

AXIS ARMY LIST 0087

This section contains all the datasheets that you will need in order to fight battles with your Axis 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 Axis units - these are described below and referenced on the datasheets.

PRIOR INDICES

Axis detachments may not include any units from previous Zeon related indices in their army selection.

ABILITIES

The following abilities are common to several Axis 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. This model gains **Titanic Presence**.

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.

Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all  models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

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

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype'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 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.

<div><div><div></div></div><div>10</div><div>POWER</div></div> <div>AMX-003</div> <div>GAZA C</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																									
<table><tr><th>NAME</th><th></th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>AMX-003</td><td>185 Points</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME		M	WS	BS	S	T	W	A	Ld	Sv	AMX-003	185 Points	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12-24"	4+	4+	4-6	12-18"	5+	5+	1-3	12"	6+	6+
NAME		M	WS	BS	S	T	W	A	Ld	Sv																																									
AMX-003	185 Points	*	*	*	8	7	12	2	7	3+																																									
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An AMX-003 Gaza C is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.																																																			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																										
Beam Sabers		Melee		Melee		+6	-3	6	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	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																										
Knuckle Buster		+90	48"	Heavy 2D6		8	-2	2	This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																										
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.																																										
WARGEAR OPTIONS		This model may take a Knuckle Buster (Power Rating +5).																																																	
ABILITIES		<p>Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, 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.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p>							<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</p> <p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p> <p>Mobile Suit (p. 1); Core Explodes (p. 1)</p>																																										
FACTION KEYWORDS		UC, 0087, Axis																																																	
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11

POWER

AMX-003 GAZA C ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
AMX-003 Ace	195	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.										4-6	12-18"	4+	4+	
										1-3	12"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers		Melee	Melee		+6	-3	6	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	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster		+90 48"	Heavy 2D6		8	-2	2	This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a Knuckle Buster (Power Rating +5).												
ABILITIES		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 .						360° Cockpit: This unit may reroll a hit roll once per turn.						
		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.						Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.						
		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit , Airborne , and Supersonic . Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.						
								Mobile Suit (p. 1); Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0087, Axis												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character												



13

POWER

HAMAN KARN

AMX-003

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Haman Karn	250	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
Haman Karn in an AMX-003 is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet. Only one unit with Haman Karn may be taken for your army.										4-6	12-18"	4+	4+	
										1-3	12"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers		Melee	Melee		+6	-3	6	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	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster		+90	48"	Heavy 2D6		8	-2	2	This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a Knuckle Buster (Power Rating +5).												
ABILITIES		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 .							360° Cockpit: This unit may reroll a hit roll once per turn.					
		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.							Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.					
		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase							Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit , Airborne , and Supersonic . Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.					
		Mobile Suit (p. 1); Core Explodes (p. 1)												
PSYKER		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.												
FACTION KEYWORDS		UC, 0087, Axis												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character, Haman Karn												



36
POWER

HAMAN KARN

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Haman Karn	730	*	*	*	7	8	18	4	9	2+	10-18+	15"	2+	3+
Haman Karn in the AMX-004 Qubeley is a single model equipped with a 360° Cockpit, two Hand Beam Guns, and Titanic Feet. Only one unit with Haman Karn may be taken for your army.										5-9	10"	3+	4+	
										1-4	6"	4+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Hand Beam Gun - Shooting Mode		24"	Rapid Fire 3		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Hand Beam Gun - Melee Mode		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This unit may take 10 Funnels .												
ABILITIES		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						360° Cockpit: This unit may reroll a hit roll once per turn.						
		Core Explodes, Mobile Suit (p. 1)						Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						
PSYKER		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.												
FACTION KEYWORDS		UC, 0087, Axis												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Haman Karn, Fly, Psyker, Newtype												



2

POWER

FUNNEL

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv					
1-10	Funnel	45	12"	6+	4+	5	6	1	1	6	4+				
For each model past the first, it has Power Rating +2 . Every model is equipped with a Funnel Beam Gun.															
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
Funnel Beam Gun		12"	Pistol 1		8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
<p>Valued Sacrifice: Each time a Funnel model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the Funnel keyword.</p> <p>Keywords:</p> <ul style="list-style-type: none">• Funnel models do not gain the keywords of any units that contain them.• For the purposes of interacting with terrain features, Funnel models count as having the INFANTRY keyword. <p>Artificial Helpers: Funnel models are ignored for the purposes of:</p> <ul style="list-style-type: none">• The Look Out, Sir rule.• Determining this unit's Starting Strength, and whether this unit is below Half-strength.• Determining this unit's Toughness characteristic, if it also contains models without the DRONE keyword.								<p>Psycommu:</p> <ul style="list-style-type: none">• This unit must begin the game docked to a Psyker unit that can take Funnels (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining Funnel models in this unit are destroyed.• A Funnel unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join. <p>Docked Funnel: If this model is docked with another:</p> <ul style="list-style-type: none">• Any weapons this model is equipped with are <u>not</u> considered to be equipped to the model it is docked with.• Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.• If the model it is docked with is destroyed, this Funnel model is destroyed as well. <p>Limited Parameters: If this unit contains only Funnel models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.</p>							
								ABILITIES							
								FACTION KEYWORDS				UC, 0087, Axis			
								KEYWORDS				Funnel, Space, Fly			