipped with a 100mm Machine Gun, Beam Beam Spear, Twin Link 60mm Vulcans, and a Combat * * * 8 7 12 3 8 2+ 7-12+ ** * * 8 7 12 3 8 2+ 7-12+ ** * * * 8 7 12 3 8 2+ 7-12+ ** * * * 8 7 12 3 8 2+ 7-12+ ** * * * * * * * * * * * * * * * * *	COMBINITER Some of this model's change as it suffers dare shown below: M WS BS S T W A Ld Sv REMAINING W M * * * 8 7 12 3 8 2+ 7-12+ 12" model equipped with a 100mm Machine Gun, Beam Beam Spear, Twin Link 60mm Vulcans, and a Combat 1-3 5" RANGE TYPE S AP D ABILITIES 24" Rapid Fire 2D3 6 -1 1 - Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit roll. Each time you roll a wound roll of 6+ for weapon, it also inflicts a Mortal wound 1 from the Hit	GM STRIKER M WS BS S T W A Ld Sv REMAINING W M WS * * * 8 7 12 3 8 2+ 7-12+ 12" 3+ model equipped with a 100mm Machine Gun, Beam Beam Spear, Twin Link 60mm Vulcans, and a Combat TYPE S AP D ABILITIES 24" Rapid Fire 2D3 6 -1 1 - Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon When attacking with this weapon, you must stand from the Hit roll. Each time you roll a Wound Melee Melee Sx2 -3 2D3 6+ with this weapon, it also inflicts a Mortal W 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can F 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. Core Explodes (p. 1) UC, 0081, Postwar EFF

9 POWER			RO M					М		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
RGM-79N	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N is a single me	odel equip	ped wi	th a 12	20mı	m Mad	chine	e Gun	. Bear	n	4-7	10"	5+	4+
Sabers, Titanic Feet, Twin										1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	As	sault 6	6	6	-1	1	-					
Bazooka	When targ								g units with 5 or m type to Heavy 2D6		odels,	change	
Beam Rifle	36"	Нє	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	M	1elee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ν	1elee		User	-2	D3	Make	3 hit rolls	s for each attack v	ith thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add ²	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (Power Rating +2).												er e
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Core Example 1									,			
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team												
KEYWORDS	Titanic, V	ehicle,	Mobil	e Su	it, Spa	ace,	Grou	nd					

						IN		change as it suffe shown below:	ers da	mage, a	as
	WS	BS	S T	W	Α	Ld	Sv	REMAINING W		WS	BS
*	*	*	8 7	15	3	8	3+	8-15+	15"	3+	2+
								4-7	10"	4+	3+
								1-3	6"	5+	4+
RANGE	T	YPE	S	AP	D	ABIL	ITIES				
30"	Ass	ault 6	6	-1	1	-					
·							•	•		odels, d	change
36"	He	-3	4								
Melee	М	elee	+3	-3	2D3		•				
Melee	М	elee	Use	r - 2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
12"	Rapi	d Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
		replac	e its 120)mm	Mach	ine Gu	ın with a E	Bazooka or a Bear	n Rifle	(Powe	er
				,							
UC, 0083	, Postw	ar EF	F, Albior	Tear	m						
Characte	, Titani	c, Veh	icle, Mo	bile S	Suit, S	pace,	Ground				
	M * 79N GM Company Sabers * ** ** ** ** ** ** ** ** ** ** ** **	M WS * * 79N GM Custom is am Sabers, Titanis model of this type RANGE T 30" Ass 48" Hea 36" He Melee M Melee M 12" Rapis This model may Rating +2). Combat Shield: shield has a 5+ is UC, 0083, Postw	M WS BS * * * 79N GM Custom is a sir am Sabers, Titanic Fee model of this type may RANGE TYPE 30" Assault 6 48" Heavy 2D3 36" Heavy 3 Melee Melee Melee Melee 12" Rapid Fire This model may replace Rating +2). Combat Shield: A moshield has a 5+ invulne UC, 0083, Postwar EF	M WS BS S T * * * 8 7 79N GM Custom is a single moder of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Twin L model of this type may be included and Sabers, Titanic Feet, Type Sabers, Titanic Feet, Ti	M WS BS S T W * * * 8 7 15 79N GM Custom is a single model economodel of this type may be included in model of this type may be included in RANGE TYPE S AP 30" Assault 6 6 -1 48" Heavy 2D3 8 -2 36" Heavy 3 8 -3 Melee Melee H3 -3 Melee Melee User -2 12" Rapid Fire 4 4 0 This model may replace its 120mm Rating +2). Combat Shield: A model with a conshield has a 5+ invulnerable save. UC, 0083, Postwar EFF, Albion Teal	M WS BS S T W A * * * 8 7 15 3 79N GM Custom is a single model equipper am Sabers, Titanic Feet, Twin Link 60mm model of this type may be included in your model of this type may be included in yo	M WS BS S T W A Ld * * * 8 7 15 3 8 79N GM Custom is a single model equipped with am Sabers, Titanic Feet, Twin Link 60mm Vulcar model of this type may be included in your army. RANGE TYPE S AP D ABIL 30" Assault 6 6 -1 1 - Whether the standard of this was a series of the seri	M WS BS S T W A Ld Sv * * * 8 7 15 3 8 3+ 79N GM Custom is a single model equipped with a am Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a model of this type may be included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - When targeting this weapon's and a model of this type may be included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - When targeting tach time you weapon, it also be a seach time you weapon you weapon, it also be a seach time you weapon you weapon, it also be a seach time you weapon you weap	RGNL-79N M WS BS S T W A Ld Sv REMAINING W * * * 8 7 15 3 8 3+ 8-15+ 79N GM Custom is a single model equipped with a am Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a model of this type may be included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - When targeting units with 5 or m When targeting units with 5 or m Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6 Each time you roll a wound roll of this weapon, it also inflicts a mortal weapon, it also inflicts a mortal weapon, it also inflicts a mortal weapon. Melee Melee User -2 D3 Make 3 hit rolls for each attack weapon. This model may replace its 120mm Machine Gun with a Bazooka or a Bear Rating +2). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)	RGM-79N WS BS S T W A Ld SV REMAINING W M * * * 8 7 15 3 8 3+ 8-15+ 15" 79N GM Custom is a single model equipped with a am Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a model of this type may be included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - When targeting units with 5 or more m 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound Melee Melee User -2 D3 Make 3 hit rolls for each attack with thi 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle Rating +2). Combat Shield: A model with a combat shield has a 5+ invulnerable save. We A Ld Sv REMAINING W M * * * 8 7 15 3 8 3+ 8-15+ 15" We A Ld Sv REMAINING W M * * * * 8 7 15 3 8 3+ 8-15+ 15" **OHOTO STATE TO S	RGM-79N M WS BS S T W A Ld Sv REMAINING W M WS * * * 8 7 15 3 8 3+ 8-15+ 15" 3+ 79N GM Custom is a single model equipped with a am Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a model of this type may be included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - When targeting units with 5 or more models, 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Melee Melee H3 -3 2D3 weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon at the same and

9 POWER			RG GM)			DAMAGE Some of this mo- change as it suff shown below:				
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79Q	*	*	* 8	3 7	15	2	7	3+	8-15+	12"	4+	4+	
A RGM-79Q is a single m	odel equip	ped witl	h a 120ı	mm Ma	chine	e Gur	n, Bea	ım	4-7	9"	5+	5+	
Sabers, Titanic Feet, Twin	Link 60mr	n Vulca	ans, and	l a Com	ıbat S	Shield	d.		1-3	5"	6+	6+	
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-						
Bazooka	48"	Heav	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D		odels, d	change	
Beam Rifle	36"	Hea	avy 3	8	-3	4			roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Me	elee	+3	-3	2D3		•	roll a wound roll o				
Titanic Feet	Melee	Me	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapio	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	This mode	-	replace	its 120	mm l	Mach	ine G	un with a E	Bazooka or a Bea	m Rifle	e (Powe	er	
ABILITIES	Combat S shield has				oile Suit (p e Explode	,							
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



RGM-79Q change as it suffers damage, as

DAMAGE

Some of this model's characteristics

POWER		LQUE		J		٧K	AIN	shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79Q Veteran	*	* *	8 7	15	2	8	3+	8-15+	12"	4+	3+
A RGM-79Q Veteran is a	single mod	el equipped v	with a 12	0mm	ı Mac	hine (Gun,	4-7	9"	5+	4+
Beam Sabers, Titanic Fee								1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	3 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, o	change
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll c inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		_	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
WARGEAR OPTIONS	This mode Rating +2		e its 120	mm l	Machi	ine G	un with a E	Bazooka or a Bear	n Rifle	e (Powe	er
ABILITIES		Shield: A mod a 5+ invulne			nbat		oile Suit (p e Explode	,			
FACTION KEYWORDS	UC, 0084,	Postwar EFI	F, Titans	Test	Team)				•	•
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace,	Grou	nd					

8 POWER			MS IZ						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		
RMS-106	*	* *	8	7	12	2	7	3+	7-12+	12"	4+	4+		
A RMS-106 is a single mo Cockpit, Beam Sabers, a					hine	Gun,	a 360	o	4-6 1-3	9" 5"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault (6	6	-1	1	-							
Beam Rifle	36"	Heavy 3	3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee													
Heat Hawk	Melee	Melee H1 -2 D3 -												
Three Shot Missile Launcher	60"	When targeting units with 5 or more models, cha									hange			
Titanic Feet	Melee											on.		
WARGEAR OPTIONS	This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat													
	360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.											d has		
ABILITIES	Mobile Su	uit (p. 1) lodes (p. 1))						Shields: A model I+ invulnerable sav		win com	nbat		
FACTION KEYWORDS	UC, 0084	, Postwar El	FF, Tit	ans	Test	Team	1							
KEYWORDS	Titanic, Ve	ehicle, Mobi	le Suit	t, Spa	ace,	Grou	nd							

9 POWER		RM HIZA				E		DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
RMS-106 Ace	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+			
A RMS-106 Ace is a singl Cockpit, Beam Sabers, a				Mac	hine	Gun, a	a 360°	4-6 1-3	9" 5"	4+ 5+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
120mm Machine Gun	30"	Assault 6	6	-1	1	-								
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w						
Beam Sabers	Melee	• • •												
Heat Hawk	Melee	Melee	+1	-2	D3	-								
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.			
WARGEAR OPTIONS	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).													
ABILITIES	360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.													
			Titons -	Toot	Toom		us nas a 4	++ ilivuillelable sa	ve.					
FACTION KEYWORDS		, Postwar EFF,					Cround							
KEYWORDS	Character	, Titanic, Vehicl	e, iviodi	iie S	uit, S	pace,	Ground							

11 POWER		R GAI	MS- BAI			β		DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RMS-117	*	* *	8 7	12	2	7	3+	7-12+	12"	4+	4+		
A RMS-117 is a single mo	del equippe	ed with a B	eam Rifle,	Beaı	m Sal	bers, a	a Combat	4-6	9"	5+	5+		
Shield, two Grenade Laur						,		1-3	5"	6+	6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8 8	-3	4		-	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w					
Grenade Launcher	30"	Assault	1 6	-1	D3	Each battle		weapons may only	/ be fi	red onc	e per		
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	is weap	on.		
	Mobile Su	uit (p. 1)				Com	bat Shiel	d : A model with a	comb	at shiel	d has		
ABILITIES	Core Exp	lodes (p. 1)				invulneral			511161			
FACTION KEYWORDS	UC, 0084,	Postwar E	FF, Titans	Test	Team	1							
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

POWER	RM	S-117 β VE					DY	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		
RMS-117 Veteran	*	* *	8 7	12	2	8	3+	7-12+	12"	4+	3+		
A RMS-117 Veteran is a s	ingle mode	l equipped wi	th a Bea	m Ri	fle, E	eam S	Sabers, a	4-6	9"	5+	4+		
Combat Shield, two Grena	-				,		,	1-3	5"	6+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
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.												
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this 2D3 weapon, it also inflicts a mortal wound.							
Grenade Launcher	30"	Assault 1	6	-1	D3			weapons may only	y be fir	red onc	e per		
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.		
ABUITIE	Mobile Su							d : A model with a	comba	at shiel	d has		
ABILITIES		lodes (p. 1)					invulnera	ble save.					
FACTION KEYWORDS	UC, 0084,	Postwar EFF	, Titans	Test	Team	1							
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	nd							

11 POWER		MS-1		/R M		M	R	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
RMS-179/RGM-79R	*	* *	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Co									4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire	D3	6	0	1	-					
180mm Cannon	48"	Heavy	1	8	-3	2D3	-					
Bazooka	48"	When targeting units with 5 or more models, change 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.										change
Beam Rifle	36"	Heavy	3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee		+3	-3	2D3			roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	Melee		User	-2	D3	Make	3 hit rolls	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat car	Fly.
WARGEAR OPTIONS		el may repla Power Rati							chine Gun (Power - 2).	Ratin	g -3), 1	80mm
	Mobile S	uit (p. 1)						bat Shiel invulnera	d : A model with a ble save.	comb	at shiel	d has
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.											rn
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team											
KEYWORDS	Titanic, V	ehicle, Mob	ile S	uit, Spa	ace,	Grou	nd					

12 POWER	RI	MS-179 GM					PR	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	
RMS-179/RGM-79R Ace	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-179 Ace or RGM-		•						4-6	9"	4+	4+	
a Beam Rifle, Beam Sabe Vulcans.	ers, a Comb	oat Shield, Titan	ic Feet	i, an	d IWI	n Link	60mm	1-3	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	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 o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.	
WARGEAR OPTIONS		el may replace it Power Rating -2						hine Gun (Power 2).	Ratin	g -3), 18	80mm	
	Mobile Suit (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save.											
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.											
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team											
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile S	uit, S	pace,	Ground					

14 POWER		R GUN	EMV [TA]					DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMV-1	*	* *	7 7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single mode				4-6	7"	5+	5+				
two 120mm Low Recoil C Smoke Launchers.	annons, Cr	ushing Tread	s, two Mi	issile	Lau	nchers	s, and	1-3	4"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
80mm Anti-Personnel Machine Gun	12"	Pistol 6	5	0	1			g units with 5 or m type to Pistol 12.	ore m	odels, c	hange
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This bear	•	nay target units no	t visib	le to the	Э
Crushing Treads	Melee	Melee	User	-2	D3	Make	e 2 hit rolls	s for each attack v	vith thi	is weap	on.
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m type to Heavy D6.		odels, c	hange
ABILITIES	instead of Shooting Smoke La Shooting subtract 1	aunchers: Or shooting any phase, this ma unchers; unti phase, your o from all hit ro that target this	weapon odel can I your ne pponent olls for ra	s in t use xt mus nged	he its t	Mob move the s Wea only	ement phasame turn. pons withogains a bo	s (p. 1) This model can Fause and still shoot This unit may modut the -1 penalty onus to its save for model is obscure	and/o ove an to hit. r bein	r charge id fire H This m g in cov	eavy odel er if at
FACTION KEYWORDS	UC, 0081, Postwar EFF										
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground										

16 POWER	GI	ORGI RX	O I K-78		EL	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		
Giorgio Miguel	*	* * 8	8	18	3	8	2+	7-12+	12"	3+	2+		
Giorgio Miguel in the RX- Beam Rifle, Beam Sabers and a Combat Shield. Or	s, a Core Fi	ghter, Titanic F	eet, Tw	in Li	nk 60	mm ∖	/ulcans,	4-6 1-3	9" 5"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
Bazooka	48"	1 31											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee											
Beam Rifle	36"	Heavy 3	8	-3	4		,	roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.		
WARGEAR OPTIONS		lel takes a Baz					,	Power Rating -3). Shield with an add	ditiona	l Bazoo	oka		
		Shield: A mode a 5+ invulnera uit (p. 1)			ıbat	redu explo Figh the F	ced to 0 V ode), the p ter and co FF-X7 Cor	At any time, includ Vounds (as long as bilot may eject in a ntinue fighting. The e Fighter unit, place r model was. The	s it do FF-X ne pilo cing it	es not 7 Core t now ι within ′	uses 1" of		
ABILITIES	removed from the game. The new Core Fighter Core Explodes (p. 1) model is considered part of the original unit.												
FACTION KEYWORDS	-	Postwar EFF						·					
KEYWORDS	Character	Titanic, Vehic	le, Mob	ile S	uit, S	pace,	Ground						

14 POWER	HU	GUES RX	S C X-7			RA	ND	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Hugues Courand	*	* * (8 8	18	4	9	2+	7-12+	12"	2+	2+
Hugues Courand in the R			_			•		4-6	9"	3+	3+
Beam Rifle, Beam Sabers Vulcans. Only one model								1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Eac batt		weapons may only	/ be fir	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Mak	ce 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	ly.
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (Power Rating -3). This model may take two Grenade Launchers (Power Rating +1).										
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				_	nbat Shiel ⊦ invulneral	d : A model with a ble save.	comba	at shield	d has

Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand

UC, 0081, Postwar EFF, Phantom Sweep Corps

FACTION KEYWORDS

14 POWER		KOU RX-						DAMAGE Some characteristics cl damage, as show	hange	as it su	
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kou Uraki	*	* * 8	8	18	2	8	2+	10-18+	12"	3+	3+
Kou Uraki in the RX-78GP01 Gundam Zephyranthes is a single model equipped with a 90mm Machine Gun, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Kou Uraki may be taken for your army. 5-9 9" 4+ 4+ 5" 5+ 5+											
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Rifle	Each time you roll a wound roll of 6+ for th 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS		el may replace ating +3).	its 90m	ım M	achin	e Gur	n with a 18	30mm Cannon or	a Beaı	m Rifle	
ABILITIES	shield has	Shield: A modes a 5+ invulnerauit (p. 1)			nbat	reduce explored fight the F mode game	ced to 0 Wode), then eer II and c F-XII unit, el was. Th	At any time, inclu /ounds (as long a the pilot may eject continue fighting. placing it within ne prior model is r w Core Fighter m inal unit.	s it do et in a The p 1" of w emove	es not FF-XII (ilot now here th ed from	Core uses prior the
FACTION KEYWORDS		, Postwar EFF,	Albion	Tear	n	-					
KEYWORDS		r, Titanic, Vehic				undar	m, Ground	, Kou Uraki			

14 POWER		KOU RX-78						DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kou Uraki	*	* * 8	8	18	3	8	2+	10-18+	15"	3+	2+
Kou Uraki in the RX-78GF model equipped with a Be Shield, Titanic Feet, and T Uraki may be taken for yo	am Rifle, B win Link 60	seam Sabers, a	Comba	at	5-9 1-4	10" 6"	4+ 5+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this									
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	l to all hit	rolls against targe	ts tha	t can F l	ly.
	Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Fighter: At any time, including if the mode reduced to 0 Wounds (as long as it does not explode), the pilot may eject in a FF-XII-Fb Core Fighter II Full Burnern and continue fighting. The pilot now uses the FF-XII-Fb unit, placing it with of where the prior model was. The prior model removed from the game. The new Core Fighter										ore The thin 1" el is
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.										
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team										
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki									

14 POWER		KOU RX-7						DAMAGE Some characteristics ch damage, as shov	ange	as it su		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kou Uraki	*	* * 8	8	18	4	9	2+	10-18+	15"	2+	2+	
Kou Uraki in the RX-78GF equipped with a 360° Coo Titanic Feet. Only one mo	kpit, a Bear	m Rifle, Beam	Sabers	s, a C	omb	at Shie		5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Bazooka	48"	1 31 3										
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this										
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	(Power Ra	ating -1).					,	ower Rating -3) of the results of th			kas	
	360° Cock per turn.	ເpit : May reroll	a hit ro	oll on	ice	end C	Charge mo	Irms : This model oves and Fight in the enemy units.				
		un : This unit m arge phase, ev charge.				Core Fight	Fighter : er may, at	A model equipped any time, includir ounds (as long as	ng if th	e mode	el is	
		hield: A mode a 5+ invulnera			nbat	explo	de), eject Burnern	the pilot in a FF-> and continue fight I-Fb unit, placing i	⟨II-Fb ing. ¯	Core F The pilo	t now	
	Mobile Su	. ,				the pr	rior model the game	l was. The prior n . The new Core F	nodel ighter	is remo	ved	
ABILITIES	Core Explodes (p. 1) considered part of the original unit.											
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team Character, Titania, Vahiela, Mahila, Suit, Cundam, Space, Kau Uraki											
KEYWORDS	Character,	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki										

ZI					10	characteristics ch	nange	as it su					
M	WS	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
* 7000040	*	* om Co		8			8	2+	10-18+	15"	3+	2+	
am Sabers n for your	, a Cor army.	nbat S This m	hield,	and	l Tita	nic F	eet. C	nly one	5-9 1-4	10" 6"	4+ 5+	3+ 4+	
RANGE	Т	YPE		S	AP	D	ABIL	ITIES					
30"													
Each time you roll a wound roll of 6+ for this Melee H3 -3 2D3 weapon, it also inflicts a mortal wound.													
48"	He	avy 3		8	-3	4							
Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.													
	This model may replace its Beam Carbine with a Mega Particle Cannon (Power Rating +1).												
Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Boost Pod: A model equipped with Boost Pods activate each one once at the beginning of any your Movement phases. Each activated Boost adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model of the Hard to Hit* and Fly. This bonus lasts until the											ds may y of st Pod ny gains e		
Core Exp	lodes	(p. 1)					point	the activa	ated Boost Pod is	exhau	sted.		
Cyber Newtype: A Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp													
UC, 0083	, Postv	var EF	F										
Characte	r, Titan	ic, Veh	icle, N	Mob	ile S	uit, G	undan	n, Space,	Newtype, Psyker				
	M * -78GP040 am Sabers n for your hau in the RANGE 30" Melee 48" Melee This mod This mod Hit and Fin your Cl declared Combat si shield has Mobile S Core Exp Cyber Ne However, Discipline manifeste model manifeste model ca Newtypes UC, 0083	M WS * * -78GP04G Gund am Sabers, a Cor n for your army. hau in the AGX-0 RANGE T 30" Rapid Melee M 48" He Melee M This model may This model may This model may Combat Shield shield has a 5+ Mobile Suit (p. Core Explodes Cyber Newtype However, this m Discipline in each manifested, mak model must atta model can attem Newtypes do no UC, 0083, Posto	M WS BS * * * -78GP04G Gundam Geam Sabers, a Combat Sin for your army. This management in the AGX-04. RANGE TYPE 30" Rapid Fire 2 Melee Melee 48" Heavy 3 Melee Melee This model may replace This model may take 3 Hit and Run: This unit in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in the shield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge. Combat Shield: A moshield has a 5+ invulned that in your Charge phase, declared a charge.	M WS BS S * * * 8 -78GP04G Gundam Gerbera am Sabers, a Combat Shield, n for your army. This model in hau in the AGX-04. RANGE TYPE 30" Rapid Fire 2D3 Melee Melee 48" Heavy 3 Melee Melee U This model may replace its II This model may take 3 Boos Hit and Run: This unit may in your Charge phase, even declared a charge. Combat Shield: A model wi shield has a 5+ invulnerable Mobile Suit (p. 1) Cyber Newtype: A Cyber N However, this model must at Discipline in each of your Ps manifested, make a Ld chec model must attack the close model can attempt to deny a Newtypes do not know Smit UC, 0083, Postwar EFF	M WS BS S T * * * * 8 8 -78GP04G Gundam Gerbera is a sam Sabers, a Combat Shield, and n for your army. This model may hau in the AGX-04. RANGE TYPE S 30" Rapid Fire 2D3 8 Melee Melee User This model may replace its Bear This model may take 3 Boost Policy Hit and Run: This unit may movin your Charge phase, even if it declared a charge. Combat Shield: A model with a shield has a 5+ invulnerable save Mobile Suit (p. 1) Cyber Newtype: A Cyber Newty However, this model must attern Discipline in each of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of the control of your Psych manifested, make a Ld check - product of your Psych manifested, make a Ld check - product of your Psych manifested, make a Ld check - product of your Psych manifested of your Psych manife	M WS BS S T W * * * 8 8 18 -78GP04G Gundam Gerbera is a sing am Sabers, a Combat Shield, and Tita in for your army. This model may not hau in the AGX-04. RANGE TYPE S AP 30" Rapid Fire 2D3 8 -3 Melee Melee +3 -3 Melee Melee User -2 This model may replace its Beam Ca This model may take 3 Boost Pods (Hit and Run: This unit may move 2E in your Charge phase, even if it has declared a charge. Combat Shield: A model with a comshield has a 5+ invulnerable save. Mobile Suit (p. 1) Cyber Newtype: A Cyber Newtype of However, this model must attempt to Discipline in each of your Psychic phranifested, make a Ld check - pass model must attack the closest model model can attempt to deny a single powerly process of the composition of the composit	M WS BS S T W A * * * * * * * * * * * * * * * * * *	M WS BS S T W A Ld * * * 8 8 18 3 8 -78GP04G Gundam Gerbera is a single model end of the state	* * * 8 8 18 3 8 2+ -78GP04G Gundam Gerbera is a single model equipped am Sabers, a Combat Shield, and Titanic Feet. Only one in for your army. This model may not be taken in the hau in the AGX-04. RANGE TYPE S AP D ABILITIES Each time you weapon, it also Each time you wea	M WS BS S T W A Ld SV REMAINING W * * * 8 8 18 3 8 2+ 10-18+ -78GP04G Gundam Gerbera is a single model equipped am Sabers, a Combat Shield, and Titanic Feet. Only one in for your army. This model may not be taken in the hau in the AGX-04. RANGE TYPE S AP D ABILITIES Each time you roll a wound roll of weapon, it also inflicts a mortal veapon, it also inflicts a mortal veapon	RX-78GP04G M WS BS S T W A Ld Sv REMAINING W M	RX-78GP04G M WS BS S T W A Ld Sv * * * 8 8 18 3 8 2+ -78GP04G Gundam Gerbera is a single model equipped am Sabers, a Combat Shield, and Titanic Feet. Only one n for your army. This model may not be taken in the hau in the AGX-04. RANGE TYPE S AP D ABILITIES 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 weapon, it also inflicts a mortal wound. 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 weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weap This model may take 3 Boost Pods (Power Rating +2). Hard to Hit*: Your opponent must subtract 11 hit rolls for attacks that target this model in the Shooting phase. Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phases. Each activated Boos adds 3" to your Movement characteristic. If a Boost Pods are currently activated, the model Mobile Suit (p. 1) Cyber Newtype: A Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Discipline in each of your Psychic phases Every time that Combat Hypnosis from the Newtype Discipline in each of your Psychic phases Every time that Combat Hypnosis from the Newtype Discipline in each of your Psychic phases Every time that Combat Hypnosis from the Newtype Discipline in each of your Psychic phases Every time that Combat Hypnosis from the Newtype Newtypes do not know Smite, and do not damage other models from Perils of the Warp UC, 0083, Postwar EFF	

			RX-	80F	PR	2-3						
13 POWER			ALF UL						DAMAGE Some characteristics cl damage, as show	nange	as it su	
NAME	M	ws	BS S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-80PR-3	*	*	* 8	8	18	3	8	2+	10-18+	12"	3+	2+
A RX-80PR-3 is a single model equipped with a Heat Lance, Massive Shield, Titanic Feet, and two Twin Link 60mm Vulcans. Only one model of this type may be taken for your army. 5-9 9" 4+ 3 1-4 5" 5+ 4												
WEAPON	RANGE	Т	YPE	S	AP	D	ABI	LITIES				
Bazooka	48"	Hea	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Heat Lance	Melee	M	elee	Sx2	-3	2D3	1 fro	om the Hit r	g with this weapor oll. If you charged y reroll any Hit ro ase.	in yo	ur Chai	rge
Titanic Feet	Melee	М	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This mode	el may	take a E	Bazooka	(Po	wer	Ratin	g +1).				
	Core Exp	lodes	(p. 1)				Mok	oile Suit (p	. 1)			
ABILITIES	Massive Shield has						This unit can move (even if it has not		-			
FACTION KEYWORDS	UC, 0081, Postwar EFF											
KEYWORDS	Character	, Titani	c, Vehic	le, Mob	ile S	uit, G	roun	d, Space				

16 POWER	P	RX PALE						<u>[</u>	DAMAGE Some characteristics ch damage, as show	nange	as it su	ffers		
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
RX-80PR-4	*	* *	8	8	18	3	8	2+	10-18+	12"	3+	2+		
A RX-80PR-4 is a single model equipped with Beam Sabers, a Combat Shield, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one model of this type may be taken for your army. S AP D ABILITIES 5-9 9" 4+ 3+ 1-4 5" 5+ 4+														
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	• /												
Heavy Beam Rifle	36"	Each time you roll a wound roll of 6+ for this												
Combined Beam Launcher "Shekinah"	choose m	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.												
Giant Gatling	36"	Assault 2	2D6	8	-2	D2	-							
Mega Particle Cannon	48"	Heavy	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Three Shot Missile Launcher	60"	Rapid Fire	e D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange		
Titanic Feet	Melee	Melee	•	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can FI	y.		
WARGEAR OPTIONS		el may repl tating +10)		s Hea	vy B	eam l	Rifle w	ith a Com	nbined Beam Laur	ncher "	Shekin	ah"		
	Core Exp	olodes (p. 1	1)				Mobi	le Suit (p	. 1)					
ABILITIES	Massive Shield: A model with a Massive Hit and Run: This unit can move 2D6" in your Shield has a 4+ invulnerable save. Charge phase (even if it has not declared a charge).													
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans													
KEYWORDS	Characte	r, Titanic, V	ehicle	e, Mob	ile S	uit, G	round,	Space						

13 POWER	,	WES RX	MU K-12				DAMAGE Some of this mod change as it suffor shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Wes Murphy	*	* *	8 7	15	3	8	3+	8-15+	15"	3+	2+	
Wes Murphy in a RX-121- equipped with a 360° Coc Link 60mm Vulcans. Only	kpit, a Bea	m Rifle, Bear	n Sabers	s, Tita	anic F	eet, ar		4-7 1-3	10" 6"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	This mode +3), or three	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly. This model may take a Combat Shield (Power Rating +1). This model may take a Boost Shield (Power Rating +1), two Boost Shields (Power Rating +3), or three Boost Shields (Power Rating +4). If this model takes three Boost Shields, it is not also take a Combat Shield.										
	subtract 1 target this	it*: Your opp from hit rolls model in the Shield: A model a 5+ invulne	for attace Shooting	cks th g pha a com	ase.	Shield Move Shield adds has a to Hit	ds may, a ment pha d mode. 3" to you ny Boost * and Fly	A model equippe at the beginning of ases, shift it betwee Each Boost Shield r Movement characteristics in Boost of In Shield Mode, I. If a model has resistant to the state of	each een Bo d in Bo acterist mode, it cour	of your ost modost modost modost modosic. If a it gains	de and de model s Hard	
	Hit and R	un : This unit ge phase, ev	may mov	ve 2[Boost Shield Comb	Shield ir d Mode a pat Shield	n Shield Mode or a nd a Combat Shie Is.	a Boos eld, it c	t Shield ounts a	d in as Twin	
	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	e per tu	rn.	
ABILITIES	Mobile Su	. ,						Shields : A model 4+ invulnerable sa		win Co	mbat	
FACTION KEYWORDS	UC, 0084,	Postwar EF	F, Titans	Test	Team	1						
KEYWORDS	Character	JC, 0084, Postwar EFF, Titans Test Team Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam										

14 POWER	E	LIARI RX				ŊĐ	R	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Eliard Hunter	*	* * 8	3 7	15	3	8	3+	8-15+	21"	3+	2+
Eliard Hunter in a RX-121 a 120mm Machine Gun, E Link 60mm Vulcans. Only army.	Beam Sabe	rs, a Combat S	Shield, 7	Titani	ic Fe	et, and	Twin	4-7 1-3	16" 12"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee										
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
	Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the							om hit			
ABILITIES	Mobile Su	uit (p. 1)				Shoo	oting phas	e.			
FACTION KEYWORDS	UC, 0084,	Postwar EFF,	Titans	Test	Team	1					
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter, Fly									

11 POWER			AR RX						R	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
Eliard Hunter	*	*	*		7	15	3	8	3+	8-15+	15"	3+	2+
Eliard Hunter in a RX-121 equipped with a 120mm N 60mm Vulcans. Only one	/lachine Gւ	ın, Bea	am Sal	oers,	Titar	nic F	eet, a	nd Tw	in Link	4-7 1-3	10" 6"	4+ 5+	3+ 4+
WEAPON	RANGE		YPE		S	AP			ITIES				
120mm Machine Gun	30"	Ass	sault 6		6	-1	1	-					
Beam Rifle	36"	He	avy 3		8	-3	4		_	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	M	lelee	4	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	lelee	U	ser	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This model may take a Boost Shield (Power Rating +1) or two Boost Shields (Power Rating +3). This model may take a Beam Rifle (Power Rating +4 each) or a 120mm Machine Gun WARGEAR OPTIONS (Power Rating +2 each) for each Sub Arm.						atilig						
	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Boost Shield: A model equipped with any Boost Shields may, at the beginning of each of your Movement phases, shift it between Boost mode and Shield mode. Each Boost Shield in Boost mode adds 3" to your Movement characteristic. If a model has any Boost Shields in Boost mode, it gains Hard to Hit* and Fly. In Shield Mode, it counts as a Combat Shield. If a model has more than one Boost Shield in Shield Mode and a Combat Shield, it counts as Twin Combat Shields. Sub Arms: This model has two Sub Arms. Each Sub Arm may fire a weapon in the Shooting phase.					de and ode model s Hard a e d in as Twin							
ABILITIES	For each weapon fired from a Sub Arm, subtract 1 Mobile Suit (p. 1) from all Ranged hit rolls this phase.					act 1							
FACTION KEYWORDS	S UC, 0084, Postwar EFF, Titans Test Team												
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter											

POSTWAR EFF 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)
ORX-005 Cyber Newtype	1	130
Ace, RGM-79C	1	78
Ace, RMS-106	1	75
Ace, RMS-179/RGM-79R	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06F2	1	75
RGM-79C	1	68
RGM-79Q	1	78
RMS-106	1	65
RMS-117	1	65
RMS-179/RGM-79R	1	65

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGM-79 Powered	1	108

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-14F	1	135
NRX-044, Veteran	1	110
ORX-005	1	110
RGM-79FP	1	115
RGM-79N	1	83
RGM-79Q, Veteran	1	83
RMS-117, Veteran	1	70

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Hugues Courand, FA-78-3	1	165
Chuck Keith, RGC-83	1	90
Dick Allen, RGM-79 Powered	1	125
South Burning, RGM-79N	1	98
Giorgio Miguel, RX-78-3	1	165
Hugues Courand, RX-78-7	1	145
Kou Uraki, RX-78GP01	1	155
Kou Uraki, RX-78GP01-Fb	1	175
Kou Uraki, RX-78GP03S	1	180
Zero Murasame, RX-78GP04G	1	195
RX-80PR-3	1	177
RX-80PR-4	1	177
Wes Murphy, RX-121-1	1	128
Eliard Hunter, RX-121-2	1	178
Eliard Hunter, RX-121-2A	1	138

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGC-83	1	65
RMV-1	1	64

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FF-X7	1-3	45
FF-XII	1-3	45
FF-XII-Fb	1-3	65

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
80mm Anti-Personnel Gun	15
90mm Machine Gun	15
100mm Machine Gun	25
120mm Low Recoil Cannon	75
120mm Machine Gun	30
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Carbine	55
Beam Rifle	75
Beam Shot Rifle	85
Beam Spray Gun	65
Combined Beam Launcher "Shekinah"	200
Grenade Launcher	5

RANGED WEAPONS						
WEAPON	POINTS PER WEAPON					
Grenades	0					
Heavy Beam Rifle	80					
Mega Particle Cannon	80					
Missile Launcher	25					
MMP-70C	40					
Small Beam Gun	30					
Sturm Faust	6					
Three Shot Missile Launcher	25					
Twin Link 60mm Vulcans	10					
Twin X7 Missile Launchers	20					

MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Beam Sabers	40				
Heat Hawk	15				
Heat Lance	30				
Titanic Feet	0				
Twin Beam Spear	30				

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
Boost Pod	15				
Boost Shield	30				
BST Packs	20				
Chobham Armor	40				
Combat Shield	20				
Core Fighter	30				
Rocket Booster	10				
Smoke Grenades	0				
Twin Combat Shields	30				

POSTWAR EFF WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
80mm Anti-Personnel Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	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 Shot Rifle	36"	Heavy D6	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combined Beam Launcher "Shekinah"						re of the profiles listed below. If you choose more than 1, subtract 1 Iditional profile you fire this turn.
Giant Gatling	36"	Assault 2D6	8	-2	D2	-
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile					,	When targeting units with 5 or more models, change this
Launcher	60"	Rapid Fire D3	6	-1	1	weapon's type to Rapid Fire D6.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Grenades	6"	Grenade 1	6	-1	D3	
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
MMP-70C	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than one,					
90mm MMP-70C	30"	Assault 6	6	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons 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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Hawk	Melee	Melee	+1	-2	D3	-
Heat Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Spear	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.

OTHER WARGEAR	
Boost Pod	A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains Hard to Hit* and Fly . This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.
Boost Shield	A model equipped with any Boost Shields may, at the beginning of each of your Movement phases, shift it between Boost mode and Shield mode. Each Boost Shield in Boost mode adds 3" to your Movement characteristic. If a model has any Boost Shields in Boost mode, it gains Hard to Hit and Fly . In Shield Mode, it counts as a Combat Shield. If a model has more than one Boost Shield in Shield Mode or a Boost Shield in Shield Mode and a Combat Shield, it counts as Twin Combat Shields.
BST Packs	A model equipped with BST Packs gains Hit and Run : This unit can move 2D6" in your Charge phase even if it did not declare a charge
Chobham Armor	A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. Some models cannot use certain weapons while the Chobham Armor is equipped. The Chobham armor may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Core Fighter	At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Fighter and continue fighting. The pilot now uses the basic Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.
Rocket Booster	A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.
Smoke Grenades	Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Twin Combat Shields	A model with Twin Combat Shield has a 4+ invulnerable save.