

OMNI ENFORCER CE 71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Oppose Militancy and Neutralize Invasion Enforcer (OMNI Enforcer, OMNI) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several OMNI units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **CE**, **CE71**, **OMNI**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE71** as the year the unit was deployed, and **OMNI** as the OMNI Enforcer Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several OMNI units:

Mobile Suit

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

Striker Pack System

Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

Core Explodes

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

Weapon Types

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

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

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

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

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the SEED Factor's unit may immediately move as if it were the Move phase. If the SEED Factor's unit Advanced or Advances this turn, it may still charge in the Charge phase.

Plot Armor

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

Combat Hypnosis

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



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POWER

FX-550 SKYGRASPER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FX-550	15"-30"	6+	4+	6	5	6	2	7	3+
This unit contains a single FX-550 equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. It may include an additional single FX-550 (Power Rating +5) or an additional two FX-550 (Power Rating +10).									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.			
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .			
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all hit rolls against targets that can Fly .			
WARGEAR OPTIONS	This model may take a Striker Pack.								
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 . Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1)			
ABILITIES	Striker Pack System (p. 1)					Core Explosion (p. 1)			
FACTION KEYWORDS	CE, CE71, OMNI								
KEYWORDS	Fly, Vehicle, Striker Pack System, Ground								



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POWER

CAGALLI YULA ATHHA

FX-550

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cagalli Yula Athha	15"-30"	4+	3+	6	5	6	3	8	3+
Cagalli Yula Athha in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with Cagalli Yula Athha may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Twin Link Anti Ship Missiles	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Cannons	30"	Assault 2		7	-1	2	Add 1 to all hit rolls against targets that can Fly .		
WARGEAR OPTIONS	This model may take a Striker Pack.								
	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 .					Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Core Explosion (p. 1)			
ABILITIES	Striker Pack System (p. 1)					Vehicle Squadron (p. 1)			
	SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.								
PSYKER	Natural SEED: This model subtracts 1 from all psyker rolls.								
FACTION KEYWORDS	CE, CE71, OMNI								
KEYWORDS	Character, Fly, Vehicle, Striker Pack System, Cagalli Yula Athha, Psyker, SEED Factor, Ground								




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POWER

MWU LA FLAGA

FX-550

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mwu La Flaga	15"-30"	4+	2+	6	5	6	4	9	3+
Mwu La Flaga in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with Mwu La Flaga may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Twin Link Anti Ship Missiles	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Cannons	30"	Assault 2		7	-1	2	Add 1 to all hit rolls against targets that can Fly .		
WARGEAR OPTIONS	This model may take a Striker Pack.								
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 .					Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Vehicle Squadron (p. 1)			
ABILITIES	Striker Pack System (p. 1)					Core Explosion (p. 1)			
FACTION KEYWORDS	CE, CE71, OMNI								
KEYWORDS	Character, Fly, Vehicle, Striker Pack System, MwU La Flaga, Ground								

<div><div></div><div><div>10</div><div>POWER</div></div></div> <div><div>GAT-01</div><div>STRIKE DAGGER</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-01	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A GAT-01 is a single model equipped with a Beam Rifle + Grenade Launcher, Beam Sabers, CIWS, Titanic Feet, and a Combat Shield.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle + Grenade Launcher	When firing this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made with this weapon.												
---- Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

GAT-01 STRIKE DAGGER ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
GAT-01 Ace	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
A GAT-01 Ace is a single model equipped with a Beam Rifle + Grenade Launcher, Beam Sabers, CIWS, Titanic Feet, and a Combat Shield.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Rifle + Grenade Launcher	When firing this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made with this weapon.												
---- Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
---- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

GAT-01A1 105 DAGGER

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
GAT-01A1	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
A GAT-01A1 is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
Anti Infantry Gun	12"	Rapid Fire 2		4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.						
Beam Rifle + Grenade Launcher	When firing this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made with this weapon.												
---- Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This unit may take a Striker Pack.												
	This unit may take a Combat Shield (Power Rating +1).												
	This unit may take a 100mm Machine Gun (Power Rating +1) or a Beam Rifle + Grenade Launcher (Power Rating +4).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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POWER

GAT-01A1 105 DAGGER 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
GAT-01A1 Ace	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
A GAT-01A1 Ace is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.							
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1								
Beam Rifle + Grenade Launcher	When firing this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made with this weapon.												
---- Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
---- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a 100mm Machine Gun (Power Rating +1) or a Beam Rifle + Grenade Launcher (Power Rating +4).												
	ABILITIES					Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground												



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POWER


KIRA YAMATO

GAT-X105

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
Kira Yamato	*	*	*	8	7	18	5	9	3+	10-18+	12"	2+	2+
Kira Yamato in the GAT-x105 Strike Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with Kira Yamato may be taken for your army. Only one model with GAT-x105 may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Anti Ship Sword	Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Armor Schneider	Melee		Melee		+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) SEED Factor (p. 1)							Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.					
PSYKER	SEED Factor: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, Psyker, SEED Factor, GAT-x105, Kira Yamato, Gundam, Space, Ground												

<div>30 POWER</div> <div>ORGA SABNAK GAT-X131</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div>NAMEMWSBSSTWALdSv</div>										<div>REMAINING WMWSBS</div>			
Orga Sabnak* * * 8 7 18 2 7 3+										10-18+12"5+3+			
Orga Sabnak in the GAT-x131 Calamity Gundam is a single model equipped with two Beam Rifles, a Beam Launcher, a Combat Shield, Titanic Feet, and a Twin Beam Rifle. Only one model of this type may be taken for your army.										5-99"6+4+			
										1-45"6+5+			
<div>WEAPONRANGETYPESDAPDABILITIES</div>													
Bazooka48"Heavy 2D38-21When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.													
Beam Rifle36"Heavy 38-34Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.													
Beam Launcher60"Heavy 2D39-44A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.													
--- Ancillary Targets60"Heavy 29-44When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.													
Titanic FeetMeleeMeleeUser-2D3Make 3 hit rolls for each attack with this weapon.													
Twin Beam Rifle36"Heavy 68-34Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.													
<div>WARGEAR OPTIONS</div> <div>This model may take a Bazooka (Power Rating +1).</div>													
<div>ABILITIES</div> <div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div> <div>Mobile Suit (p. 1)</div> <div>Core Explodes (p. 1)</div> <div>Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</div>													
<div>PSYKER</div> <div>Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</div>													
<div>FACTION KEYWORDS</div> <div>CE, CE71, OMNI</div>													
<div>KEYWORDS</div> <div>Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Space, Ground</div>													



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POWER

EDWARD HARRELSON GAT-X133

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
Edward Harrelson	*	*	*	8	7	18	2	7	3+	10-18+	12"	2+	3+
Edward Harrelson in the GAT-x133 Sword Calamity Gundam is a single model equipped with two Beam Boomerangs, a Beam Pistol, two Laser Guns, Titanic Feet, and Twin Beam Anti Ship Swords. Only one model of this type may be taken for your army.										5-9	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Pistol	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Laser Gun	24"	Pistol 2D3	7	-2	3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.							
						<p>Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p>							
						<p>Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.</p> <p>Mobile Suit (p. 1)</p>							
ABILITIES						Core Explodes (p. 1)							
FACTION KEYWORDS						CE, CE71, OMNI							
KEYWORDS						Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground							



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POWER

RENA IMELIA GAT-X133

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
Rena Imelia	*	*	*	8	7	18	2	7	3+	10-18+	12"	2+	3+
Rena Imelia in the GAT-x133 Sword Calamity Gundam is a single model equipped with two Beam Boomerangs, a Beam Pistol, two Laser Guns, Titanic Feet, and Twin Beam Anti Ship Swords. Only one model of this type may be taken for your army.										5-9	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Pistol	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Laser Gun	24"	Pistol 2D3	7	-2	3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.							
						Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.							
						Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. Mobile Suit (p. 1)							
ABILITIES						Core Explodes (p. 1)							
FACTION KEYWORDS						CE, CE71, OMNI							
KEYWORDS						Titanic, Character, Vehicle, Mobile Suit, Gundam, Space, Ground							



27
POWER

FOUR SOCIUS GAT-X133

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
Four Socius	*	*	*	8	7	18	2	7	3+	10-18+	12"	3+	3+
Four Socius in the GAT-x133 Sword Calamity Gundam is a single model equipped with two Beam Boomerangs, a Beam Pistol, two Laser Guns, Titanic Feet, and Twin Beam Anti Ship Swords. Only one model of this type may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Boomerang	24"		Assault D3		8	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Pistol	24"		Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Laser Gun	24"		Pistol 2D3		7	-2	3	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Anti Ship Swords	Melee		Melee		Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.					
Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. Hatred: This model may reroll any failed hits in the Fight phase against SEED Factor or ZAFT units.										Core Explodes (p. 1)			
										Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.			
										Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.			
ABILITIES	Mobile Suit (p. 1)												
PSYKER	Biological CPU:A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	CE, CE71, OMNI												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Space, Ground												



25
POWER

SHANI ANDRAS GAT-X252

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
Shani Andras	*	*	*	8	7	18	2	7	3+	10-18+	12"	5+	3+
Shani Andras in the GAT-x252 Forbidden Gundam is a single model equipped with two 90mm Machine Guns, two 180mm Cannons*, a Heavy Scythe, a Mega Particle Cannon*, Titanic Feet, Twin Link CIWS, and a Twin Combat Shield. Only one model of this type may be taken for your army.										5-9	9"	6+	4+
										1-4	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
Heavy Scythe	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.
Mega Particle Cannon*	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun*	48"	Heavy 1	8	-3	3D3	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	36"	Heavy 6	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

Core Explodes (p. 1)

Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

Twin Combat Shield: A model with a twin combat shield has a 4+ invulnerable save.

Assault Mode: This unit may transform to or from a High Speed Assault Mode at the beginning of any of your Movement phases. In Assault Mode, this model loses **Fly** and cannot use the Twin Combat Shield, but it may now use the Geschmedig Panzer, Mega Particle Cannon*, and Railguns*.

Geschmedig Panzer: When in Assault Mode, this model gains a 3+ Invulnerable save against **Beam** and **Laser** shooting attacks. On a roll of 5+, it may attack an enemy unit within 6" using the profile of the weapon it saved against. It may also add the following to its Mega Particle Cannon profile: "This weapon ignores any bonus from Cover Saves. This weapon may target units not visible to the bearer."

ABILITIES

Mobile Suit (p. 1)

Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

PSYKER

FACTION KEYWORDS CE, CE71, OMNI

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



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POWER

CLOTHO BUER GAT-X370

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
Clotho Buer	*	*	*	8	7	18	2	8	3+	10-18+	12"	3+	3+
Clotho Buer in the GAT-x370 Raider Gundam is a single model equipped with two 90mm Machine Guns*, a 100mm Machine Gun*, two Beam Pistols*, a Combat Shield, a Hammer, a Mega Particle Cannon, Titanic Feet, and Twin 155 mm cannons. Only one model of this type may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun*	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun*	48"	Heavy 1	8	-3	2D3	-
Beam Pistols*	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Hammer	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 155mm Cannons	36"	Heavy 2	7	-1	2	-

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>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p> <p>Core Explodes (p. 1)</p>	<p>Variable Phase Shift: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.</p> <p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Mobile Suit (p. 1)</p> <p>Mobile Armor Mode: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Hammer*, but it gains Supersonic*, Airborne*, and Hard to Hit*. It may now use the 90mm Machine Guns*, 100mm Machine Gun*, and Beam Pistols*; it's Movement Characteristic is doubled.</p>

PSYKER	<p>Biological CPU: A model that is a Biological CPU counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the SEED Factor Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
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FACTION KEYWORDS	CE, CE71, OMNI
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Gundam, Fly, Space, Ground

4

POWER

AQM/E-X01

AILE STRIKER

The AQM/E-X01 is equipped with Beam Sabers. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
WARGEAR OPTIONS	The model taking this pack may take a Beam Rifle (Power Rating +4). The model taking this pack may take a Combat Shield (Power Rating +1). The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Phase Shift Battery: If the model equipped with this pack has Phase Shift , then the first time Phase Shift is activated in a battle, do not take the Mortal Wound. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.					
FACTION KEYWORDS	CE, CE71, OMNI					
GRANTED KEYWORDS	Fly					

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POWER

AQM/E-X02

SWORD STRIKER

The AQM/E-X02 is equipped with an Beam Anti Ship Sword, a Beam Boomerang, and a Small Shield. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. If a model has the Supersonic ability, it may instead turn up to 90° after moving and declare a charge in the Charge phase. If a model has the Airborne ability, it may attack models without Fly in the Fight phase. Small Shield: A model with a combat shield has a 6+ invulnerable save. Phase Shift Battery: If the model equipped with this pack has Phase Shift , then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.					
FACTION KEYWORDS	CE, CE71, OMNI					

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POWER

AQM/E-X03 LAUNCHER STRIKER

The AQM/E-X03 is equipped with a Beam Launcher and a Combo Weapon Pod. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combo Weapon Pod	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 120mm Gatling	30"	Assault D6	7	-1	1	-
--- Twin Gun Launcher	30"	Assault 2	6	-1	D3	-
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	<p>Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p> <p>Long Shot: If the model equipped with this pack has Supersonic, then it may fire the Beam Launcher if it only moved its minimum speed.</p>					
FACTION KEYWORDS	CE, CE71, OMNI					

OMNI POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, GAT-01	1	69
Ace, GAT-01A1	1	74

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

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

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

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

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Cagalli Yula Athha, FFX-550	1	70
Mwu La Flaga, FFX-550	1	70
Kira Yamato, GAT-X105	1	180
Orga Sabnak, GAT-X131	1	137
Edward Harrelson, GAT-X133	1	192
Rina Imelia, GAT-X133	1	192
Four Socius, GAT-X133	1	192
Shani Andras, GAT-X252	1	197
Clotho Buer, GAT-X370	1	167

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
90mm Machine Gun	15
100mm Machine Gun	25
Anti Infantry Gun	5
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Launcher	200
Beam Pistol	65
Beam Rifle	75
Beam Rifle + Grenade Launcher	80
CIWS	5
Combo Weapons Pod	45
Laser Gun	50
Mega Particle Cannon	85
Railgun	25
Twin 155mm Cannons	20
Twin Beam Rifle	130
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Anti Ship Sword	20
Armor Schneider	15
Beam Anti Ship Sword	40
Beam Sabers	40
Hammer	20
Heavy Scythe	35
Titanic Feet	0
Twin Beam Anti Ship Sword	50

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

OMNI WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Auxiliary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Pistol	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle + Grenade Launcher	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Combo Weapons Pod	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 120mm Gatling	30"	Assault D6	7	-1	1	-
--- Twin Gun Launchers	30"	Assault 2	6	-1	D3	-
Laser Gun	24"	Pistol 2D3	7	-2	3	-
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Rail Gun	48"	Heavy 1	8	-3	2D3	-
Twin 155mm Cannons	36"	Heavy 2	7	-1	2	-
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly .
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Hammer	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Heavy Scythe	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll. If a Vehicle or a Monster is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR

Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.
Twin Combat Shield	A model with a Twin Combat Shield has a 4+ invulnerable save.