PREVENTERS AC196 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Preventers 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 Gundam Allies 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 AC, AC196, Preventers, <Organization>, Ground, and Space. AC defines the particular universe of Gundam that these suits fall into, AC196 as the year the unit was deployed, and Preventers as the Preventers faction. <Organization> refers to a particular group within the Preventers faction that the unit may belong to. 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 Preventers units:

Mobile Suit

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

Core Explodes

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

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**

Zero System

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

SEED FACTOR DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Zero System 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 Zero System 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 Zero System unit can Charge this turn.



М

ws

NAME

ZECHS MERQUISE OZ-00MS2B

W

BS S T

DAMAGE

REMAINING W

Sv

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

ws

BS

Zechs Merquise	*	* *	8	7	18	5	9	3+	10-18+	15"	2+	2+
Zechs Merquise in the OZ Beam Sabers, a Buster R Linked 60mm Vulcans. Or your army. Only one mod	ifle, a Com nly one mo	bat Shield del with Z e	, a He e chs l	eat Roo Merqu	anic f nay b	eet, a	nd Twin	5-9 1-4	12" 8"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	_	S	AP	D	ABIL	ITIES	1 7		T.	7.
VILAFOR	KANGL	1111	•	3	AF				roll a wound roll	of 6± fo	or thic	
Beam Sabers	Melee	Mele	9	+3	-3	2D3		•	inflicts a mortal			
Buster Rifle	When firin	g the Bus	er Rif	fle, cho	ose	one o	of the t	wo mode	s below.			
							Each	time you	roll a wound roll	of 6+ fo	or this	
Beam Rifle Mode	36"	Heavy	3	8	-3	4		•	inflicts a mortal			
Buster Rifle Mode	60"	Heavy 2	2D3	9	-4	4	rema phase Save weap weap	ined stations. Subtractions. Each time on, it also on may o	nly fire the Buster onary in the prece of 2 from any targ ne you roll a Wou o inflicts a Mortal nly be fired in eith n a battle.	eding n et unit' nd roll Wound	noveme s Invulr of 6+ w . This	ent nerable rith this
Ancillary Targets	60"	Heavy	2	9	-4	4	within autor include can F	n 1" of a lii natically h ding friend F iy . Each	er Rifle Mode is to ne drawn from the nit by the edges o dly units but exclu time you roll a W also inflicts a Mo	e firer t f the m Iding m ound r	o the ta assive lodels t oll of 6-	arget is beam, hat
Heat Rod	When atta	cking with	the F	leat R	od, c	hoos	e one	of the two	modes below.			
Entangle Mode	Melee	Mele	e	*	*	*			ul hit with this we ose an attack in t	•		
Heat Mode	Melee	Mele	e	+3	-3	2D3		_	roll a wound roll of inflicts a mortal			
Titanic Feet	Melee	Mele	•	User	-2	D3	Make	3 hit rolls	for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add 1	I to all hit	rolls against targ	ets tha	t can F l	ly.
	Hard to H subtract 1 target this Hit and R your Char	from hit ro model in t un : This u	olls for the Sh	r attac nootinເ n mov	ks th g pha e 2D	ase. 6" in	result attack	of your C k in the As	en Charging, you Charge roll. If you ssault must be wi d: A model with a ble save.	ı do so th the l	, the firs Heat Ro	st od.
ABILITIES	declared a		(CVCII	11 11 116	.5 110		Mobile Suit (p. 1); Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC19		ers						-		•	
KEYWORDS	Titania Cl	naracter \	/ohicle	Mah	ام د	uit 7	oche N		Tallgeese, Space	Crau		

4 POWER		OZ-06	MS	S 1	LE	O		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
OZ-06MS	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-06MS Leo is a sino Titanic Feet.	gle model	equipped with a	100mr	n Ma	achine	e Gun a	and	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
100mm Machine Gun	24"	Rapid Fire 2D3	3 6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1	this we	eapon's	g units with 5 or m type to Heavy 2D6	8.		change
Beam Sabers	Melee	Melee	+3	-3	•	roll a wound roll o inflicts a mortal w					
Beam Pistol	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Pistol (Po This mod Sabers (F	wer Rating +2), or a l combat 2).	Bean Shie	n Rifle eld (P o	e (Powe ower R	er Rating ating +1	80mm Cannon, a g +3).). If it does, it may			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit.										
	Mobile Suit (p. 1) Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the										
ABILITIES	Core Exp	olodes (p. 1)					ing phas	-			
FACTION KEYWORDS	AC, AC196, Preventers										
KEYWORDS	Titanic, V	ehicle, Mobile S	Suit, Sp	ace,	Grou	nd					

5 POWER		OZ-06 VET						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
OZ-06MS Veteran	*	* * 7	6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veterar	n is a single	model equippe	ed with	a 10	00mm	Mach	ine Gun	4-6	9"	5+	4+
and Titanic Feet.								1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
100mm Machine Gun	24"	Rapid Fire 2D3	3 6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Cannon	36"	Heavy 1	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Beam Pistol	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	is weap	on.
WARGEAR OPTIONS	Pistol (Po This mode Sabers (F This mode	wer Rating +2), or a E combat ·2). light Pa	Bean Shie ack (n Rifle eld (P o Powe	e (Pow ower I er Rati	ver Rating Rating +1 ing +2).). If it does, it may			
		Shield: A mode a 5+ invulnera			nbat	_	nt Pack: A Hard to H	model with a Flig it.	ht Pa	ck gains	s Fly
ADII ITIES	Mobile S	,				hit ro	lls for atta	our opponent must cks that target this			
ABILITIES		lodes (p. 1)				Snoc	ting phas	e.			
FACTION KEYWORDS	AC, AC19	6, Preventers									

Titanic, Vehicle, Mobile Suit, Space, Ground

KEYWORDS

5 POWER		OUO M OZ-					J	DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Duo Maxwell	*	* * 7	6	12	5	9	3+	7-12+	12"	2+	3+
Duo Maxwell in an OZ-06 Machine Gun and Titanic included in your army.		•						4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Cannon	36"	Heavy 1	8	-3		roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	Melee	+3	-3	•	roll a wound roll o inflicts a mortal v					
Beam Pistol	24"	Pistol 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith th	is weap	on.
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)										
		Shield : A model s a 5+ invulneral	model with a Flig it.	ht Pa	ck gains	s Fly					
A.D.U. 1717.0	Mobile S	. ,				hit rol	ls for atta	our opponent musticks that target this			
ABILITIES		olodes (p. 1)				Shoot	ting phas	e.			
FACTION KEYWORDS	-	96, Preventers									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, Ch	aracter, [Ouo Maxwell			

6 POWER		HEE OZ				Y		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy	*	* * 7	7 6	12	5	9	3+	7-12+	12"	2+	2+
Heero Yuy in an OZ-06MS Gun and Titanic Feet. Or army.								4-6 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	.ITIES	1-0		7.	7.
100mm Machine Gun	24"	Rapid Fire 2D		-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2		g units with 5 or m type to Heavy 2D6		odels, d	change		
Beam Cannon	36"	Heavy 1	8	-3		ne you roll a wound roll of 6+ for this , it also inflicts a mortal wound.					
Beam Sabers	Melee	Melee	+3	-3	,	roll a wound roll o inflicts a mortal v					
Beam Pistol	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w			
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	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)										
		Shield: A mode a 5+ invulnera			nbat		nt Pack: A Hard to H	model with a Flig i t .	ht Pad	ck gains	s Fly
	Mobile S					hit ro	lls for atta	our opponent mus			
ABILITIES	-	lodes (p. 1)				Shoo	ting phas	е.			
FACTION KEYWORDS	AC, AC196, Preventers										
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Sp	ace,	Grou	nd, Cł	naracter, F	Heero Yuy			



KEYWORDS

LUCREZIA NOIN SK-12SMS

DAMAGE

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

POWER SK-12SV									SHOWN BEIOW.					
NAME	M	ws	BS	S 1	Г	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Lucrezia Noin	*	*	*	8 7	7	15	3	8	3+	7-12+	12"	3+	2+	
Lucrezia Noin in a SK-12 Rifle, Beam Sabers, and taken for your army.										4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TY	PE	5	3	AP	D	ABIL	LITIES					
Beam Rifle	36"	Hea	avy 3	8	3	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Me	elee	+:	3	-3	2D3			roll a wound roll o inflicts a mortal v				
Laser Gun	24"	Pisto	ol 2D3	7	7	-2	3		weapon iç n Shield T	gnores the Invulne eams.	rable	save fr	om	
Mega Particle Cannon	48"	avy 3	8	3	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Me	elee	Us	er	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode Rating -1)	•	eplace	e its B	eai	m Rit	fle wi	th a M	lega Partio	cle Cannon or a La	aser G	Gun (Pc	wer	
	may trans mode at th	form to ne begi	or fror	m a M of any	lobi ⁄ of	ile Ar your	mor	pivot straig after incre of the	t it on the s ght forwar the initial ease its Mo e phase -	Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this pove characteristic do not roll any dic 3" in each movement.	n mo\ nnot p model by 12' e. Th	ve the noivot ag Advan ' until the	nodel jain ces, ne end	
	Supersonic. Additionally, it's Movement							Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the						
ABILITIES	Mobile Suit (p. 1)							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 .						
FACTION KEYWORDS	AC, AC19			;										
	· · · · · · · · · · · · · · · · · · ·			_	_		_							

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



M

WS

BS

NAME

Heero Yuy

HEERO YUY XXXG-00W0 (EW)

T

S

8 7

W

18

Ld

9

5

Sv

2+

DAMAGE

REMAINING W

10-18+

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

12"

WS

2+

BS

2+

Heero Yuy in the XXXG-00 model equipped with Bear Vulcans, a Twin Machine 0 Heero Yuy may be taken	m Sabers, Cannon, a	a Buster Rifle, Ti nd Twin Wing Sh	itanic l iields.	Feet, Only	Twir one	Link 60mm model with	5-9	9"	3+	3+
be taken for your army.			_				1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3	weapon, it also	roll a wound rol inflicts a morta			
Twin Buster Rifle	Buster mo	ng the Twin Busto ode, Heero Yuy o ts as having one	ounts	as h	aving	two of each we				
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-	roll a wound rol inflicts a morta			
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	remained static phase. Subtract Save. Each time weapon, it also	nly fire the Bustonary in the pred on ary in the pred ot 2 from any tar ne you roll a Wo o inflicts a Morta nly be fired in ei n a battle.	ceding maget unit and roll wound to the contraction of the contraction	noveme s Invuln of 6+ wi l. This	nt erable ith this
Ancillary Targets	60"	Heavy 2	9	-4	4	within 1" of a lin automatically h including friend can Fly . Each	er Rifle Mode is ne drawn from t nit by the edges dly units but exc time you roll a also inflicts a M	he firer t of the m luding m Wound r	o the ta assive landels the	rget is beam, nat
Twin Buster Rifle Mode	96"	Heavy 5	10	-4	4	remained static phase. Subtract Save. Each tim weapon, it also weapon may o Mode 3 times i model to the ta automatically h	only fire the Twin conary in the precent 2 from any tarked you roll a Wood inflicts a Mortanly be fired in eign a battle. Drawarget. Any mode wit, including frie els with the Fly	ceding n get unit' und roll I Wound ither Bus v a line f I under t ndly mod	noveme s Invuln of 6+ wi l. This ster Rifle from the the line dels,	nt erable ith this e firing
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls	for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit	rolls against tar	gets tha	t can FI	y.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-				

Continued next page.

ABILITIES	Twin Wing Shields: A model with twin wing shields has a 4+ invulnerable save. Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.	Wing Boosters: When in space, your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)							
PSYKER	Zero System : 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 Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS	AC, AC196, Preventers, Gundam Pilots								
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Wing Gundam, Gundam, Fly								

18 POWER		UO M XXG-)	DAMAGE Some of this mode change as it suffe shown below:			
NAME		WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Duo Maxwell	*	* * 8	3 7	18	5	9	2+	10-18+	15"	2+	3+
Duo Maxwell in the XXXG single model equipped wit Link 60mm Vulcans. Only	h Beam Sc	issors, a Buste	er Shiel	d, Ti	tanic	Feet, ar	nd Twin	5-9	10"	3+	4+
army.								1-4	6"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI1	ΓIES				
Beam Scissors Titanic Feet	When attacking with this weapon, you 1 from the Hit roll. Each time you roll at Melee Melee Sx2 -4 3D3 6+ for this weapon, it also inflicts a model Melee Melee User -2 D3 Make 3 hit rolls for each attack with the state of the										roll of und.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F l	ly.
	Active Cloak: At the beginning of the general the beginning of each of your movement the cloak can be engaged or disengage engaged, the Active Cloak provides a 4 invulnerable save and a 3+ invulnerable against Energy weapons. Additionally, must pass a Ld test to target the invisib no closer than 9" from all enemy units. This unit automatically has Cover from enemy Vehicles.									ent phas ed. Wh 4+ le save , all ene ble Gun gaged,	ees, nen emies ndam. this
ABILITIES	loses a Wo	m Alloy : Whe bund, roll a D6 ose a wound.				Charge	e phase	This unit can move (even if it has not . 1); Core Explo c	decla	red a ch	
FACTION KEYWORDS	AC, AC196	6, Preventers,	Gunda	m Pi	lots						
KEYWORDS	Fitanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly										

34 POWER		ROWA						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Trowa Barton	*	* * 8	8	18	2	9	2+	10-18+	10"	4+	2+
Trowa Barton in the XXXO single model equipped wit Launchers, Titanic Feet, to Cannon, Twin Link 60mm	h a Quad wo Twin B	Heavy Gatling, f eam Gatling Gur	our Th	ree S win I	Shot Heav	Missile y Gatlir	ng	5-9	7"	5+	3+
with Trowa Barton may b	e taken fo	r your army.						1-4	4"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Quad Heavy Gatling	30"	Heavy 4D6	7	-1	1	-					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1		•	g units with 5 or mo		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2		•	roll a wound roll o inflicts a mortal w			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can Fl	y.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-					
	Small Sh	nield: A model wi	ith a H	lalf S	hield				_		

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam

Implacable Advance: This model does not suffer

the penalty to firing Heavy weapons after it moves.

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

has a 6+ invulnerable save.

does not lose a wound.

ABILITIES

KEYWORDS

FACTION KEYWORDS

Gundanium Alloy: Whenever this unit

loses a Wound, roll a D6. On a 5 or 6, it

AC, AC196, Preventers, Gundam Pilots

16 POWER		ΓRE RA						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Quatre Reberba Winner	*	* * 9	9	18	4	9	2+	10-18+	12"	2+	3+
Quatre Reberba Winner in Custom is a single model Swords, Titanic Feet, and Reberba Winner may be	equipped v Twin Link (vith an Anti-Bea 30mm Vulcans	am Clo	ak, t	wo He	eavy /	Anti Ship	5-9 1-4	9" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	۸DII	LITIES	1-4	0	4*	J+
Heavy Anti Ship Sword	Melee	Melee	Sx2			1 fro wea then	om the Hit pons, you n this roun		th two itiona	of thes I attack	se with
Titanic Feet	Melee	Melee	User					s for each attack w		•	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
	may use t Maganac Pilots.	amily: Quatre I he effects of wa Corps units as um Alloy: Whe ound, roll a D6	arlord to well as never t	raits Gur his u	with ndam init	Cloa shoo phas it's li of pl	ak has a 3- oting attack se that the nvulnerable hases it ha edded and	oak: A model with Invulnerable saveks. After the end of Anti Beam Cloak e save, roll a die as been used. On may not be used f	e agai of eac is use and ad a 6+,	inst Beath Shooted to protect to protect to the shootest to the close the shootest to the shootest the shoote	am ting ovide umber ak has
ABILITIES		ose a wound.	. On a	0 01	υ, π	Mob	oile Suit (p	o. 1); Core Explod	es (p.	. 1)	
FACTION KEYWORDS	AC, AC19	6, Preventers,	Gunda	m Pi	lots						

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Reberba Winner, Gundam

KEYWORDS

7 POWER		N	W IA		IS-					DAMAGE Some of this moo change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
WMS-03	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A WMS-03 is a single mod Shield, a Heat Hawk, and			a 120)mm	Mach	nine	Gun,	a Con	nbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 6		6	-1	1	-					
175mm Cannon	48"	He	avy 1		8	-3	2D3	-					
Beam Sabers	Melee	М	elee		+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Beam Rifle	36"	He	avy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Heat Hawk	Melee	М	elee		+1	-2	D3	-					
Titanic Feet	Melee	М	elee		User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	(Power Rate) If this mod (Power Rate)	ating + lel take ating + el may	+2). es the +1). replac	175 ce its	mm C s Com	ann bat s	on, it Shield	may r d with	eplace its a 120mm	Heat Hawk with E Machine Gun. +1).			9
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the										am ing ovide umber ak has		
ABILITIES	Core Exp	lodes	(p. 1)					game			ro		
FACTION KEYWORDS	AC, AC19	6, Prev	venter	s, M	lagan	ac C	orps						
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Su	it, Spa	ace,	Grou	nd					

		W	MS-	-0	3						
8 POWER			GAI TEF					DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
WMS-03 Veteran	*	* *	7 7	12	2	8	3+	7-12+	12"	3+	3+
A WMS-03 Veteran is a si Combat Shield, a Heat Ha			ith a 120r	nm N	Иасhі	ne Gun	, а	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	(Power Rate Power Rate This mode	ating +2). lel takes the ating +1).	175mm C	Cann nbat	on, it Shiel	may re d with a	place its 120mm	75mm Cannon of Heat Hawk with E Machine Gun. +1).			;
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.				
FACTION KEYWORDS	AC, AC19	6, Preventer	s, Magan	ac C	orps						
KEYWORDS	Titanic, Ve	hicle, Mobile	e Suit, Sp	ace,	Grou	nd					

POWER		AB WMS				C		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Abdul	*	* * 7	8	12	2	8	3+	7-12+	15"	3+	3+
Abdul in a WMS-03 AbC I 120mm Machine Gun, a C 60mm Vulcans. Only one	Combat Shie	eld, a Heat Hav	vk, Tita	nic F	eet,			4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add '	1 to all hit	rolls against targe	ts tha	t can Fl	y.
WARGEAR OPTIONS	This mode	l may replace i l may take a 17 l may take an <i>i</i>	75mm	Canr	non (I	Power	Rating +	,	r Ratii	ng +2).	
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)						Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.				
FACTION KEYWORDS	AC, AC19	6, Preventers, I	Magan	ac C	orps						
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd, Cł	naracter			_	

POWER		AF WMS	IML -03			C		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Ahmad	*	* * 7	8	12	2	8	3+	7-12+	15"	3+	3+
with a 120mm Machine G	un, a Comb	n, a Combat Shield, a Heat Hawk, Titanic Feet, and									4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS	This mode	l may replace l may take two l may take an	175mr	n Ca	nnon	s (Po	wer Ratin	• ,	r Ratii	ng +2).	
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the				
ABILITIES	Core Expl	odes (p. 1)				gam					
FACTION KEYWORDS	AC, AC196	6, Preventers,	Magana	ac C	orps						
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, C	haracter				

POWER		A WMS	UD -03		U	C		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Auda	*	* * 7	8	12	2	8	3+	7-12+	12"	3+	3+
Auda in a WMS-03 AuC M 120mm Machine Gun, a F 60mm Vulcans. Only one	Heat Hawk,	a Heavy Claw	Titanio	Fee	t, an			4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Heavy Claw	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 slaid 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.				s slain 9" of	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can F l	ly.
WARGEAR OPTIONS		el may replace el may take an						Beam Rifle (Powe i + 1).	r Ratii	ng +2).	
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.				am ing ovide umber ak has
FACTION KEYWORDS	•	6, Preventers,			•						
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Sp	ace,	Grou	ınd, Cha	aracter				

9 POWER	RA	ASHID WMS					A	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Rashid Kurama	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	3+
model equipped with a 12	0mm Mach	03 RKC Maganac Rashid Kurama Custom is a single d-6 9" 4+ 0mm Machine Gun, a Combat Shield, a Heat Hawk, 60mm Vulcans. Only one of this unit may be included 1-3 5" 5+									4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll of 6+ for this pinflicts a mortal wound.			
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can F l	ly.
WARGEAR OPTIONS		l may replace i l may take an <i>i</i>						Beam Rifle (Powe j +1).	r Ratii	ng +2).	
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the				
ABILITIES	Core Expl	odes (p. 1)				game.		<u>-</u>			
FACTION KEYWORDS	AC, AC196	6, Preventers, l	Magan	ac C	orps						
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	ınd, Cha	aracter				

10 POWER			W OI			-04 \N				DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	BS	Т
WMS-04	*	6+	*	7	*	12	1	7	3+	7-12+	15"	4+	7
A WMS-04 is a single model equipped with a 75mm Gatling Gun and a Mega							ega	4-6	10"	5+	6		
Particle Cannon.						J			3	1-3	6"	6+	5
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
75mm Gatling Gun	30"	Assa	ault 20	06	7	-1	1	-					
Mega Particle Cannon	48"	Не	eavy 3		8	-3	4		_	roll a wound roll o inflicts a mortal w			
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC19	AC, AC196, Preventers, Maganac Corps											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly											

PREVENTERS 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.

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-06MS	1	60
WMS-03	1	70

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
WMS-04	1	70

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, OZ-06MS	1	65
Veteran, WMS-03	1	85

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Zechs Merquise, OZ-00MS2B	1	155
Duo Maxwell, OZ-06MS	1	80
Heero Yuy, OZ-06MS	1	100
Lucrezia Noin, SK-12SMS	1	140
Abdul, WMS-03 AbC	1	95
Ahmed, WMS-03 AhC	1	95
Auda, WMS-03 AuC	1	85
Rashid Kurama, WMS-03 RKC	1	95
Heero Yuy, XXXG-00W0 (EW)	1	235
Duo Maxwell, XXXG-01D2 (EW)	1	280
Trowa Barton, XXXG-01H2 (EW)	1	230
Quatre Raberba Winner, XXXG-01SR2 (EW)	1	230

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
75mm Gatling	50
100mm Machine Gun	25
120mm Machine Gun	30
175mm Cannon	25
180mm Cannon	25
Bazooka	25
Beam Pistol	65
Beam Rifle	75
Buster Rifle	200
Laser Gun	50
Mega Particle Cannon	80
Quad Heavy Gatling	100
Three Shot Missile Launcher	25
Twin Beam Gatling Gun	100
Twin Buster Rifle	400
Twin Link 60mm Vulcans	10
Twin Machine Cannon	30

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Beam Scissors	50
Heavy Anti Ship Sword	30
Heat Hawk	15
Heat Rod	40
Heavy Claw	35
Titanic Feet	0

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
Anti Beam Cloak	15				
Combat Shield	20				
Flight Pack	35				
Twin Wing Shields	30				

PREVENTERS WARGEAR

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
75mm Gatling	30"	Assault 2D6	7	-1	1	•
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam 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.
Buster Rifle When attacking with this weapon, choose one of the profiles listed below.						
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode 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.
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable Save from Beam Shield Teams.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Quad Heavy Gatling	30"	Heavy 4D6	7	-1	1	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Gatling Gun	36"	Heavy 4D3	8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

Continued on next page.

RANGED WEAPONS (Cont.)					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Buster Rifle			•			hree modes below. In Beam Rifle or Buster Rifle mode, this unit r Rifle Mode, this unit counts as having one of that weapon.
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode 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.
Twin Buster Rifle Mode	96"	Heavy 5	10	-4	4	A model can only fire the Twin Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. Draw a line from the firing model to the target. Any model under the line is automatically hit, including friendly models, excluding models with the Fly keyword.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Scissors	Melee	Melee	Sx2	-3	4D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Anti Ship Sword	Melee	Melee	Sx2	-3	3D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If attacking with two of these weapons, you may make an additional attack with them this round.
Heat Hawk	Melee	Melee	+1	-2	D3	-
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.					
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
Heat Mode	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Claw	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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Anti Beam Cloak	A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Flight Pack	A model with a Flight Pack gains Fly and Hard to Hit.
Twin Wing Shields	A model with Twin Wing Shields has a 4+ invulnerable save.