EARTH FEDERATION FORCES ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces (EFF) 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 EFF 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 **UC**, **EFF**, **0079**, **Ground**, and **Space**. **UC** defines the particular universe of Gundam that these suits fall into, **EFF** as the Earth Federation Forces, and **0079** as the year the unit was deployed. 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 EFF 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.

Mobile Tank

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. 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 Fighter

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Fighter and continue fighting. The pilot now uses the basic Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.

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.

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.

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. 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 Newtype'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 Newtype'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 Newtype's unit can Charge this turn.

23 POWER	FA- 78 - 1									DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Heinz Baer	*	*	*	8	9	21	4	9	2+	11-21+	12"	3+	2+
Heinz Baer in the FA-78-240mm Cannon, Beam S Shield, Titanic Feet, and included in your army.	abers, a Co	re Fig	hter, t	wo M	issile	: Lau	ınche	rs, a S	Small	5-10 1-4	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
240mm Cannon	84"	Hea	avy D6	3	8	-3	2	This bear	•	an target units no	t visibl	e to the	•
Beam Sabers	Melee	М	elee		+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Missile Launcher	72"	Hea	avy D3	3	8	-2	2			g units with 5 or m type to Heavy D6.	ore m	odels, d	change
Titanic Feet	Melee	М	elee	ι	Jser	-2	D3	Make	3 hit rolls	for each attack v	vith thi	s weap	on.
Twin 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
Twin Beam Rifle	36"	He	avy 6		8	-3	4		•	roll a wound roll o inflicts a mortal v			
WARGEAR OPTIONS	This mode	el may	take a	a Twir	n Bea	am R	Rifle (Powei	Rating +	-5).			
ABILITIES	Small Shi shield has Core Figh	a 6+ i	nvulne				at		le Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079, EFF												

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



FF-X7 CORE FIGHTER

Vehicle Squadron (p. 1)

Core Explosion (p. 1)

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
FF-X7	15"-30"	6+	4+	6	5	6	2	7	2+

This unit contains a single FF-X7 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. It may include an additional single FF-X7 (**Power Rating +4**) or an additional two FF-X7 (**Power Rating +8**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
	and can o can Fly , a attacked in can Fly .	This model can nly be charged on nd can only atta n the Fight phas it: Your oppone	by uni ick or ie by i	its that be units t	nt	Supersonic : Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.

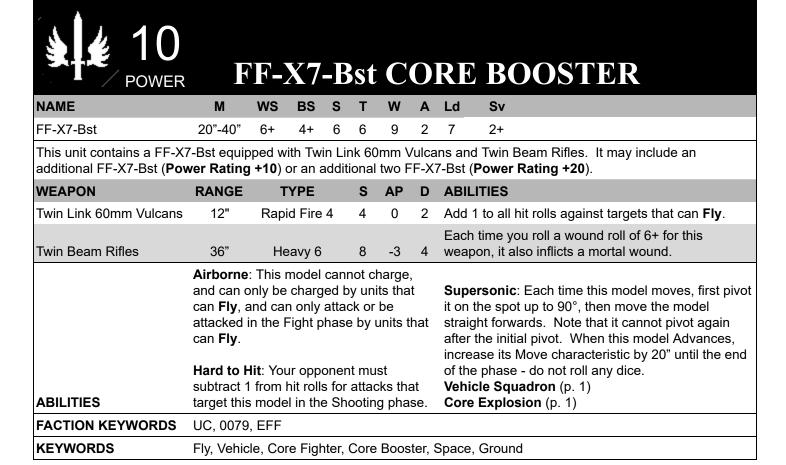
FACTION KEYWORDS UC, 0079, EFF

ABILITIES

KEYWORDS Fly, Vehicle, Core Fighter, Space, Ground

subtract 1 from hit rolls for attacks that

target this model in the Shooting phase.





SAYLA MASS FF-X7-Bst

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv
Sayla Mass	20"-40"	6+	2+	6	6	9	2	8	2+

Sayla Mass in a FF-X7-Bst Core Booster is a single model equipped with Twin Link 60mm Vulcans and Twin Beam Rifles. Only one unit of this type may be chosen for your army.

Talles. Only one and of all	io type may	s type may be chosen for your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .					
Twin Beam Rifles	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
ABILITIES	and can of can Fly, a attacked in can Fly. Hard to H subtract 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. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model move it on the spot up to 90°, then move the restraight forwards. Note that it cannot pin after the initial pivot. When this model increase its Move characteristic by 20° to of the phase - do not roll any dice. Core Explosion (p. 1)									
PSYKER	psychic po in each en	ower in each frie emy psychic ph g. Note - Newt	endly p nase.	osychi It may	c ph / use	ker. This model can attempt to manifest a single ase, and can attempt to deny a single psychic power any power from the Newtype Discipline when w Smite, and do not damage other models from					
FACTION KEYWORDS	UC, 0079, EFF										
KEYWORDS	Character, Fly, Vehicle, Core Fighter, Core Booster, Psyker, Newtype, Space, Ground										

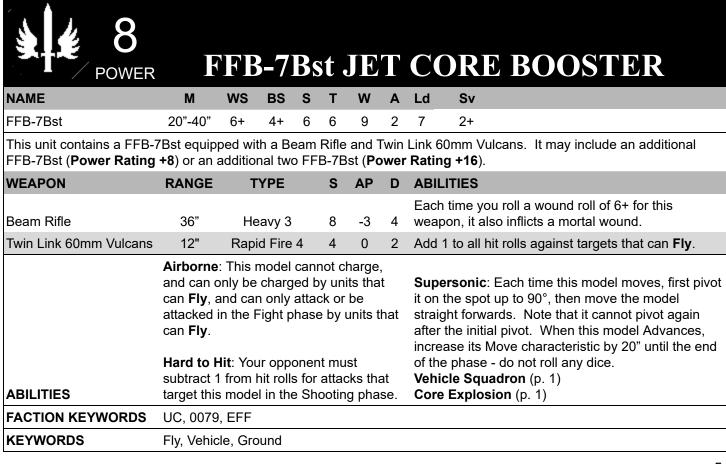


SLEGGAR LAW FF-X7-Bst

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
Sleggar Law	20"-40"	6+	3+	6	6	9	2	7	2+

Sleggar Law in a FF-X7-Bst Core Booster is a single model equipped with Twin Link 60mm Vulcans and Twin Beam Rifles. Only one unit of this type may be chosen for your army.

•	• • • •					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Twin Beam Rifles	36"	Heavy 6	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
ABILITIES	and can co can Fly, a attacked i can Fly. Hard to H subtract 1	This model can nly be charged l and can only atta n the Fight phas lit: Your oppone from hit rolls for model in the Sh	by un ick or e by nt mu	its that be units to	t hat at	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 20" until the end of the phase - do not roll any dice. Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079	, EFF				
KEYWORDS	Character	, Fly, Vehicle, Co	ore Fi	ighter,	Cor	e Booster, Space, Ground



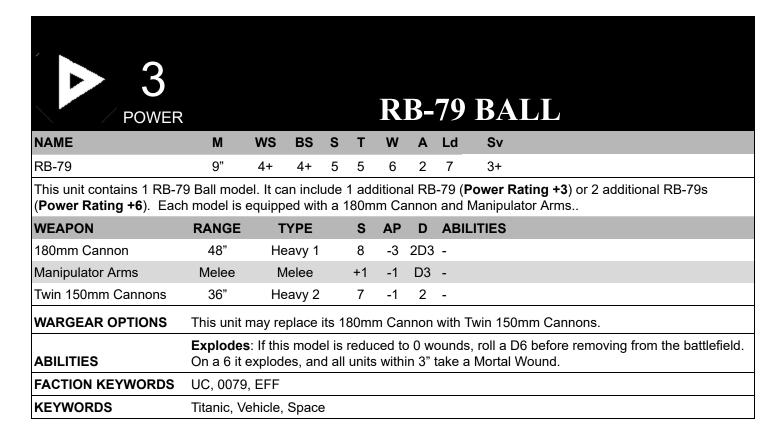


M61A5 TYPE 61 MAIN BATTLE TANK

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
M61A5	8"	4+	4+	5	5	6	1	7	3+

This unit contains 1 M61A5. It can include 1 additional M61A5 (**Power Rating +3**) or 2 additional M61A5s (**Power Rating +6**). Each model equipped with a 60mm Vulcan, Smoke Launchers, and Twin 150mm Cannons.

- /·		,				,
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 .
Twin 150mm Cannons	36"	Heavy 2	7	-1	2	-
ABILITIES	instead of Shooting Smoke G Shooting subtract 1	aunchers: Once shooting any w phase, this mod renades; until yo phase, your opp from all hit rolls that target this v	reapolel car bur ne bonen s for ra	ns in t n use ext t must anged	he it's	Explodes : 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	UC, 0079	, EFF				
KEYWORDS	Titanic, Ve	ehicle, Ground				



11 POWER		RC GM 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
RGC-80	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-80 is a single mod	lel equipped	d with a Beam	Sprav	Gun.	a 24	0mm	Cannon.	4-6	9"	5+	5+
Twin Link 60mm Vulcans,								1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
240mm Cannon	84"	Heavy D6	8	-3	2	This bear	•	an target units not	visibl	e to the	•
Beam Spray Gun	24"	Pistol D3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 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 I	ly.
ABILITIES		hield: A mode a 5+ invulnera			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079,	EFF									

Titanic, Vehicle, Mobile Suit, Space, Ground

7 POWER		R	GI	M	-79) (GN	1		DAMAGE Some of this m change as it su shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING V	V M	ws	BS
RGM-79	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79 is a single mod	del equippe	ed with	a 90n	nm N	Machii	ne G	un, B	eam :	Sabers,	4-6	9"	5+	5+
Titanic Feet, Twin Link 60									,	1-3	5"	6+	6+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid	Fire [D 3	6	0	1	-					
100mm Machine Gun	24"	Rapid	Fire 2	D3	6	-1	1	-					
Bazooka	48"	Hea	vy 2D	3	8	-2	1			g units with 5 or type to Heavy 2		odels,	change
Beam Sabers	Melee	М	elee		+3	-3	2D3		•	roll a wound rol o inflicts a morta			
Beam Spray Gun	24"	Pis	stol 3		8	-3	4		•	roll a wound rol o inflicts a morta			
Titanic Feet	Melee	М	elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack	k with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire	4	4	0	2	Add	1 to all hit	rolls against tar	gets tha	t can F	ly.
WARGEAR OPTIONS		-	•							azooka (Power n (Power Ratin	_	⊦1), a E	Beam
ABILITIES	Combat shield has						nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, EFF				-							
KEYWORDS	Titanic, V	ehicle,	Mobile	e Su	it, Spa	ace,	Grou	nd					

8 POWER		RG	IM-	-79	A	C	E		DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS B	s s	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79 Ace	*	*	* 7	6	12	2	8	3+	7-12+	12"	3+	3+
A RGM-79 Ace is a single	model eq	uipped wi	th a 90	mm M	lachi	ne Gı	ın, Be	am	4-6	9"	4+	4+
Sabers, Titanic Feet, Twi									1-3	5"	5+	5+
WEAPON	RANGE	TYP	Ε	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fi	re D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fi	re 2D3	6	-1	1	-					
Bazooka	48"	Heavy	2D3	8	-2	1			g units with 5 or r type to Heavy 2D		odels,	change
Beam Saber	Melee	Mele	ee	+3	-3	2D3		•	roll a wound roll inflicts a mortal			
Beam Spray Gun	24"	Pisto	I 3	8	-3	4		•	roll a wound roll inflicts a mortal			
Titanic Feet	Melee	Mele	ee	User	-2	D3	Make	3 hit rolls	for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	ire 4	4	0	2	Add ²	1 to all hit	rolls against targ	ets tha	t can F	ly.
WARGEAR OPTIONS									azooka (Power R n (Power Rating	_	⊦1), a E	Beam
ABILITIES	Combat shield has					nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Characte	r, Titanic,	Vehicle	e, Mob	ile S	uit, S	pace,	Ground				

9 POWER		RGM-7 GROU						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
RGM-79[G]	*	* * 7	7	12	2	7	2+	7-12+	12"	4+	4+
A RGM-79[G] is a single sabers, Titanic Feet, and			mm Ma	achii	ne Gu	ın, Bea	ım	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	6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	When targeting units with 5 or more models, change -2 1 this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m type to Heavy D6.		odels, d	change
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.										
WARGEAR OPTIONS		el may replace it , or a Beam Rifle					n with a 1	180mm Cannon, a	Bazo	oka, a l	Missile
ABILITIES		Shield: A model s a 5+ invulnerat			nbat		e Suit (p Explode				_
FACTION KEYWORDS	UC, 0079	, EFF									
KEYWORDS	Titanic, V	itanic, Vehicle, Mobile Suit, Ground									

10 POWER		RGM 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
RGM-79[G]	*	* * 7	7	12	2	8	2+	7-12+	12"	4+	3+
A RGM-79[G] Veteran is a Beam Sabers, Titanic Fee			ith a 10	00mi	m Ma	chine	Gun,	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	When targeting units with 5 or more models, change 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.									
Beam Rifle	36"	Heavy 3	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			
Missile Launcher	72"	Heavy D3	8	-2	2		•	g units with 5 or m type to Heavy D6.	ore m	odels, c	hange
Titanic Feet	Melee	, , , ,									
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Missile Launcher, or a Beam Rifle (Power Rating +3).										
ABILITIES		Shield : A model s a 5+ invulnera			nbat		oile Suit (p e Explode	,			
FACTION KEYWORDS	UC, 0079), EFF									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground										

15 POWER		RGN SN			-			DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
RGM-79[G] Sniper	*	6+ * 7	*	12	1	8	2+	7-12+	12"	2+	7
A RGM-79[G] Sniper is a			h Bean	n Sa	bers,	a Cor	mbat	4-6	9"	3+	6
Shield, a Long Beam Rifle								1-3	5"	4+	5
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	S+3	-3	2D3		•	roll a Wound roll o o inflicts a Mortal V			
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulne Save. Each time you roll a Wound roll of 6+ wi weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. weapon may target a Character , even if it is n					erable th this This
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack w	ith thi	is weapo	on.
ABILITIES	the Long I 1, roll a D Generator wounds to Beam Rifl	ental Generato Beam Rifle, if an 6. On a 6, the S r explodes, caus o every unit with e can no longer ental Generator	ny hit ro Supple sing D3 iin 6".	olls went ment 3 Mo The the	vere tal rtal	a 5+ Mob	bat Shiel invulnera ile Suit (p	p. 1)	comb	at shield	l has
FACTION KEYWORDS	UC, 0079	UC, 0079, EFF									
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Sniper, Ground									

8 POWER	RG							COI PE		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
RGM-79D	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79D is a single mo	odel equipi	ped wit	h a 90	Omm	Mac	hine	Gun.	Beam	Sabers.	4-6	9"	5+	5+
Titanic Feet, Twin Link 60									,	1-3	5"	6+	6+
WEAPON	RANGE	T	YPE		S	AP	D	ABILI	TIES				
90mm Machine Gun	24"	Rapid	Fire	D3	6	0	1	-					
90mm Machine Gun w/ Grenade Launcher	When atta	_								the profiles listed b	pelow.	If you c	hoose
90mm Machine Gun	24"	Rapid	Fire	D3	6	0	1	-					
Grenade Launcher	30"	Ass	ault 1		6	-1	D3	This v	veapon n	nay only be fired o	nce p	er battle) .
Beam Sabers	Melee	М	elee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	М	elee		User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a 90mm Machine Gun w/ Grenade Launcher (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combathield has a 5+ invulnerable save.							e Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	C, 0079, EFF											

Titanic, Vehicle, Mobile Suit, Ground

8 POWER	RG	M -		L G			IG	НП	DAMAGE Some of this mod change as it suffer shown below:			
NAME	M	ws	BS :	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79L	*	*	*	7 6	12	2	7	4+	7-12+	15"	4+	3+
A RGM-79L is a single me	odel equipp	ed with	n a Bea	m Gun,	Bea	m Sal	oers,	and	4-6	10"	5+	4+
Titanic Feet.				- ,			,		1-3	5"	6+	5+
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	LITIES				
Beam Gun	24"	Pisto	ol 2D3	8	-3	4		•	ı roll a wound roll o o inflicts a mortal v			
Beam Spray Gun	24"	Pis	stol 3	8	-3	4		_	ı roll a wound roll o o inflicts a mortal w			
Beam Sabers	Melee	Me	elee	+3	-3	2D3		-	ı roll a wound roll o o inflicts a mortal w			
Titanic Feet	Melee	Me	elee	User	-2	D3	Mak	e 3 hit roll	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS	S This model may replace its Beam Gun with a Beam Spray Gun (Power Rating -1).											
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	es (p. 1)			
FACTION KEYWORDS	UC, 0079	EFF										
KEYWORDS	Titanic. Ve	Titanic, Vehicle, Mobile Suit, Space, Ground										

POWER	R	CON						DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79G/Gs	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	3+	
A RGM-79G/Gs is a single Sabers, Titanic Feet, Twin							am	4-6 1-3	9" 5"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
Beam Gun	24"	Each time you roll a wound roll of 6+ for this 24" Pistol 2D3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack	with thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	t rolls against targ	ets tha	t can F	ly.	
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Beam Gun (Power Rating +3).											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd						

14 RGM-79SC POWER GM SNIPER CUSTOM

Mobile Suit (p. 1)

UC, 0079, EFF

WARGEAR OPTIONS

FACTION KEYWORDS

ABILITIES

KEYWORDS

DAMAGE

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

POWER			•				УΙ		shown below:			
NAME	М	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
RGM-79SC	*	6+ *	8	*	12	1	8	3+	7-12+	12"	2+	7
A RGM-79SC is a single r	nodel equi	ped with	Beam	Sabe	rs, a	Long	Bea	m Rifle,	4-6	9"	3+	6
and Titanic Feet.		•							1-3	5"	4+	5
WEAPON	RANGE	TYP	E	S	AP	D	ABI	LITIES				
Beam Sabers	Melee	Mele	е	S+3	-3	2D3			roll a Wound roll o inflicts a Mortal V			
Beam Spray Gun	24"	Pisto	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Long Beam Rifle	84"	Heavy	3D3	9	-4	4	rem phas Sav wea wea wea	ained stationse. Subtrace. Each time pon, it also pon, it also pon may o	nly fire the Long B conary in the preced at 2 from any targe the you roll a Woun to inflicts a Mortal V anly be fired 3 time arget a Character	ding met unit's od roll of Vound s in a	novemers Invulne of 6+ with This battle.	nt erable th this This
Titanic Feet	Melee	Mele	е	User	-2	D3	Mak	ce 3 hit rolls	s for each attack w	ith thi	s weapo	n.
	·	·						·	·		·	

This unit may additionally take a Beam Spray Gun (Power Rating +3).

Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground

Core Explodes (p. 1)

10 POWER		RGN GM SI					DAMAGE Some of this mod change as it suffe shown below:			II.	
NAME	M	WS BS S	T	W	Α	Ld Sv	REMAINING W	M	BS	T	
RGM-79SP	*	6+ * 8	*	12	1	8 3+	7-12+	12"	2+	7	
A RGM-79SP is a single r Sniper Rifle, and Titanic F	•	pped with Bean	n Sabe	rs, a	Com	bat Shield, a	4-6 1-3	9" 5"	3+ 4+	6 5	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4	•	roll a Wound roll o o inflicts a Mortal V				
Beam Sabers	Melee	Melee	S+3	-3	2D3	•	roll a Wound roll o o inflicts a Mortal V				
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	remained stati phase. Subtract Save. Each tin weapon, it also weapon may of	only fire the Long B onary in the preced ct 2 from any targe ne you roll a Woun o inflicts a Mortal V only be fired 3 time arget a Character	ding met unit's d roll of vound some some some some some some some some	noveme s Invuln of 6+ wi . This battle.	nt erable th this This	
Sniper Rifle	72"	Heavy 1	8	-3	2D3	preceding Mov	arrying the Sniper F vement Phase, sub pon may target a C est unit.	tract '	1 from t	ne hit	
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit roll	s for each attack w	ith thi	s weapo	on.	
WARGEAR OPTIONS	This unit may replace the Sniper Rifle with a 90mm Machine Gun (Power Rating -1), a Beam Rifle (Power Rating +2), or a Long Beam Rifle. (Power Rating +5).										
ABILITIES		Shield: A mode s a 5+ invulnera			nbat	Mobile Suit (p	,				
FACTION KEYWORDS	UC, 0079	, EFF									
KEYWORDS	Titanic, V	Fitanic, Vehicle, Mobile Suit, Sniper, Space, Ground									

 ★ . 		RX-										
13 POWER		PRO GU	DU JNT						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	٠ ١	N	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-75	*	* *	7 7	1	12	2	7	2+	7-12+	10"	4+	4+
A RX-75 is a single model Crushing Treads, and two			0mm Lc	w Re	ecoil	l Ca	nnons,		4-6 1-3	7" 4"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	. 4	P	D	ABILI	TIES				
120mm Low Recoil Cannon	96"	Heavy D	6 9		-3	D3	This w		nay target units no	t visib	le to the	•
Crushing Treads	Melee	Melee	Us	er -	-2	D3	Make	2 hit rolls	for each attack w	ith thi	s weapo	on.
Missile Launcher	72"	Heavy D	3 8	-	-2	2			g units with 5 or m type to Heavy D6.		odels, c	hange
ABILITIES	Mobile Ta	nk (p. 1)					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Titanic, Vehicle, Mobile Tank, Space, Ground											

14 POWER		ZATO R	KO X-7:			YA	SHI	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	
Hayato Kobayashi	*	* *	7 7	12	2	7	2+	7-12+	10"	4+	3+	
Hayato Kobayashi in the			-					4-6	7"	5+	4+	
120mm Low Recoil Cannon model with Hayato K		•				ncher	s. Only	1-3	4"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Low Recoil Cannon	96"	This weapon may target units not visible to the										
Crushing Treads	Melee	Melee	User	-2	D3	Make	e 2 hit roll	s for each attack w	ith thi	s weap	on.	
Missile Launcher	When targeting units with 5 or more models, change 72" Heavy D3 8 -2 2 this weapon's type to Heavy D6.										change	
ABILITIES	Mobile Tank (p. 1) Core Fighter (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Character,	, Titanic, Vehi	cle, Mob	ile Ta	ank, I	Hayato	Kobaya	shi, Space, Ground	ł			

15 POWER		Gl	RX UNC	K-7 ′			N		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RX-77-2	*	*	*	7 7	15	2	7	2+	8-15+	10"	4+	4+
A RX-77-2 is a single mod Titanic Feet, and Twin Lin				mm Ca	nnor	ıs, a	Core I	Fighter,	4-7 1-3	7" 4"	5+ 6+	5+ 6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABII	LITIES				
240mm Cannon	84"	•							an target units not	visib	le to the	€
Beam Rifle	36"	He	eavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Spray Missile Launcher	72"	Rapid	d Fire D6	7	-2	1	-					
Titanic Feet	Melee	N	1elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	ıt can F	ly.
WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (Power Rating -3). This model may take a Beam Rifle (Power Rating +3).											
ABILITIES	Mobile Suit (p. 1) Core Fighter (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Titanic, V	anic, Vehicle, Mobile Suit, Space, Ground										

HAYATO KOBAYASHI DAMAGE Some of this model's characteristics **RX-77-2** change as it suffers damage, as **POWER** shown below: **NAME** М WS BS A Ld Sv **REMAINING W** M 7 Hayato Kobayashi 7 7 15 2 2+ 8-15+ 10" 4-7 Hayato Kobayashi in the RX-77-2 Guncannon is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Hayato Kobayashi may be included in your army. 1-3 4"

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.						
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.						
Spray Missile Launcher	72"	Rapid Fire D6	7	-2	1	-						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly .										
WARGEAR OPTIONS	Rating -3	This model may replace both 240mm Cannons with two Spray Missile Launchers (Power Rating -3). This model may take a Beam Rifle (Power Rating +3).										
ABILITIES	Mobile Suit (p. 1) Core Fighter (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile Sı	uit, H	ayato Kobayashi, Space, Ground						

WS

4+

5+

6+

BS

3+

4+

5+

17 POWER		KAI S RX				N		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	
Kai Shiden	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	3+	
Kai Shiden in the RX-77-2 240mm Cannons, a Core one of this model may be	Fighter, Tit	anic Feet, and					s. Only	4-7 1-3	7" 4"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	ΓIES					
240mm Cannon	84"											
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this										
Spray Missile Launcher	72"	Rapid Fire D6	7	-2	1	-						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	3 hit rolls	s for each attack v	vith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	Rating -3							Spray Missile Laur	nchers	(Powe	r	
ABILITIES	Mobile Some Figl	uit (p. 1) hter (p. 1)				Core E	Explode	s (p. 1)				
PSYKER	Newtype 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 Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile Sı	uit, P	syker, N	lewtype,	Space, Ground				

11 POWER		RX-77 GUN					7	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		
RX-77-3	*	* *	7 7	15	2	7	2+	8-15+	10"	4+	4+		
A RX-77-3 is a single mod	del equippe	ed with two 24	0mm Ca	nnor	ns. Gi	renade	es.	4-7	7"	5+	5+		
Titanic Feet, and Twin Lin		60mm Vulcans. 1-3 4" 6+ 6-											
WEAPON	RANGE	TYPE	S	AP	D	D ABILITIES							
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.							
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal w					
Grenades	6"	Grenade 1	6	-1	D3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	ıt can F	ly.		
WARGEAR OPTIONS	This model may take a Beam Rifle (Power Rating +3).												
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)					
FACTION KEYWORDS	UC, 0079	, EFF											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

POWER		GUN		K-7' AN			ΝI		DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RX-77-4	*	* *	7	7	15	2	7	2+	8-15+	10"	4+	4+		
A RX-77-4 is a single mod Targeter, Grenades, Titan		isor	4-7 1-3	7" 4"	5+ 6+	5+ 6+								
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES						
Beam Cannon Repeater	48"	• • •												
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.							
Grenades	6"	Grenad	e 1	6	-1	D3	-							
Titanic Feet	Melee	Mele	Э	User	-2	D3	Make	3 hit ro	lls for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add	1 to all h	it rolls against targe	ets tha	t can F	ly.		
WARGEAR OPTIONS	This mode	el may tak	e a B	eam R	ifle (I	Powe	r Rati	ng +3).						
ABILITIES	Sensor Targeter: Add 1 to all hit rolls made for the Beam Cannon Repeater. Mobile Suit (p.1) Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0079	, EFF												
KEYWORDS	Titanic. Ve	ehicle, Mol	oile S	Suit Sp	ace	Grou	nd							

10 POWER			RX-7						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
RX-77D	*	*	* 7	7	12	2	7	3+	7-12+	10"	4+	4+
A RX-77D is a single mod	el equippe	ed with	two 240n	ım Caı	nnon	s, Tit	anic F	eet, and	4-6	7"	5+	5+
Twin Link 60mm Vulcans.						,		,	1-3	4"	6+	6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid	d Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid	Fire 2D3	6	-1	1	-					
240mm Cannon	84"	Hea	avy D6	8	-3	2	This bear	•	an target units not	visibl	e to the	•
Titanic Feet	Melee	N	lelee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS	This mod Guns (Pc	-				hine	Gun (Power Ra	ting +2), or up to	two 90	mm Ma	achine
ABILITIES	Mobile S	uit (p.	1)				Core	Explode	s (p. 1)		•	
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

19 POWER		AMU R2	RO X-78			Y		DAMAGE Some of this mode change as it suffe shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Amuro Ray	*	* *	8 8	18	4	9	2+	7-12+	12"	2+	2+	
Amuro Ray in the RX-78-2 Beam Sabers, Titanic Fee one model with Amuro R	t, Twin Lin	k 60mm Vulca	ns, and	a Co				4-6 1-3	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	ΓIES					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D0		odels, d	change	
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	3 hit rolls	s for each attack v	vith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS		del takes a Baz					,	Power Rating -3). Shield with an add	ditiona	l Bazoc	ka	
ABILITIES		Shield: A mode a 5+ invulner nter (p. 1)			nbat		Suit (p Explode					
PSYKER	Newtype 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 Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Amuro Ray, Psyker, Newtype, Space, Ground										

15 POWER]	LUCE RX				EL		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	
Luce Kassel	*	* * 8	8	18	4	9	2+	7-12+	12"	3+	2+	
Luce Kassel in the RX-78 Sabers, a Heavy Beam R Shield. Only one model of	ifle, Titanic	Feet, Twin Link	60mm	ı Vul	cans,			4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels,	change	
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w				
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Mega Beam Launcher	72"	A model can only fire the Mega Beam Launcher remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once in the model. The entry 3D3 9 -4 4 battle.										
Ancillary Targets	72"	Heavy 1	9	-4	3	within auton includ can F	n 1" of a li natically h ding friend F Iy . Each	a Beam Launcher ne drawn from the nit by the edges of dly units but exclud time you roll a Wo also inflicts a Mor	firer the man	to the tanassive nodels foll of 6	arget is beam, that	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	/ith thi	is weap	oon.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can F	ly.	
WARGEAR OPTIONS	s 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly . This model may take a BST Pack (Power Rating +1). This model may replace a Heavy Beam Rifle with a Mega Beam Launcher (Power Rating +									ng +7).		
	Beam Lau roll a D6. Generator	nerator: After the control of the co	1, al	a 5+	invulneral	nodel equipped wi						
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge)						
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Character	aracter, Titanic, Vehicle, Mobile Suit, Space										

14 POWER	FO	RD		OM X-78			L(OW	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	
Ford Romfellow	*	*	*	8 8	18	3	8	2+	7-12+	12"	3+	2+	
Ford Romfellow in the RX Sabers, a Heavy Beam Ri Shield. Only one model o	fle, Titanic	Feet, T	win Lir	nk 60mm	ı Vul	cans,			4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	LITIES					
Beam Sabers	Melee	Me	elee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this 3 weapon, it also inflicts a mortal wound.						
Giant Gatling	36"	Assa	ult 2D6	8	-2	D2	-						
Heavy Beam Rifle	36"	Ass	ault 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapic	Fire 4	. 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.	
WARGEAR OPTIONS	This model may replace its Heavy Beam Rifle with a Giant Gatling (Pov This model may take a BST Pack (Power Rating +1).									Rating	g +1).		
ABILITIES	shield has a 5+ invulnerable save. Mobile Suit (p. 1)							BST Pack: A model equipped with a BST Pack gains Hit and Run. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge)					
FACTION KEYWORDS	UC, 0079,	EFF											

Character, Titanic, Vehicle, Mobile Suit, Space

21 POWER		AO RX	GA [-78					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	
Agar	*	* * 8	8	18	3	8	2+	7-12+	12"	3+	2+	
Agar in the RX-78-6 "Mud Cannons, Beam Sabers, a Link 60mm Vulcans, and a included in your army.	a Beam Ri	fle, two Grenade	Laun	cher	s, Tita	ınic Fe	et, Twin	4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-						
240mm Cannon	84"	This weapon can target models not visible to the										
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change	
Beam Sabers	Melee	Melee	+3	-3	2D3		•	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				
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	ıt can F l	ly.	
WARGEAR OPTIONS	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly . This model may replace its Beam Rifle with a 90mm Machine Gun (Power Rating -3), 100mm Machine Gun (Power Rating -3), or Bazooka (Power Rating -3). This model may take a BST Pack (Power Rating +1).										00mm	
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) BST Pack: A model equipped with a BST Pack gains Hit and Run. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge)										-	
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Characte	r, Titanic, Vehicle	e, Mob	ile S	uit, S	pace, (Ground					

		CHR	ISI	U	NA	A					
20 POWER		MAC RX-						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Christina Mackenzie	*	* * 8	8	18	4	9	2+	10-18+	15"	2+	2+
Christina Mackenzie in the 90mm Gatling Guns, Bear and Twin Link 60mm Vulc	m Sabers, a	a Beam Rifle, a	a Comb	at Sl	nield,	Titani	c Feet,	5-9	10"	3+	3+
army.	aris. Orliy	one model of the	піз турс	illay	, pe ii	lolude	d iii youi	1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Gatling Gun	24"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll on inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS								ower Rating -3). Armor (Power R	ating	+1).	
	Chobham characteri characteri	Armor: A modern Armor increasestic by 6, while stic is reduced	es their their M by 3.	Woo Nove The A	Alex	a 5+	invulneral	d : A model with a ble save. May reroll a hit ro			
ABILITIES	the Chobh Chobham resorting a values. A	e the 90mm Ganam Armor is e may be ejecte all characteristi ny wounds lose Chobham Armo	quipped d at any cs to th t are firs	d. Th y tim e pri	ne e, nted	Char Mob i					
FACTION KEYWORDS	UC, 0079,		n.			COIE	LAPIOUE	σ (ρ. 1)			
KEYWORDS		, Titanic, Vehic	le Moh	ی مان	uit C	round	Snace				
KE I WORDS	Unaraciel	, manic, venic	ie, iviob	110 3	uit, G	round	, Space				



RX-79[G] GUNDAM GROUND TYPE

DAMAGE

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

I OVVLI	`		SHOWH below.									
NAME	М	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-79[G]	*	*	*	8 8	18	2	7	2+	10-18+	12"	4+	3+
A RX-79[G] is a single m	odel equipp	5-9	9"	5+	4+							
Gun, Beam Sabers, a Mu		1-4	5"	6+	5+							
WEAPON	RANGE	TY	PE	S	AP	D	ABII	LITIES				
60mm Vulcan	12"	Rapid	Fire 2	2 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
100mm Machine Gun	24"	Rapid I	Fire 2D	03 6	-1	1	-					
180mm Cannon	48"	Hea	avv 1	8	-3	2D3	_					

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 .						
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	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Multi Launcher	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		el may replace it annon, or a Bea				ne Gun with a Bazooka, a Missile Launcher, a Rating +3).						
ABILITIES		Shield : A model s a 5+ invulnerat			nbat	Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Titanic, V	Fitanic, Vehicle, Mobile Suit, Gundam, Ground										

	RX-79	[G] <i>A</i>	AC	CE		characteristics ch	ange	as it su	_	
M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
*	* * 8	8	18	2	7	2+	10-18+	12"	3+	3+	
							5-9 1-4	9" 5"	4+ 5+	4+ 5+	
RANGE	TYPE	S	AP	D	ABILI	TIES					
12"	Rapid Fire 2	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can Fl	y.	
24"	Rapid Fire 2D3	6	-1	1	-						
48"	Heavy 1	8	-3	2D3	-						
48"	When targeting units with 5 or more models, char										
36"	Heavy 3	8	-3	4		•					
Melee	Melee	+3	-3	2D3		•					
72"	Heavy D3	8	-2	2				ore m	odels, c	hange	
12"	Grenade 1	*	*	*	target Laund	. Instead hers, you	l, if a unit is hit by a ur opponent must s	any M subtra	lulti ict 1 froi		
Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.	
This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (Power Rating +3).											
Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
UC, 0079, EFF											
Characte	r, Titanic, Vehicle	e, Mob	ile S	uit, G	undam	, Ground					
	e model eders, a Multi RANGE 12" 24" 48" 36" Melee 72" 12" Melee This model eders, a Multi 180mm C Combat S shield has UC, 0079	* * * 8 e model equipped with a 6 ers, a Multilauncher, Titanio RANGE TYPE 12" Rapid Fire 2 24" Rapid Fire 2D3 48" Heavy 1 48" Heavy 2D3 36" Heavy 3 Melee Melee 72" Heavy D3 12" Grenade 1 Melee Melee This model may replace in 180mm Cannon, or a Beat 180mm Ca	M WS BS S T * * * 8 8 e model equipped with a 60mm Ners, a Multilauncher, Titanic Feet, RANGE TYPE S 12" Rapid Fire 2 4 24" Rapid Fire 2D3 6 48" Heavy 1 8 48" Heavy 2D3 8 36" Heavy 3 8 Melee Melee +3 72" Heavy D3 8 12" Grenade 1 * Melee Melee User This model may replace its 100r 180mm Cannon, or a Beam Rifle Combat Shield: A model with a shield has a 5+ invulnerable save UC, 0079, EFF	* * * 8 8 18 e model equipped with a 60mm Vulcaers, a Multilauncher, Titanic Feet, and Paragraph Paragrap	M WS BS S T W A * * * 8 8 18 2 e model equipped with a 60mm Vulcan, a rers, a Multilauncher, Titanic Feet, and a Colorers, a Multilauncher, Titanic Feet, and a Colo	* * * 8 8 18 2 7 e model equipped with a 60mm Vulcan, a 100mm ers, a Multilauncher, Titanic Feet, and a Combat S RANGE TYPE S AP D ABILITY	* * * * 8 8 18 2 7 2+ e model equipped with a 60mm Vulcan, a 100mm ers, a Multilauncher, Titanic Feet, and a Combat Shield. RANGE TYPE S AP D ABILITIES 12" Rapid Fire 2 4 0 2 Add 1 to all hit 24" Rapid Fire 2D3 6 -1 1 - 48" Heavy 1 8 -3 2D3 - When targeting this weapon's tase and the search time you weapon, it also be a search time you weapon weapon this weapon's tase a search time you weapon the search time you	M WS BS S T W A Ld SV REMAINING W * * * 8 8 18 2 7 2+ 10-18+ e model equipped with a 60mm Vulcan, a 100mm ers, a Multilauncher, Titanic Feet, and a Combat Shield. ** * * 8 8 18 2 7 2+ 10-18+ ** * * 8 8 18 2 7 2+ 10-18+ ** * * * * * * * * * * * * * * * * *	M WS BS S T W A Ld SV REMAINING W M * * * 8 8 18 2 7 2+ 10-18+ 12" e model equipped with a 60mm Vulcan, a 100mm ers, a Multilauncher, Titanic Feet, and a Combat Shield. 12" Rapid Fire 2 4 0 2 Add 1 to all hit rolls against targets that 24" Rapid Fire 2D3 6 -1 1 - 48" Heavy 1 8 -3 2D3 - When targeting units with 5 or more m 48" Heavy 3 8 -3 4 weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Melee Melee +3 -3 2D3 weapon, it also inflicts a mortal wound. This weapon does not inflict any dama target. Instead, if a unit is hit by any M Launchers, your opponent must subtra hit rolls for that unit until the end of the Melee Melee User -2 D3 Make 3 hit rolls for each attack with this This model may replace its 100mm Machine Gun with a Bazooka, a Missile Laun 180mm Cannon, or a Beam Rifle (Power Rating +3). Combat Shield: A model with a combat shield has a 5+ invulnerable save. UC, 0079, EFF	M WS BS S T W A Ld SV REMAINING W M WS * * * * * 8 8 18 2 7 2+ 10-18+ 12" 3+ e model equipped with a 60mm Vulcan, a 100mm 5-9 9" 4+ ers, a Multilauncher, Titanic Feet, and a Combat Shield. 1-4 5" 5+ RANGE TYPE S AP D ABILITIES 12" Rapid Fire 2D3 6 -1 1 - 48" Heavy 1 8 -3 2D3 - 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Melee Melee +3 -3 2D3 Weapon, it also inflicts a mortal wound. Melee Melee +3 -3 2D3 Weapon, it also inflicts a mortal wound. When targeting units with 5 or more models, or this weapon's type to Heavy D6. This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent m	

13 POWER		SHIRO RX-79						DAMAGE Some characteristics ch damage, as show	nange vn bel	as it su ow:	ffers
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Shiro Amada	*	* * 8	8	18	4	9	2+	10-18+	12"	3+	2+
Shiro Amada in the RX-79 Vulcan, a 100mm Machine	e Gun, Bea	am Sabers, a Mu	ltilaur	ncher	, Tita	nic Fee		5-9	9" 5"	4+	3+
Combat Shield. Only one					-			1-4	<u> </u>	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI					
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F I	у.
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			gunits with 5 or m ype to Heavy 2D6		odels, c	hange
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Missile Launcher	72"	Heavy D3	8	-2	2			g units with 5 or m ype to Heavy D6.	ore m	odels, c	hange
Multi Launcher	12"	Grenade 1	*	*	*	target. Launc	Instead hers, you	oes not inflict any l, if a unit is hit by ur opponent must unit until the end	any M subtra	lulti act 1 fro	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS		el may replace its annon, or a Bea				ne Gun	with a E	Bazooka, a Missile			
ABILITIES		Shield: A model s a 5+ invulnerab			nbat		e Suit (p Explode:	,			

Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground

FACTION KEYWORDS

KEYWORDS

UC, 0079, EFF

15 POWER		YUU I RX-'				A		DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Yuu Kajima	*	* * 8	8	18	2	8	2+	10-18+	12"	3+	3+
two 90mm Machine Guns Shield, two Grenade Laur	nchers, Titanic Feet, and Twin Link 60mm Vulcans. Only							4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-					
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 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.
ABILITIES	Mobile S Core Exp	uit (p. 1) blodes (p. 1)				-	bat Shiel	d : A model with a ble save.	comb	at shield	d has
PSYKER	Exam System :A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0079	, EFF									
KEYWORDS	Characte	r, Titanic, Vehicle	e, Mob	ile S	uit, Y	uu Ka	jima, Psyk	ker, Newtype, Gro	und		

40			7 A								
16 POWER		YUU F RX-7						DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Yuu Kajima	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+
Yuu Kajima in the RX-79E equipped with two 90mm Combat Shield, two Grena	Machine G	Guns, a 100mm N	//achin	ie Gi	un, B	eam S	Sabers, a	5-9	9"	4+	3+
Vulcans. Only one model						-		1-4	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1						
Beam Rifle	36"	Heavy 3	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 v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
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	y.
WARGEAR OPTIONS	This mod	el may replace it	's 100	mm l	Mach	ine G	un with a l	Beam Rifle (Powe	er Rati	ng +3).	
	Mobile S	uit (p. 1)									
ABILITIES	Core Exp	olodes (p. 1)					i bat Shiel invulneral	d : A model with a ble save.	comb	at shield	d has
PSYKER FACTION KEYWORDS	Exam System ::A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION RETWORDS	UC, 0079		Mak	ilo C	uit C	·unda.	~ V V	iima Daykar New	thun n	Cround	
KEYWORDS	Space Space	r, manic, venicie	, IVIOD	iie S	uit, G	undal	ii, Yuu Ka	jima, Psyker, New	луре,	Ground	,

16 POWER	(CHLOI RX-				CE		DAMAGE Some characteristics chamage, as show	ange	as it sut	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Chloe Croce	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+
Chloe Croce in the RX-80 Machine Gun, Beam Sabe Feet, and Twin Link 60mm your army.	ers, a Com	bat Shield, two	Small	Bean	n Gu	ns, Tita	anic	5-9 1-4	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
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, c	hange
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Giant Gatling	36"	Assault 2D6	8	-2	D2	-					
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Small Beam Gun	12"	Pistol 2	8	-3	2		•	roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m Type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	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 Fl	у.
WARGEAR OPTIONS	Cannon (I +4), or a I This mode This mode	Power Rating + Heavy Beam Rif el may take BST	1), a E le (Po Pack	Bazoo wer I s (Pc	oka (I Ratin ower	Power 1 g +4). Ratinç Missile	Rating + g +1). Launche	Oomm Machine Good of the Color	g (Pov +1 ea	ver Rati	
ABILITIES	Combat	Shield: A model s a 5+ invulneral			ıbat	BST		(even if it has not nodel equipped wi Run .			
PSYKER	HADES System: A model with the HADES system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0079										
KEYWORDS	•	•	e, Mob	ile S	uit, P	syker,	Newtype,	Ground, Space			
L											

EFF POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, RGM-79	1	65
Ace, RX-79[G]	1	142

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RB-79	1-3	40
RGM-79	1	55
RGM-79D	1	64
RGM-79[G]	1	80

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGM-79L	1	62

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FF-X7	1-3	45
FF-X7 Bst	1-3	65
FFB-7Bst	1-3	65

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGM-79[G] Veteran	1	85
RGM-79[G] Sniper	1	95
RGM-79G/Gs	1	73
RGM-79SC	1	99
RGM-79SP	1	99
RX-79[G]	1	137

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
M61A5	1-3	40
RGC-80	1	65
RX-75	1	64
RX-77-2	1	70
RX-77-3	1	75
RX-77-4	1	75
RX-77D	1	57

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Heinz Baer, FA-78-1	1	250
Sayla Mass, FF-X7 Bst	1	105
Sleggar Law, FF-X7 Bst	1	75
Hayato Kobayashi, RX-75-4	1	75
Hayato Kobayashi, RX-77-2	1	80
Kai Shiden, RX-77-2	1	100
Amuro Ray, RX-78-2	1	200
Luce Kassel, RX-78-4	1	145
Ford Romfellow, RX-78-5	1	135
Agar, RX-78-6	1	135
Christina Mackenzie, RX-78 NT-1	1	215
Shiro Amada, RX-79[G] Ez-8	1	167
Yuu Kajima, RX-79BD-1	1	157
Yuu Kajima, RX-79BD-3	1	167
Chloe Croce, RX-80PR	1	172

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
60mm Vulcans	5
90mm Gatling Gun	20
90mm Machine Gun	15
90mm Machine Gun w/ Grenade Launcher	20
100mm Machine Gun	25
120mm Low Recoil Cannon	75
180mm Cannon	25
240mm Cannon	65
Bazooka	25
Beam Cannon Repeater	50
Beam Gun	75

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Rifle	75
Beam Spray Gun	65
Giant Gatling	100
Grenade Launcher	5
Grenades	0
Heavy Beam Rifle	80
Long Beam Rifle	145
Mega Beam Launcher	215
Missile Launcher	25
Multi Launcher	0
Small Beam Gun	30
Sniper Rifle	30
Spray Missile Launcher	40
Three Shot Missile Launcher	25
Twin 150mm Cannon	20
Twin Beam Rifle	130
Twin Link 60mm Vulcans	10
Twin X7 Missile Launchers	20

MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Beam Sabers	40				
Titanic Feet	0				

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Sensor Targeter	5
Small Shield	10
Core Fighter	30
Chobham Armor	40
BST Packs	20

EFF WARGEAR

RANGED WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .		
90mm Gatling Gun	24"	Assault 6	6	-1	1	-		
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-		
90mm Machine Gun w/ Grenade Launcher	3 , , , , , , , , , , , , , , , , , , ,							
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-		
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.		
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-		
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.		
180mm Cannon	48"	Heavy 1	8	-3	2D3	-		
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.		
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.		
Beam Cannon Repeater	48"	Rapid Fire 2	8	-2	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Giant Gatling	36"	Assault 2D6	8	-2	D2	-		
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.		
Grenades	6"	Grenade 1	6	-1	D3	-		
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the closest model.		
Mega Beam Launcher	72"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once in a battle.		
Ancillary Targets	72"	Heavy 1	9	-4	3	When the Mega Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.		
Multi Launcher	12"	Grenade 1	_	-	-	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.		

RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Sniper Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Sniper Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.
Spray Missile Launcher	72"	Rapid Fire D6	7	-2	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 150mm Cannons	36"	Heavy 2	7	-1	2	-
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly.
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can Fly .

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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
BST Packs	A model equipped with BST Packs gains Hit and Run : This unit can move 2D6" in your Charge phase even if it did not declare a charge
Chobham Armor	A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. Some models cannot use certain weapons while the Chobham Armor is equipped. The Chobham armor may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Core Fighter	At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Fighter and continue fighting. The pilot now uses the basic Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.
Sensor Targeter	Add 1 to all hit rolls made with the specified weapon.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.