

MARIMEIA ARMY AC196 ARMY LIST

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

ABILITIES


The following abilities are common to several Marimeia Army 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**.

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).

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**

<div> 11 POWER</div> <div>MMS-01 SERPENT</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
MMS-01	225pts	*	*	*	7	7	15	2	7	2+	8-15+	12"	4+	4+
An MMS-01 Serpent is a single model equipped with a Mega Particle Cannon, two Missile Launchers, and Titanic Feet.											4-7	9"	5+	5+
											1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Bazooka	-60	48"	Heavy 2D6		8	-2	1	Blast.						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Gatling Gun	+15	36"	Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
WARGEAR OPTIONS	This model may replace its Mega Particle Cannon with a Bazooka (Power Rating -3) or a Twin Beam Gatling Gun (Power Rating +1).													
ABILITIES	Core Explodes (p. 1)							Mobile Suit (p. 1)						
FACTION KEYWORDS	AC, AC196, Marimeia Army													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

MMS-01 SERPENT
OFFICER

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
MMS-01 Officer	235pts	*	*	*	7	7	15	2	7	2+	8-15+	12"	3+	3+			
An MMS-01 Serpent Officer is a single model equipped with a Mega Particle Cannon, two Missile Launchers, and Titanic Feet.											4-7	9"	4+	4+			
											1-3	5"	5+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
Bazooka	-60	48"		Heavy 2D6		8	-2	1	Blast.								
Mega Particle Cannon		48"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Missile Launcher		72"		Heavy D6		8	-2	2	Blast.								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
Twin Beam Gatling Gun		36"		Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
WARGEAR OPTIONS		This model may replace its Mega Particle Cannon with a Bazooka (Power Rating -3) or a Twin Beam Gatling Gun (Power Rating +1).															
ABILITIES		Core Explodes (p. 1)										Mobile Suit (p. 1)					
FACTION KEYWORDS		AC, AC196, Marimeia Army															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character															



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POWER


TROWA BARTON
MMS-01

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	
Trowa Barton	255pts	*	*	*	7	7	15	2	7	2+	8-15+	12"	4+	2+
Trowa Barton in an MMS-01 Serpent is a single model equipped with two Missile Launchers, Titanic Feet, and a Twin Beam Gatling Gun. Only one unit with Trowa Barton may be included in your army.										4-7	9"	5+	3+	
										1-3	5"	6+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Gatling Gun	36"	Heavy 4D3		8	-2	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)							
FACTION KEYWORDS	AC, AC196, Marimeia Army													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton													

<div><div><div></div></div><div>4</div><div>POWER</div></div> <div>OZ-06MS LEO</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>			
<div>OZ-06MS<div>85pts</div><div>*</div><div>*</div><div>*</div><div>7</div><div>6</div><div>12</div><div>2</div><div>7</div><div>3+</div></div>											<div>7-12+</div> <div>12"</div> <div>4+</div> <div>4+</div>			
<div>An OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet.</div>											<div>4-6</div> <div>9"</div> <div>5+</div> <div>5+</div>			
											<div>1-3</div> <div>5"</div> <div>6+</div> <div>6+</div>			
<div><div>WEAPON</div><div>RANGE</div><div>TYPE</div><div>S</div><div>AP</div><div>D</div><div>ABILITIES</div></div>														
<div>100mm Machine Gun<div>24"</div><div>Rapid Fire 6</div><div>6</div><div>-1</div><div>1</div><div>-</div></div>														
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<div>Beam Sabers<div>+40</div><div>Melee</div><div>Melee</div><div>+6</div><div>-3</div><div>6</div><div>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</div></div>														
<div>Beam Pistol<div>+30</div><div>24"</div><div>Pistol 3</div><div>8</div><div>-3</div><div>4</div><div>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</div></div>														
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<div>Titanic Feet<div>Melee</div><div>Melee</div><div>User</div><div>-2</div><div>D3</div><div>Make 3 hit rolls for each attack with this weapon.</div></div>														
<div><div></div><div>This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2). 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).</div></div>														
<div><div>WARGEAR OPTIONS</div><div></div></div>														
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<div><div><div></div><div>4</div><div>POWER</div></div><div>OZ-06MS LEO VETERAN</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																			
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POWER

OZ-12SMS TAURUS

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
OZ-12SMS	200pts	*	*	*	8	7	15	2	7	3+	7-12+	15-30"	4+	3+
An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet.											4-6	15-21"	5+	4+
											1-3	15"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Laser Gun	-20 24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.
Mega Particle Cannon	+10 48"	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	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (**Power Rating -1**).

ABILITIES	Mobile Suit Transformation: This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly , Hard to Hit , Airborne , and Supersonic . Additionally, its Movement characteristic becomes 12".	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.
	Mobile Suit (p. 1)	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
	Core Explodes (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, AC196, Marimeia Army

KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground, Fly



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POWER

CHANG WUFEI

XXXG-01S2 (EW)

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	
Chang Wufei	335pts	*	*	*	8	8	18	5	9	2+	10-18+	12"	2+	3+	
Chang Wufei in the XXXG-01S2 (Endless Waltz) Altron Gundam is a single model equipped with two Dragon Claws, Titanic Feet, a Twin Beam Trident, and Twin Link 60mm Vulcans. Only one unit with Chang Wufei may be taken for your army.											5-9	9"	3+	4+	
											1-4	6"	4+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
Dragon Claw		Melee	Melee		+3	-3	3	-							
Titanic Feet		Melee	Melee		User	-2	3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Trident		Melee	Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Twin Link 60mm Vulcans		12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .							
									Dragon Claw: When Charging, you may add 6" to the result of your Charge roll. If you do so, reduce your Attack value by one in the following Fight phase. This model also has a 5+ invulnerable save.						
ABILITIES		Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.							Mobile Suit (p. 1); Core Explodes (p. 1)						
FACTION KEYWORDS		AC, AC196, Marimeia Army													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Chang Wufei, Gundam													