

GUNDAMHAMMER 40K CODEX

It was the year 0079, and also CE 73, and also PD 323. All across time, space, and realities, a sudden and unexplained flash of light and energy was seemingly seen everywhere. Brilliant enough to blink at, it was gone almost as soon as it registered. People quickly forgot about it, having no impact on their lives. They continued to live, work, fight, and die. Even as war raged throughout the different timelines, some commanders began reporting strange encounters - squads from the past, squads of mobile suits from completely unknown places, and some quiet whispers of monsters from nightmares. Some of these encounters ended peacefully; most ended in bloodshed. This is the world of GundamHammer 40k - where giant war machines fight battles against the enemies that they know, and against enemies that they could never have imagined. While some scientists work to understand this strange and chaotic dimensional rifting, most soldiers are just content to survive another battle.

GundamHammer 40k is an unofficial set of rules and units to bring the warfare of Gundam, Macross, and other series featuring giant mecha onto the tabletop for battle! Based on the rules of Warhammer 40,000 9th edition, the rules and units presented here do not alter the basic rules of 40k. Treat this codex and the various supplements as just another set of faction codexes. Some special rules are relevant to multiple units across the codex supplements - they are collected here for easy reference.

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All of the updated Codexes and Codex Supplements can be found here: <https://tinyurl.com/MainGameLinks>

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USAGE OF INDEXES

Most of the units for GundamHammer 40k can be found in a variety of Indexes. Treat these as Codex Supplements to this central GundamHammer 40k Codex.

KEYWORDS

There are several keywords in the codex supplements that are not standard to regular Warhammer 40k. Notably, keywords like **UC**, **EFF**, **0079**, **Ground**, and **Space**. **UC** is a <Universe> that the units from a codex supplement are from, and also include keywords like **PD**, **Macross**, or **AC**. **EFF** is a <Faction> that units may be from, and also include keywords like **Zeon**, **UN Spacy**, or **Vultures** (note, multiple <Factions> may be present in a single supplement). **0079** is a <Year> that a given unit was deployed, and games that track by campaign year may find that information useful. Other Codex Supplements may indicate that they can use units from prior years or codex supplements, and these keywords will help refine those choices.

Weapon Types

Some units have special abilities that depend on the type of weapon that is being used. All weapons from Warhammer 40k and from the Gundam Indexes 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**

Ld Test

Some units and abilities call for the unit to take an Ld test. The unit rolls 2d6, and it is considered a success if the total on the two dice are equal to or less than the highest Ld score in that unit.

Newtypes

Newtype will be used in this codex as a general term for humans with enhanced mental abilities, although it will apply equally to **SEED Factors**, **X Rounders**, **Innovators**, and other comparable humans from different Indices. These models are considered **psykers**. **Newtypes** are a comparatively minor **psyker** power and are generally unaffected by the Daemons of the Warp. This unit may not navigate the Warp; they must still make **Perils of the Warp** tests, as the strain of their ability still causes mental damage. If the **Newtype** is slain by **Perils of the Warp**, they are not consumed and nearby models suffer no additional damage. **Newtype** units 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. These models may use any power from their Psyker Discipline when manifesting. **Note - Newtypes** do not know *Smite*, and do not damage other models from **Perils of the Warp**. Also, **Newtype** powers are subject to the same restrictions as **psyker** powers - namely, that any given power (except for Combat Hypnosis) can only be attempted once per player per Battle Round. Furthermore, you must add 1 to the warp charge value of Combat Hypnosis for each attempt (whether successful or not) that you have made to manifest Combat Hypnosis during a given Round, to a maximum warp charge value of 11.

For example, if a Neo Zeon Cyber Newtype attempts to manifest Combat Hypnosis during a Psychic phase in which two other psykers have already attempted to manifest Combat Hypnosis (whether they were successful or not), then the warp charge value of Combat Hypnosis is 8 for that attempt.

Battlefield Types

Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and should be considered optional.

Ground: All battles are assumed to be **Ground** battles unless otherwise specified, and no special rules or restrictions apply. Units with terrain keywords must possess **Ground** to field that unit in Ground battles - if the unit has no terrain keywords, then the unit is considered to have **Ground**.

Water: Water battles are a subset of **Ground** battles. All units in the water have their Movement characteristic cut in half while in the **Water** and may only make up to 2 turns of up to 90° during movement, once before and once after. Units with **Aquatic** double their Movement characteristic while in the **Water**, effectively canceling the Movement characteristic penalty, but maintaining the turn restriction. If there are land areas, units with **Fly** may boost over the water without penalty. **Note:** This mission rule is only for battlefields with significant contiguous water features (>18" x 8") - puddles don't count, but mighty rivers might.

Underwater: Underwater battles are a subset of **Water** battles. Only **Mobile Suit** and/or **Aquatic** units may be fielded; units with **Fly** cannot be fielded. All weapon ranges are cut in half, and **Energy** weapons have their S reduced by half. These battles are conducted completely under the water, so there are no dry land areas.

Colony: Battles in a Colony (or inside a massive pressurized ship, or other comparable battlefield) are a subset of **Ground** battles. The only difference is if a **Titanic Vehicle** explodes, roll a D6. On a 6, a hole has opened in the colony wall (centered on the explosion or at the extreme end of the range of the weapon that missed), and units within 12" are automatically sucked into space unless they can **Fly**. Units who end their Movement phase within 24" of the center of the hole automatically move D6" towards the center of the hole, and if they end within 12" of the center of the hole they are automatically sucked into space unless they can **Fly**. Units sucked into space are removed from the game and considered lost.

Aerial: Aerial battles are a subset of **Ground** battles. All units participating in the battle must be able to **Fly**. Units that cannot **Fly** at the end of the battle round are removed from the battle and are counted as destroyed. Every unit must move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit. There are no available terrain features for Aerial battles.

Lunar Surface: Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

Open Space: Battles in **Open Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit, and the unit may move no more than 3". Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.

Debris Field: As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must roll 2D6. If the roll is equal or less than the highest LD in that unit, nothing happens. If the roll is higher than the highest LD in that unit, it takes a Mortal Wound. When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away.

Battlefield Terrain

Here are some examples of battlefield terrain that you might find yourself using in addition to the standard battlefield terrain you may be using already. These are based on the 9th edition terrain rules, with the additional terrain categories and traits detailed below.

Terrain Category: Titanic Obstacle

Titanic Obstacles are the massive fortifications and structures that tend to show up when massive war machines find a space big enough to have a proper scrap. Massive Buildings, Towering Spires, and even Active Geysers might be considered Titanic Obstacles if they are big enough. Similar to Obstacles, models can move up, over, and down Titanic Obstacles following the normal rules for movement. A model on or behind a Titanic Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Titanic Obstacles cannot be chosen to be the target of an attack.

Any model except **Aircraft** or a model with a Wounds (W) characteristic of 30 or more that is within 3" of a Titanic Obstacle receives the benefit of cover unless, when you resolve an attack that target's a models unit, you can draw straight lines, 1mm in thickness, to every part of a models base from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of the terrain feature.

- Models move over Titanic Obstacles using the normal rules for movement.
- Models use normal rules to determine if a model behind a Titanic Obstacle is visible.
- Titanic Obstacles cannot be attacked.
- Any model except **Aircraft** and models with a W characteristic of 30+ receive the benefit of cover while within 3", unless a straight line can be drawn from the attacker to all parts on the target model without it passing over or through this terrain feature.

Terrain Trait: Titanic Cover

If this terrain piece is at least 15 scale meters tall (50 scale feet, a little under the height of a Gundam in whatever scale you are using), then any model receiving the benefit of cover is considered to also benefit from **Light Cover**. If it is less than 15 scale meters tall, then it only provides **Light Cover** to **Infantry**, **Beast**, and **Swarm** models receiving the benefit of cover from this terrain piece. (15 meters in 1/144 scale is about 100mm, or 4". 15 meters in 1/400 scale would be about 40mm, or 1.5". In 1/60 or 28mm scale, 15 meters is about 250mm, or 10".)

- Provides **Light Cover** if at least 15 scale meters tall.
- If less than 15 scale meters, only provides **Light Cover** to **Infantry**, **Beast**, and **Swarm** models.

Massive Building

A massive building is a unique kind of terrain piece that is similar to the Building in the main rule book, but is not considered a fortification unit. It's typically quite large.

Terrain Category: Titanic Obstacle

Terrain Keywords: Titanic Cover, Scaleable, Obscuring

Fuel Storage Unit

A massive but potentially dangerous place to take cover. If any model receiving the benefit of cover from a Fuel Storage Unit rolls an Armor Save roll of 7+, roll a D6 for each qualifying save roll. On a 1, the Fuel Storage Unit ruptures and explodes! All units within 6" take D6 mortal wounds, and the Fuel Storage Unit is destroyed and removed from the battlefield. If the Fuel Storage Unit cannot be removed from the battlefield, then only the shell remains - it no longer provides the benefit of cover, but it will not explode again.

Terrain Category: Titanic Obstacle

Terrain Traits: Titanic Cover, Unstable Position, Obscuring

Hangar Facility

A Hangar Facility is a type of Building. One **Vehicle** unit that ends its movement within 3" of a Hangar Facility may enter it, if no enemy models are closer than 3" and no other unit already within the Hangar Facility. The unit is placed into Strategic Reserves. When it returns from Strategic Reserves, place it within 3" of the Hangar Facility, gaining up to half of its starting Wounds (it may not be repaired to have more than its printed W score or be repaired again in this battle).

Terrain Category: Titanic Obstacle

Terrain Traits: Titanic Cover, Exposed Position, Scaleable, Obscuring

Army Orders

Most army units train extensively to operate under a clear command structure. Any HQ Character unit in a GundamHammer 40k index may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to allied **Titanic** units within 12" of this unit that have the same <FACTION> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

ORDERS	
Targeters Active	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.
Shield Brace	The ordered unit may reroll Invulnerable saves of 1 until the beginning of their next movement phase.
Vital Targeting Information	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.
Shoot On The Move	The ordered unit can shoot this phase even if it Advanced in its Movement phase.
Track Incoming Fire	The ordered unit may reroll Armor Saves of 1 until the beginning of their next movement phase.
Double Time	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Army Tactics

Different Factions focus on a variety of different methods of making war. If your army is Battle-forged, all <FACTION> units in a detachment from a GundamHammer 40k Codex Supplement (excluding those in Super-heavy Auxiliary Detachments) gain an Army Tactic, if every unit in that Detachment is the same <FACTION>. You may pick the Tactic that you feel best represents that detachment.

TACTICS	
Hungry for Battle	When determining the distance that a unit with this Army Tactic Advances or charges, roll an additional D6 and discard the lowest result.
Close Quarters Specialists	Add 1 to the Attacks characteristic of a model with this Army Tactic during any turn in which it charged or performed a Heroic Intervention. In addition, a model with this Army Tactic can perform Heroic Interventions as if it were a CHARACTER.
Well Maintained	Models with this Army Tactic double the number of wounds they have remaining for the purposes of determining what characteristics to use on their damage table.
Reapers	Re-roll wound rolls of 1 in the Fight phase for attacks made by models with this Army Tactic against units which only contain models with a Wounds characteristic of 12 or less.
Duelists	Add 1 to hit rolls in the Fight phase for attacks made by a model with this Army Tactic during any turn in which it charged, was charged, or performed a Heroic Intervention.
On the Move	Models with this Army Tactic do not suffer the penalties to their hit rolls for Advancing and firing Assault weapons. Furthermore, during a turn in which a unit with this Army Tactic Advances, all of its Heavy weapons are treated as Assault weapons (e.g. a Heavy 3 weapon is treated as an Assault 3 weapon).
Titanium Plating	Roll a dice each time a model with this Army Tactic loses a wound, unless that wound was lost as the result of a mortal wound; on a 6 the wound being rolled for is not lost.
Mobile Suit Hunters	You can re-roll failed hit rolls in the Fight phase for a model with this Army Tactic during any turn in which it charged, was charged, or performed a Heroic Intervention. In addition, you can re-roll all failed hit rolls in the Fight phase for a model with this Army Tactic against TITANIC units.
Target Acquired	Re-roll hit rolls of 1 for a model with this Army Tactic whenever you are resolving an attack with a ranged weapon that is targeting the closest enemy unit.

Warlord Traits

The generals that command Mobile Suit forces come from a variety of backgrounds, either born into their rank, schooled in an academy, or from climbing the ranks through personal achievement. Some are great strategists whilst others are inspirational fighters. If the Warlord of your army is a CHARACTER from a GundamHammer 40k Index, they can generate a Warlord Trait from the following table instead of the one in the Warhammer 40,000 rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your general's temperament and preferred style of waging war.

Warlord Traits	
1 - Crack Shot	Your Warlord may reroll hit rolls of 1 for Shooting and Overwatch attacks.
2 - Deadly Fighter	Your Warlord may reroll failed hit and wound rolls in the Fight Phase.
3 - Old Enemy	At the start of the first battle round, but before the first turn begins, select one unit in your opponent's army. Add 1 to hit and wound rolls made for your Warlord against that unit.
4 - Lucky	Your warlord may reroll saving throw rolls of 1.
5 - Champion	Each time you make a hit roll of 6+ for your Warlord in the Fight phase, they can immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
6 - Headhunter	Your Warlord may ignore the Look out, Sir rule when attacking with Pistol, Assault, Rapid Fire and Grenade weapons. In addition, whenever your Warlord piles in or performs a Heroic Intervention, they can move towards the closest enemy CHARACTER instead of the closest enemy model.

Additionally, many factions wage war in specific ways. If the Warlord of your army is a CHARACTER from a GundamHammer 40k Index, they can take a warlord trait from the following table, as long as they are of the appropriate faction. Unless otherwise noted, Named CHARACTERS from GundamHammer 40k Indexes must take their Faction Warlord Trait if they are chosen as your warlord.

Faction Specific Warlord Traits	
EFF, EFF-TO, EFF-TB, Titans, Londo Bell, OMNI, Oz, Gjallarhorn, UN Spacy, UEA	<p>Rights of Earth - <i>Borne by the knowledge that they fight for their very planet, these officers know they are always in the right.</i></p> <p>Your warlord may issue one additional order per turn. No unit may be ordered more than once a turn, and no unit can issue the same order more than once in a turn..</p>
Zeon, Zeon-TO, Zeon-TB, Zeon Remnants, Axis, Neo Zeon, ZAFT, White Fang, Zentraedi, AUR	<p>High Ground - <i>From space, the concerns of a single planet seem insignificant.</i></p> <p>Roll a die each time your Warlord issues an Order. On a 4+, that Order can affect an additional <FACTION> Titanic unit within 6" of your Warlord.</p>
AEUG, ORB, Gundam Allies, Preventers	<p>The Third Way - <i>Sometimes it takes a unique perspective to see the way forward.</i></p> <p>Once per battle, if your Warlord is on the battlefield, you can re-roll a single hit roll, wound roll, damage roll or saving throw. In addition, if your army is Battle-forged, roll a D6 for each Command Point you use in a Stratagem; on a 5+ you regain 1 Command Point. Only 1 Command Point may be regained per Battle Round.</p>
Mercenary, Mercenaries, Marimeia Army	<p>Rough and Tumble - <i>Living on the edges of society has turned these warriors into hard edged weapons.</i></p> <p>Add 1 to the Attacks Characteristic of your Warlord.</p>

Custom Upgrades

If your army is Battle Forged, one Character may take one Custom Upgrade. Custom Upgrades are listed below, and new Custom Upgrades may appear in later supplements. Named Characters may not be given a Custom Upgrade.

Extra Equipment: This unit may integrate an additional weapon or other wargear from the lists in its Index, which may cost up to 100 points. **Note:** the Extra Equipment may not be Beam type, unless the unit already has a Beam weapon either standard or as a wargear option. **Note** - taking a second Combat Shield removes the original Combat shield and replaces it with Twin Combat Shields, granting a 4+ invulnerable save. **The unit must still pay the cost of the equipment itself.** If the equipment doesn't have an associated Power Rating, divide the point cost of the equipment by 20 and round off to calculate the Power Rating.

Targeting Computer Upgrade: This unit improves its Ballistic Skill by one, to a maximum of 2+.

Close Combat Control Processing: This unit improves its Weapons Skill by one, to a maximum of 2+.

Choppa: This unit gains +1 attack.

Fuel Tanks: This unit gains +3" of movement.

Superheated Edge: One melee weapon (that is not Energy type) improves its AP by 1 (i.e. AP 0 becomes AP -1, etc).

Extended Magazine: One non-Energy weapon of the Assault or Rapid Fire type increases their shots in all modes by 2 (i.e. Rapid Fire 2 becomes Rapid Fire 4, Assault 2D3 becomes Assault 2D3 + 2).

Reinforced Armor: This unit improves its Toughness by one.

Redundant Systems: This unit may repair up to D3 lost wounds at the beginning of each of your Movement Phases.

Enhanced Comms Array: If this unit has the ability to give orders, its range is increased by 6".

Tactical Computer: When this unit issues an order to a unit, it may issue a different order to a different unit.

Extra Armor: This unit improves its Armor Save by one (i.e. 4+ to 3+). An Armor Save may not be improved past 2+.

Experimental Ammo: Improve the damage value of one of this unit's ranged weapons by 1. This may not be taken for an Energy Weapon.

Enhanced Targeting Optics: Increase the range of this unit's ranged weapons by 6".

Oversized Energy Capacitors: Increase the Strength of one of this unit's Energy Weapons by 1.

Flight Type: This unit gains **Fly**.

Gundanium Laced Armor: When this unit would lose a Wound, roll a D6. On a 6, that Wound is not lost.

Stratagems

If your army is Battle-forged and includes any Detachments from a GundamHammer 40k Index, you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by these armies on the battlefield. Some of the Stratagems listed here are unique to specific Factions, while others are common to many armies and are labelled as a “GundamHammer 40k Stratagem”. Unless otherwise stated, all of these Stratagems may only be used on units from a GundamHammer 40k Index.

1 CP

Test Team

GundamHammer 40k Stratagem

Some Squads have been selected for field testing of new equipment. Depending on the equipment they are testing, they may either become decorated veterans, or quickly forgotten casualties.

Use this Stratagem before the battle. Choose a model from your army that is not a named CHARACTER, this model can have one Custom Upgrade. All of the Custom Upgrades that your army includes must be given to different units.

1 CP

Arcing Shot

GundamHammer 40k Stratagem

Some weapons use pinpoint delivery systems to hit a single unit. Others are more of a “To Whom It May Concern.”

Activate this stratagem when you select a <FACTION> model to shoot. That model's weapons that have Missile, Rocket, Bazooka, or Grenade in the name do not require line of sight to their target.

1 CP

Custom Prototype

GundamHammer 40k Stratagem

Rushing out units before they have been fully vetted is a time honored (if not time worn) strategy.

Use this Stratagem before the battle. Choose a model from your army with a Custom Upgrade; this model can have a second Custom Upgrade. All of the Custom Upgrades that a given model includes must be different.

2 CP

Final Shooting

GundamHammer 40k Stratagem

Never Give Up, Never Surrender.

Activate this stratagem when a <FACTION> **Titanic Character** model loses its final wound. This model may automatically roll a 6 for **Core Explodes**, it may shoot with a single weapon as if it were the Shooting Phase, or it may fight with a single weapon as if it were the Fight Phase. If this model has a Wound Table, use the top row for BS or WS as appropriate.

1 / 2 CP

Big Damn Hero

GundamHammer 40k Stratagem

Some units are made of legends.

Use this Stratagem before the battle. For 1 CP, choose any Character model from your army that is not a warlord, this model gains a warlord trait or faction specific warlord trait. For 2 CP, choose a named Character model from your army that is not a warlord, this model gains any warlord trait, overriding the faction specific restriction. All of the warlord traits that your army includes must be different. This stratagem may only be used once per game.

1 CP

Shield Break

GundamHammer 40k Stratagem

Shields are made to be broken.

Activate this stratagem after a <FACTION> **Titanic** unit is about to lose any wounds to damage. Halve all incoming damage (rounding up, to a minimum of 1) for the remainder of that phase. At the end of that phase, that unit's shield(s) are considered lost for the rest of the battle, including any attached wargear.

Assorted Notes:

Scale

This game mod was designed with MSIA, 1/144 model kits and N-Scale scenery in mind. It fills a 6'x4' table with a satisfying number of models while not feeling too small.

If playing with/against standard Games Workshop Warhammer 40k models, 1/60 scale kits are a good size. All rules and ranges remain the same - it'll feel like the Mobile Suits are going a little slower, but it is epic.

If playing with 1/285 - 1/400 miniatures, leaving all rules and ranges as is, makes it feel like a very high speed game! If you want to shrink the required space for the game, however, we recommend changing all ranges from inches to centimeters (6" becomes 6cm, and a 6'x4' table becomes about a 28"x18" space). That makes it a coffee table game, and still keeps the overall feel of the main game.

Standard Units

Some units are common enough across different series as to not warrant reprinting the specific type in each and every index. Any army that can take a **Mobile Suit** unit may take any of the units that follow in this codex, updating the <Universe>, <Year> and <Faction> to match their own.

Inspiration

Gundam in Warhammer 40k was originally inspired by Mobile Suit Gundam Battle System (MSGBS), a 4th edition Warhammer 40k modification for playing UC conflicts in 0079. Back when 6th edition came out, we decided it needed updating and expanding. Now, with 8/9th edition bringing a major overhaul to the game system, we've gone through rebalancing weapons and costs, bringing Mobile Suits more in line with existing Warhammer 40k powers and costs. While we expect most games will be MS vs MS, we have played a few games against standard Warhammer 40k armies and they've been nail biters each time!

Points


Points for models in a unit are listed next to their entry in the data slate. If a Wargear Option changes the Power Rating, it's noted in the Wargear Option itself. If a Wargear Option changes the points value for that unit, that cost is noted next to its entry in the Weapons list or the Abilities section, depending on the gear itself.

FINAL NOTE

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JET FIGHTER



3

POWER

TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Tank	65pts	8"	4+	4+	5	6	6	1	7	3+
This unit contains 1 Tank equipped with a 60mm Vulcan and a Cannon. It can include 1 additional Tank (Power Rating +3) or 2 additional Tanks (Power Rating +6).										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
60mm Vulcan	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly.			
Cannon	36"	Heavy 2		7	-1	2	-			
ABILITIES	Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.									
FACTION KEYWORDS	<Universe>, <Year>, <Faction>									
KEYWORDS	Vehicle, Ground									



2

POWER

INFANTRY TEAM

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv	
4	Troop	40pts/unit	6"	4+	4+	3	3	1	1	6	5+
1	Sergeant		6"	4+	4+	3	3	1	2	7	5+
0-1	Heavy Weapons Team		6"	4+	4+	3	3	2	2	6	5+

This unit contains 1 Sergeant and 4 Troops.

- The Sergeant is equipped with a Pistol and Frag Grenades.
- Each Troop is equipped with a Machine Gun and Frag Grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Frag Grenades	6"	Grenade D6	3	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Machine Gun	30"	Rapid Fire 1	3	0	1	-
Mortar	48"	Heavy D6	4	0	1	This weapon can target units not visible to the bearer.
Pistol	12"	Pistol 1	3	0	1	-
Portable Missile Launcher	When firing this weapon, choose one of the profiles listed below:					
--- Frag Missile	48"	Heavy D6	4	0	1	-
--- Krak Missile	48"	Heavy 1	8	-2	D6	-
WARGEAR OPTIONS	You may replace two Troop models with a Heavy Weapons Team, who must take one of the following: Autocannon, Lascannon, Mortar, or Portable Missile Launcher.					
FACTION KEYWORDS	<Universe>, <Year>, <Faction>					
KEYWORDS	Infantry, Infantry Squad, Ground					