

# GJALLARHORN PD323 ARMY LIST

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

## ABILITIES

The following abilities are common to several Gjallarhorn 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).

## 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**

## Alaya-Vijnana

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 Alaya-Vijnana Discipline when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.

### ALAYA-VIJNANA DISCIPLINE

#### Murder Machine

*Murder Machine* has a warp charge value of 8. If manifested, the Alaya-Vijnana unit doubles it's current Attacks value for this turn.

#### 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 Alaya-Vijnana'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 Alaya-Vijnana'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 Alaya-Vijnana's unit can Charge this turn.



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# Gaelio Bauduin

## ASW-G-66

**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	
Gaelio Bauduin	360pts	*	*	*	8	9	18	4	9	2+	10-18+	15"	2+	2+
Gaelio Bauduin in an ASW-G-66 Gundam Kimaris is a single model equipped with a Gungnir, Slash Disks, and Titanic Feet. Only one unit with <b>Gaelio Bauduin</b> may be included in your army.											5-9	10"	3+	3+
											1-4	6"	4+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Gungnir Fighting		Melee		Melee		Sx2	-4	6	If this unit charged this turn, increase damage to 9. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.					
Gungnir Shooting		24"		Assault 12		6	-1	1	-					
Slash Disks		12"		Rapid Fire 4		6	-3	1	-					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This unit may take a Boost Pack ( <b>Power Rating +1</b> ).												
ABILITIES		<b>Flash Bangs:</b> Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Flash Bangs; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.								<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.				
										<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.				
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Gaelio Bauduin												



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GAELIO BAUDUIN  
ASW-G-66 TROOPER

## 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		
Gaelio Bauduin	460pts	*	*	*	8	9	18	4	9	2+	10-18+	15"	2+	2+	
Gaelio Bauduin in an ASW-G-66 Gundam Kimaris Trooper is a single model equipped with a Battle Blade, a Destroyer Lance, Kimaris Shield, Mine Launcher, and Titanic Feet. Only one unit with <b>Gaelio Bauduin</b> may be included in your army.											5-9	10"	3+	3+	
											1-4	6"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
Battle Blade		Melee	Melee		+3	-3	6	-							
Destroyer Lance Fighting		Melee	Melee		Sx2	-4	9	If this unit charged this turn, increase damage to 12. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.							
Destroyer Lance Shooting		24"	Assault 12		6	-1	1	-							
Mine Launcher		When attacking with this weapon, choose one of the profiles listed below:													
--- Frag		6"	Grenade 2D6		6	-1	1	Blast.							
--- Krak		6"	Grenade 1		6	-1	D3	-							
--- Melta		4"	Grenade 1		8	-4	D6	You may only use this profile once per battle.							
--- Smoke		-	Grenade 1		-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.							
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
ABILITIES		<b>Trooper Form:</b> This unit may transform into a Trooper Form or back at the beginning of each of your movement phases. When transformed, it may only make up to a 90° turn before each movement it makes, the subsequent movement must be in a straight line, and may not pivot after moving. It gains +6" to its Movement characteristic and gains <b>Fly</b> and <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							<b>Kimaris Shield:</b> A Kimaris Shield provides a 5+ Invulnerable save.						
									<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
									<b>Core Explodes</b> (p. 1)						
									<b>Mobile Suit</b> (p. 1)						
FACTION KEYWORDS		PD, PD323, Gjallarhorn													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Character, Gundam, Gaelio Bauduin													



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# GAELIO BAUDUIN EB-05S

**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					
Gaelio Bauduin	295pts	*	*	*	7	9	15	4	9	3+	8-15+	15"	2+	2+				
Gaelio Bauduin in an EB-05S Schwalbe Graze is a single model equipped with a Boost Pack, a Lance + Short Rifle, Titanic Feet, and a Wire Claw. Only one unit with <b>Gaelio Bauduin</b> may be included in your army.											4-7	10"	3+	3+				
											1-3	6"	4+	4+				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES												
Lance + Short Rifle Fighting	Melee	Melee	Sx2	-4	6	If this unit charged this turn, increase damage to 9. If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.												
Lance + Short Rifle Shooting	24"	Assault	12	6	-1	1	-											
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.												
<b>Boost Pack:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.  <b>Core Explodes</b> (p. 1)											<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.				<b>Wire Claw:</b> A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attacks characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.			
											<b>ABILITIES</b>		<b>Mobile Suit</b> (p. 1)					
<b>FACTION KEYWORDS</b>		PD, PD323, Gjallarhorn																
<b>KEYWORDS</b>		Fly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gaelio Bauduin																



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# EIN DALTON

## EB-05S

**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	
Ein Dalton	285pts	*	*	*	7	9	15	3	9	3+	8-15+	15"	2+	3+				
Ein Dalton in an EB-05S Schwalbe Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw. Only one unit with <b>Ein Dalton</b> may be included in your army. This unit may not be used in the same army as <b>Gaelio Bauduin</b> in an EB-05S.											4-7	10"	3+	4+				
											1-3	6"	4+	5+				
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES									
120mm Machine Gun		30"		Assault 12		6	-1	1	-									
Battle Axe		Melee		Melee		+3	-3	6	-									
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.									
											<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							
											<b>Boost Pack:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							
											<b>Wire Claw:</b> A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attacks characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.							
ABILITIES		<b>Core Explodes</b> (p. 1)										<b>Mobile Suit</b> (p. 1)						
FACTION KEYWORDS		PD, PD323, Gjallarhorn																
KEYWORDS		Fly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Ein Dalton																



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# MCGILLIS FAREED EB-05S

**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	
McGillis Fareed	300pts	*	*	*	7	9	15	4	9	3+	8-15+	15"	2+	2+
McGillis Fareed in an EB-05S Schwalbe Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, Titanic Feet, and a Wire Claw. Only one unit with <b>McGillis Fareed</b> may be included in your army.											4-7	10"	3+	3+
											1-3	6"	4+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Battle Axe		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
		<b>Boost Pack:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
		<b>Core Explodes</b> (p. 1)							<b>Wire Claw:</b> A model may activate its Wire Claw to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.					
<b>ABILITIES</b>		<b>Mobile Suit</b> (p. 1)												
<b>FACTION KEYWORDS</b>		PD, PD323, Gjallarhorn												
<b>KEYWORDS</b>		Fly, Titanic, Vehicle, Mobile Suit, Ground, Space, Character, McGillis Fareed												

<div><div><div><div></div></div><div>11</div><div>POWER</div></div><div>EB-06/J</div><div>GRAZE</div></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>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>EB-06/J</td><td>215pts</td><td>*</td><td>*</td><td>*</td><td>6</td><td>8</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	EB-06/J	215pts	*	*	*	6	8	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"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
EB-06/J	215pts	*	*	*	6	8	12	2	7	3+																																									
REMAINING W	M	WS	BS																																																
7-12+	12"	4+	4+																																																
4-6	9"	5+	5+																																																
1-3	5"	6+	6+																																																
An EB-06 Graze or EB-06J Graze Ground Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.																																																			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																										
120mm Machine Gun		30"		Assault 12		6	-1	1	-																																										
Battle Axe		Melee		Melee		+3	-3	6	-																																										
Bazooka		-5 48"		Heavy 2D6		8	-2	1	Blast.																																										
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.																																										
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.																																																	
		This model may take a Combat Shield (Power Rating +1).																																																	
		This model may take a Boost Pack (Power Rating +1).																																																	
ABILITIES		Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save.							Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.																																										
		Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							Core Explodes (p. 1)																																										
									Mobile Suit (p. 1)																																										
FACTION KEYWORDS		PD, PD323, Gjallarhorn																																																	
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground																																																	



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POWER

# EB-06/J

## GRAZE VETERAN

**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	
EB-06/J Vet	220pts	*	*	*	6	8	12	2	7	3+	7-12+	12"	3+	4+
An EB-06 Graze or EB-06J Graze Ground Type Veteran is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Titanic Feet.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Battle Axe	Melee	Melee		+3	-3	6	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.													
	This model may take a Combat Shield (Power Rating +1).													
	This model may take a Boost Pack (Power Rating +1).													
ABILITIES	<b>Combat Shield +20:</b> A model equipped with a Combat Shield gains a 5+ invulnerable save.						<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							
	<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						<b>Core Explodes</b> (p. 1)							
<b>Mobile Suit</b> (p. 1)														
FACTION KEYWORDS	PD, PD323, Gjallarhorn													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground													





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# CRANK ZENT

## EB-06

**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	
Crank Zent	225pts	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
Crank Zent in an EB-06 Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of these units may be included in your army.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Battle Axe	Melee	Melee		+3	-3	6	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.													
	This model may take a Combat Shield (Power Rating +1).													
	This model may take a Boost Pack (Power Rating +1).													
ABILITIES	<b>Combat Shield +20:</b> A model equipped with a Combat Shield gains a 5+ invulnerable save.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
	<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Core Explodes</b> (p. 1)						
								<b>Mobile Suit</b> (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													



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# EIN DALTON

## EB-06

**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
Ein Dalton	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	4+
Ein Dalton in an EB-06 Graze is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one unit with <b>Ein Dalton</b> may be included in your army.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 12		6	-1	1	-					
Battle Axe	Melee		Melee		+3	-3	6	-					
Bazooka	<div>-5</div>	48"	Heavy 2D6		8	-2	1	Blast.					
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.												
	This model may take a Combat Shield ( <b>Power Rating +1</b> ).												
	This model may take a Boost Pack ( <b>Power Rating +1</b> ).												
ABILITIES	<b>Combat Shield</b> <div>+20</div> : A model equipped with a Combat Shield gains a 5+ invulnerable save.						<b>Nanolaminate Armor</b> : This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
	<b>Boost Pack</b> <div>+20</div> : A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						<b>Core Explodes</b> (p. 1)						
							<b>Mobile Suit</b> (p. 1)						
FACTION KEYWORDS	PD, PD323, Gjallarhorn												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ein Dalton												



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# EB-06/J GRAZE 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	
EB-06/J Ace	230pts	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
An EB-06 Graze or EB-06J Graze Ground Type Ace is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Battle Axe	Melee	Melee		+3	-3	6	-							
Bazooka	5 48"	Heavy 2D6		8	-2	1	Blast.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.												
		This model may take a Combat Shield (Power Rating +1).												
		This model may take a Boost Pack (Power Rating +1).												
ABILITIES		Combat Shield +20: A model equipped with a Combat Shield gains a 5+ invulnerable save.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
		Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Core Explodes (p. 1)						
		Mobile Suit (p. 1)												
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div><div><div></div><div>11</div><div>POWER</div></div><div>EB-06R</div><div>GRAZE RITTER</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
EB-06R		225pts	*	*	*	6	8	12	2	7	3+	7-12+	15"	4+	4+
An EB-06R Graze Ritter is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.											4-6	10"	5+	5+	
											1-3	6"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"		Assault 12		6	-1	1	-						
Knight Blade		Melee		Melee		+3	-3	6	-						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a Boost Pack (Power Rating +1).													
		<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
ABILITIES		Core Explodes (p. 1)							Mobile Suit (p. 1)						
FACTION KEYWORDS		PD, PD323, Gjallarhorn													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space													



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POWER

# EB-06R GRAZE RITTER VETERAN

**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	
EB-06R Vet	230pts	*	*	*	6	8	12	2	7	3+	7-12+	15"	3+	4+
An EB-06R Graze Ritter Veteran is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.										4-6	10"	4+	5+	
										1-3	6"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Knight Blade	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may take a Boost Pack (Power Rating +1).													
	Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)							
FACTION KEYWORDS	PD, PD323, Gjallarhorn													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													



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POWER

# EB-06RS GRAZE RITTER COMMAND

**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	
EB-06RS	250pts	*	*	*	6	8	12	3	8	3+	7-12+	15"	3+	3+
An EB-06RS Graze Ritter Command Type is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Knight Blade		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a Boost Pack ( <b>Power Rating +1</b> ).												
		<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.						
ABILITIES		<b>Core Explodes</b> (p. 1)						<b>Mobile Suit</b> (p. 1)						
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

# CARTA ISSUE

## EB-06RS

**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	
Carta Issue	255pts	*	*	*	6	8	12	3	9	3+	7-12+	15"	3+	3+
Carta Issue in an EB-06RS Graze Ritter Command Type is a single model equipped with a 120mm Machine Gun, a Knight Blade, and Titanic Feet. Only one of this unit may be included in your army.											4-6	10"	4+	4+
											1-3	6"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Knight Blade		Melee		Melee		+3	-3	6	-					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may take a Boost Pack ( <b>Power Rating +1</b> ).												
		<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
ABILITIES		<b>Core Explodes</b> (p. 1)							<b>Mobile Suit</b> (p. 1)					
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

CORAL CONRAD  
EB-06S

## 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
Coral Conrad	245pts	*	*	*	6	8	12	3	9	3+	7-12+	12"	2+	3+
Coral Conrad in an EB-06 Graze Commander Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	3+	4+
											1-3	5"	4+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Battle Axe		Melee		Melee		+3	-3	6	-					
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.				
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.												
		This model may take a Combat Shield ( <b>Power Rating +1</b> ).												
		This model may take a Boost Pack ( <b>Power Rating +1</b> ).												
ABILITIES		<b>Combat Shield</b> +20: A model equipped with a Combat Shield gains a 5+ invulnerable save.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
		<b>Boost Pack</b> +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Core Explodes</b> (p. 1)					
									<b>Mobile Suit</b> (p. 1)					
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												





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POWER

# ORLIS STENJA

## EB-06S

**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	
Orlis Stenja	235pts	*	*	*	6	8	12	3	9	3+	7-12+	12"	3+	3+
Orlis Stenja in an EB-06 Graze Commander Type is a single model equipped with a 120mm Machine Gun, a Battle Axe, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Battle Axe		Melee	Melee		+3	-3	6	-						
Bazooka		-5 48"	Heavy 2D6		8	-2	1	Blast.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.												
		This model may take a Combat Shield ( <b>Power Rating +1</b> ).												
		This model may take a Boost Pack ( <b>Power Rating +1</b> ).												
ABILITIES		<b>Combat Shield +20:</b> A model equipped with a Combat Shield gains a 5+ invulnerable save.							<b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.					
		<b>Boost Pack +20:</b> A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.							<b>Core Explodes</b> (p. 1)					
									<b>Mobile Suit</b> (p. 1)					
FACTION KEYWORDS		PD, PD323, Gjallarhorn												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

# EIN DALTON EB-AX2

## 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
Ein Dalton	500pts	*	*	*	9	9	24	4	9	3+	12-21+	12"	2+	4+
Ein Dalton in an EB-AX2 Graze Ein is a single model equipped with two 40mm Machine Guns, Drill Kicks, and Massive Battle Axes. Only one unit with <b>Ein Dalton</b> may be included in your army.											6-11	9"	3+	5+
											1-5	4"	4+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
40mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-	
Drill Kicks	Melee	Melee	User	-5	6	-	
Massive Battle Axes	Melee	Melee	+6	-4	2D6	When attacking with this weapon, each time this model fights it may make an additional attack with it.	
Pile Bunker	+30	Melee	Melee	x2	-5	9	Each of this weapon may only be used once per battle. Subtract 1 from all hit rolls with this weapon.

**WARGEAR OPTIONS** This unit may take up to two Pile Bunkers (**Power Rating +1 each**).

<b>ABILITIES</b>	<b>Cataclysmic Explosion:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.
	<b>Giant Mobile Suit</b> - As Mobile Suit (p. 1), but counts as 20 models when determining control of an objective marker. <b>Nanolaminate Armor:</b> This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.

<b>PSYKER</b>	<b>Alaya-Vijnana x3:</b> A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.
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**FACTION KEYWORDS** PD, PD323, Gjallarhorn

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Giant Mobile Suit, Ground, Character, Ein Dalton, Psyker



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POWER

# NK-17 MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
NK-17	70pts	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 NK-17 Mobile Worker. It can include 1 additional NK-17 ( <b>Power Rating +4</b> ) or 2 additional NK-17s ( <b>Power Rating +7</b> ). Each model is equipped with an Anti-Personnel Cannon, a Heavy Cannon, and Smoke Launchers.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Anti-Personnel Cannon	12"	Rapid Fire 4		4	-1	1	-			
Heavy Cannon	36"	Heavy 2		7	-1	2	-			
ABILITIES	<div><div><b>Smoke Launchers:</b> Twice per game, instead of shooting any weapons in the Shooting phase, this model can use one of its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div><div><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.</div></div>									
FACTION KEYWORDS	PD, PD323, Gjallarhorn									
KEYWORDS	Vehicle, Ground									



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POWER

# NK-17 REAR SUPPORT MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
NK-17 Rear Support <b>100pts</b>	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 NK-17 Rear Support Mobile Worker. It can include 1 additional NK-17 Rear Support ( <b>Power Rating +5</b> ) or 2 additional NK-17 Rear Supports ( <b>Power Rating +10</b> ). Each model is equipped with an Anti-Personnel Cannon and two Missile Launchers.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Anti-Personnel Cannon	12"	Rapid Fire 4		4	-1	1	-		
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.		
ABILITIES	<b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.								
FACTION KEYWORDS	PD, PD323, Gjallarhorn								
KEYWORDS	Vehicle, Ground								