ORB CE 73 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your United Emirates of Orb (Orb Union, Orb) miniatures from CE 73. 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 Orb 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 **CE**, **CE73**, **Orb**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE73** as the year the unit was deployed, and **Orb** as the Orb Union Army faction. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES
ORB (CE 73) detachments may include any non-**Character** unit from previous ORB related indices in their army selection. ORB (CE 73) units that may take Striker Packs may take any Striker Pack from previous ORB related indices. ORB units from previous indices that may take Striker Packs may take any Striker Pack from this index.

ABILITIES
The following abilities are common to several Orb 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.

Striker Pack System
Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

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.**

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

SEED FACTOR DISCIPLINE
Three Times Faster   *Three Times Faster* has a warp charge value of 6. If manifested, the SEED Factor's unit may immediately move as if it were the Move phase. If the SEED Factor's unit Advanced or Advances this turn, it may still charge in the Charge phase.
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 SEED Factor'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 SEED Factor'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 SEED Factor's unit can Charge this turn.

GAT-01A2R SLAUGHTER DAGGER

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
GAT-01A2R	*	*	*	7	6	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A GAT-01A2R is a single model equipped with two Anti Infantry Guns, Beam Sabers, Titanic Feet, and Twin Link CIWS. ORB armies can contain no more than 5 of this model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (**Power Rating +1**). This unit may take a Beam Rifle (**Power Rating +4**).	
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	CE, CE73, ORB	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Striker Pack System, Space, Ground	

CAGALLI YULA ATHHA MBF-02

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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
Cagalli Yula Athha	*	*	*	8	7	18	4	9	3+

REMAINING W	M	WS	BS
10-18+	12"	3+	2+
5-9	9"	4+	3+
1-4	5"	5+	4+

Cagalli Yula Athha in the MBF-02 Strike Rouge Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with **Cagalli Yula Athha** may be taken for your army. Only one model with **MBF-02** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (**Power Rating +1**). This unit may take an Anti Ship Sword (**Power Rating +1**), a Bazooka (**Power Rating +1**), or a Beam Rifle (**Power Rating +4**).

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Extended Phase Shift** A model equipped with an Extended Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

PSYKER	**SEED Factor**: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp. **Natural SEED**: This model subtracts 1 from all psyker rolls.

FACTION KEYWORDS	CE, CE73, Orb

KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, MBF-02, Cagalli Yula Athha, Gundam, Psyker, SEED Factor, Space, Ground

KIRA YAMATO MBF-02

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
Kira Yamato	*	*	*	8	7	18	5	9	3+

REMAINING W	M	WS	BS
10-18+	12"	2+	2+
5-9	9"	3+	3+
1-4	5"	4+	4+

Kira Yamato in the MBF-02 Strike Rouge Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with **Kira Yamato** may be taken for your army. Only one model with **MBF-02** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12”	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (**Power Rating +1**). This unit may take an Anti Ship Sword (**Power Rating +1**), a Bazooka (**Power Rating +1**), or a Beam Rifle (**Power Rating +4**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Ultimate Coordinator**: This model may reroll ranged attacks in the Shooting phase if it did not move in the Movement phase. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Extended Phase Shift** A model equipped with an Extended Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.
PSYKER	**SEED Factor**: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	CE, CE73, Orb
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, MBF-02, Cagalli Yula Athha, Gundam, Psyker, SEED Factor, Space, Ground

MVF-M11C MURASAME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MVF-M11C	*	*	*	7	6	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	15"	4+	4+
4-6	12"	5+	5+
1-3	8"	6+	6+

A MVF-M11C is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This weapon is available in MA Mode only.
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.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**. In MA Mode, this weapon becomes Rapid Fire 4.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher (**Power Rating +1 each**), and/or Twin Anti Ship Missiles (**Power Rating +1 each**). These missiles are available in MA mode only.

ABILITIES	**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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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 **Mobile Armor Transformation**: This unit may transform into a Mobile Armor mode. When Transformed, its **Hard to Hit** bonus increases to 2. It also gains **Airborne*** and **Supersonic***. When transformed, the printed Movement characteristic doubles.
	Core Explodes (p. 1)	**Mobile Suit** (p. 1)

FACTION KEYWORDS	CE, CE73, Orb
KEYWORDS	Titanic, Vehicle, Mobile Suit, Fly, Space, Ground

MVF-M11C MURASAME VETERAN

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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
MVF-M11C Veteran	*	*	*	7	6	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	15"	4+	3+
4-6	12"	5+	4+
1-3	8"	6+	5+

A MVF-M11C Veteran is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.

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.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This weapon is available in MA Mode only.
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.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**. In MA Mode, this weapon becomes Rapid Fire 4.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher (**Power Rating +1 each**), and/or Twin Anti Ship Missiles (**Power Rating +1 each**). These missiles are available in MA mode only.

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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

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

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode. When Transformed, its **Hard to Hit** bonus increases to 2. It also gains **Airborne*** and **Supersonic***. When transformed, the printed Movement characteristic doubles.

ABILITIES	Core Explodes (p. 1)	Mobile Suit (p. 1)
FACTION KEYWORDS	CE, CE73, Orb	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Fly, Space, Ground	

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POWER

MVF-M11C MURASAME ACE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MVF-M11C Ace	*	*	*	7	6	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	15"	3+	3+
4-6	12"	4+	4+
1-3	8"	5+	5+

A MVF-M11C Ace is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.

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.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This weapon is available in MA Mode only.
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.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**. In MA Mode, this weapon becomes Rapid Fire 4.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher (**Power Rating +1 each**), and/or Twin Anti Ship Missiles (**Power Rating +1 each**). These missiles are available in MA mode only.

ABILITIES	**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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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 **Mobile Armor Transformation**: This unit may transform into a Mobile Armor mode. When Transformed, its **Hard to Hit** bonus increases to 2. It also gains **Airborne*** and **Supersonic***. When transformed, the printed Movement characteristic doubles.
	Core Explodes (p. 1)	**Mobile Suit** (p. 1)
FACTION KEYWORDS	CE, CE73, Orb	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Fly, Space, Ground	

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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
Andrew Waltfeld	*	*	*	7	6	12	4	9	3+

REMAINING W	M	WS	BS
7-12+	15"	2+	3+
4-6	12"	3+	4+
1-3	8"	4+	5+

Andrew Waltfeld in a MVF-M11C Murasame is a single model equipped with a Beam Cannon, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS. Only one model with **Andrew Waltfeld** may be included in your army.

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.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This weapon is available in MA Mode only.
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.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**. In MA Mode, this weapon becomes Rapid Fire 4.
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take up to four of any combination of one or more of these options: Heavy Missile, Three Shot Missile Launcher (**Power Rating +1 each**), and/or Twin Anti Ship Missiles (**Power Rating +1 each**). These missiles are available in MA mode only.

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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

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

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode. When Transformed, its **Hard to Hit** bonus increases to 2. It also gains **Airborne*** and **Supersonic***. When transformed, the printed Movement characteristic doubles.

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

FACTION KEYWORDS	CE, CE73, Orb

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Fly, Space, Ground, Andrew Waltfeld

CAGALLI YULA ATHHA
ORB-01

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cagalli Yula Athha	*	*	*	8	7	18	4	9	3+

REMAINING W	M	WS	BS
10-18+	12"	3+	2+
5-9	9"	4+	3+
1-4	5"	5+	4+

Cagalli Yula Athha in the ORB-01 Akatsuki Gundam is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. Only one model with **Cagalli Yula Athha** may be taken for your army. Only one model with **ORB-01** may be taken for your army.

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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 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. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take an Akatsuki Pack.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Yata No Kagami:** This model has a 3+ invulnerable save against ranged **Beam** and **Laser** attacks. If a 6+ is rolled on this invulnerable save, then the hit is reflected back to the attacker, who may take any allowed save against it.

PSYKER	**SEED Factor**: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp. **Natural SEED**: This model subtracts 1 from all psyker rolls.

FACTION KEYWORDS	CE, CE73, Orb

KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, ORB-01, Cagalli Yula Athha, Gundam, Psyker, SEED Factor, Space, Ground

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MWU LA FLAGA
ORB-01

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mwu La Flaga	*	*	*	8	7	18	4	9	3+

REMAINING W	M	WS	BS
10-18+	12"	2+	2+
5-9	9"	3+	3+
1-4	5"	4+	4+

Mwu La Flaga in the ORB-01 Akatsuki Gundam is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. Only one model with **Mwu La Flaga** may be taken for your army. Only one model with **ORB-01** may be taken for your army.

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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 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. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This unit may take an Akatsuki Pack.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Yata No Kagami:** This model has a 3+ invulnerable save against ranged **Beam** and **Laser** attacks. If a 6+ is rolled on this invulnerable save, then the hit is reflected back to the attacker, who may take any allowed save against it.

FACTION KEYWORDS	CE, CE73, Orb

KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, ORB-01, Mwu La Flaga, Gundam, Psyker, SEED Factor, Space, Ground

13 POWER

ZGMF-XX09T DOM TROOPER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
ZGMF-XX09T	*	*	*	8	8	12	2	8	3+	7-12+	15"	4+	3+
										4-6	10"	5+	4+
										1-3	6"	6+	5+

A ZGMF-XX09T is a single model equipped with Beam Shields, a Giga Launcher, a Diffuse Beam Gun, Titanic Feet, and Twin Link CIWS.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Giga Launcher						When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
--- Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, 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.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.
WARGEAR OPTIONS	This model may take a Wizard Pack.					
ABILITIES	**Beam Shields**: A model with beam shields has a 4+ invulnerable save.		**Mobile Suit** (p. 1) **Core Explodes** (p. 1)			
FACTION KEYWORDS	CE, CE73, ORB					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Wizard Pack System					

13
POWER

HILDA HARKEN
ZGMF-XX09T

DAMAGE

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
Hilda Harken	*	*	*	8	8	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	15"	3+	3+
4-6	10"	4+	4+
1-3	6"	5+	5+

Hilda Harken in a ZGMF-XX09T DOM Trooper is a single model equipped with Beam Shields, a Giga Launcher, a Diffuse Beam Gun, Titanic Feet, and Twin Link CIWS. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Giga Launcher						When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
--- Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, 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.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Wizard Pack.
ABILITIES	**Beam Shields**: A model with beam shields has a 4+ invulnerable save.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	CE, CE73, ORB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Wizard Pack System, Character

| 32 POWER | KIRA YAMATO ZGMF-X10A | | | | | | | | | | 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
Kira Yamato	*	*	*	8	7	18	5	9	3+		10-18+	15"	2+	2+
											5-9	10"	3+	3+
											1-4	6"	4+	4+

Kira Yamato in the ZGMF-X10A Freedom Gundam is a single model equipped with a Beam Rifle, a Combat Shield, two Plasma Cannons, two Railguns, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. Only one model with **Kira Yamato** may be taken for your army.

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.
Plasma 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.
Railgun	48"	Heavy 1	8	-3	2D3	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 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. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES	**Core Explodes** (p. 1) **Ultimate Coordinator**: This model may reroll ranged attacks in the Shooting phase if it did not move in the Movement phase. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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. **Neutron Jammer Canceller Phase Shift**: A model equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save against **Kinetic** attacks.

PSYKER	**SEED Factor**: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	CE, CE73, Orb
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Kira Yamato, Gundam, Fly, Space, Ground

31 POWER

ATHRUN ZALA
ZGMF-X19A

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
Athrun Zala	*	*	*	8	7	18	7	9	3+
Fatum-01	24"	4+	4+	4	5	6	2	9	4+

REMAINING W	M	WS	BS
10-18+	15"	2+	2+
5-9	10"	3+	3+
1-4	6"	4+	4+

Athrun Zala in the ZGMF-X19A Infinite Justice Gundam is a single model equipped with a Beam Boomerang, a Beam Rifle, Beam Shields, Titanic Feet, a Twin Beam Saber, and Twin Link CIWS. The Fatum-01 is equipped with two Beam Cannons and a Twin Beam Saber. Only one model with **Athrun Zala** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for 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+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Saber	Melee	Melee	S+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES

Saviour Protocols: If a **Fatum-01** unit is within 3" of this model, you can choose to allocate any wounds to the **Fatum-01** unit instead of this model.

Neutron Jammer Canceller Phase Shift: A model equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save against **Kinetic** attacks.

Whirling Dervish: This model may reroll attacks in the Fight phase if it charged in the Charge phase.

Beam Shields: A model equipped with Beam Shields gains a 4+ invulnerable save.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Fatum-01: This model may detach or attach the Fatum-01 unit at the beginning of any of your Movement phases, as long as the Fatum-01 unit is within 3" of this model. When detached, the Fatum-01 is treated as a separate unit for all rules purposes. When attached to Athrun Zala in the ZGMF-X19A, Athrun Zala gains two Beam Cannons, but the other weapons cannot be used. Also, when attached, Athrun Zala gains **Fly** and **Hard to Hit**.

Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.

Deuterium Engine: This model may attempt to manifest the psyker power *Three Times Faster* during each friendly psychic phase in addition to another psychic power.

Mobile Suit (p. 1), **Core Explodes** (p. 1)

PSYKER

SEED Factor: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know *Smite*, and do not damage other models from Perils of the Warp.

FACTION KEYWORDS	CE, CE73, Orb
ATHRUN ZALA KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Athrun Zala, Space, Ground
FATUM-01 KEYWORDS	Titanic, Vehicle, Space, Ground, Fly

KIRA YAMATO ZGMF-X20A

63 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kira Yamato	*	*	*	8	7	18	5	9	3+
EQFU-3X	12"	6+	4+	5	6	1	1	6	4+

REMAINING W	M	WS	BS
10-18+	15"	2+	2+
5-9	10"	3+	3+
1-4	6"	4+	4+

Kira Yamato in the ZGMF-X20A Strike Freedom Gundam is a single model equipped with Beam Shields, two Beam Rifles, a Plasma Cannon, two Railguns, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. This model also has eight EQFU-3X DRAGOON pods equipped with a Beam Tip and a Small Beam Gun each. Only one model with **Kira Yamato** may be taken for your army.

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.
Beam Tip	Melee	Melee	+2	-3	D3	-
Plasma 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.
Railgun	48"	Heavy 1	8	-3	2D3	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 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. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES

Neutron Jammer Canceller Phase Shift: A model equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save against **Kinetic** attacks.

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

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Deuterium Engine: This model may attempt to manifest the psyker power *Three Times Faster* during each friendly psychic phase in addition to another psychic power.

Ultimate Coordinator: This model may reroll ranged attacks in the Shooting phase if it did not move in the Movement phase.

Beam Shields: A model equipped with Beam Shields gains a 4+ invulnerable save.

DRAGOON: When a model with DRAGOONs is set up, any accompanying DRAGOON models are attached and are treated as being embarked. While the DRAGOON models remain attached, none of the weapons of the DRAGOON models are available.
If the battlefield is in **Space**, any or all of the controlling unit's DRAGOON models can disembark or re-embark. When disembarked, those DRAGOON models are treated as a separate unit. If the controlling unit is destroyed, those DRAGOON models are destroyed as well.

Saviour Protocols: If a **DRAGOON** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **DRAGOON** unit instead of the target unit. If you do, that **DRAGOON** unit suffers a mortal wound instead of the normal damage.

Combining Beam Rifles: At the beginning of each of your movement phases, you must declare if the Beam Rifles are combined into a Plasma Cannon. If combined, both of the Beam Rifles may not be fired until they are separated.

PSYKER	**SEED Factor**: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	CE, CE73, Orb
KIRA YAMATO KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Kira Yamato, Gundam, Fly, Space, Ground
EQFU-3X KEYWORDS	DRAGOON, Fly

17 POWER — ANDREW WALTFELD ZGMF-X88S

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
Andrew Waltfeld	*	*	*	7	7	18	4	9	3+

REMAINING W	M	WS	BS
10-18+	15"	2+	3+
5-9	11"	3+	4+
1-4	6"	4+	5+

Andrew Waltfeld in the ZGMF-X88S Gaia Gundam is a single model equipped with two Beam Cannons, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Link CIWS. Only one model with **Andrew Waltfeld** may be taken for your army. Only one model with **ZGMF-X88S** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	Sx3	-3	2D3	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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES	**Variable Phase Shift**: A model equipped with a Variable Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Mobile Armor Mode**: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. In Mobile Armor Mode, this model loses **Hard to Hit*** and gains **Hit and Run***. It's movement characteristic is increased by 6". **Hit and Run***: This unit can move 2D6" in your Charge phase (even if it did not declare a charge). **Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase **Combat Shield**: A model with a combat shield has a 5+ invulnerable save.
FACTION KEYWORDS	CE, CE73, ORB	
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Fly, Space, Ground, Andrew Waltfeld, ZGMF-X88S	

11
POWER

EW454X
OOTORI STRIKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ootori Striker	24"	4+	4+	4	5	6	2	9	4+	

The Ootori Striker Pack is equipped with a Beam Anti Ship Sword, a Missile Launcher, a Plasma Cannon, and a Railgun. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.
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.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
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.

WARGEAR OPTIONS	The model taking this pack may take a Beam Rifle (**Power Rating +4**). The model taking this pack may take a Combat Shield (**Power Rating +1**). The model taking this pack may take up to four Three Shot Missile Launchers (**Power Rating +1 each**). The model taking this pack may not take any optional weapons from it's **Wargear Options**.

GRANTED ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Phase Shift Battery**: If the model equipped with this pack has **Phase Shift**, then the first time **Phase Shift** is activated in a battle, do not take the Mortal Wound. **Saviour Protocols**: If the Ootori Striker is within 3" of the unit that launched it, you can choose to allocate any wounds to the Ootori Striker instead.	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Ootori Striker Pack**: The model that this pack is equipped to may detach or attach the Ootori Striker unit at the beginning of any of your Movement phases, as long as the Ootori Striker is within 3" of this model. When detached, the Ootori Striker is treated as a separate unit for all rules purposes. When attached to a model, the model gains all of the included weapons. Also, when attached, the model gains **Fly** and **Hard to Hit**.

FACTION KEYWORDS	CE, CE73, Orb
GRANTED KEYWORDS	Fly
OOTORI STRIKER KEYWORDS	Titanic, Vehicle, Ground, Space, Fly

2
POWER

EX-EZ1200 EZ WIZARD

The EX-EZ1200 EZ Wizard Pack is equipped with a Beam Anti Ship Sword. This model must be taken as a Wizard Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's **Wargear Options**.					
GRANTED ABILITIES	**Extra Boost**: The model taking this pack adds +3" to their printed Movement characteristic.					
FACTION KEYWORDS	CE, CE73, Orb					

1
POWER

EF-24R ROTOR SHRIKE

This model is a new wargear option for any MBF-M1 Astray models. This may not be used in Space.

GRANTED ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has **Hard to Hit**, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.
FACTION KEYWORDS	CE, CE73, Orb

14
POWER

OOWASHI SKY PACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Oowashi Sky Pack	24"	4+	4+	4	5	6	2	9	4+	

The Oowashi Sky Pack is equipped with two Plasma Cannons. This model may only be taken for ORB-01 Akatsuki models. This may not be used in Space.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

GRANTED ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Saviour Protocols**: If the Oowashi Sky Pack is within 3" of the ORB-01 Akatsuki, you can choose to allocate any wounds to the Oowashi Sky Pack unit instead of the ORB-01 Akatsuki. **Yata No Kagami:** This model has a 3+ invulnerable save against ranged **Beam** and **Laser** attacks.	**Oowashi Sky Pack**: The ORB-01 Akatsuki model may detach or attach the Oowashi Sky Pack unit at the beginning of any of your Movement phases, as long as the Oowashi Sky Pack unit is within 3" of this model. When detached, the Oowashi Sky Pack is treated as a separate unit for all rules purposes. When attached to a ORB-1 Akatsuki unit, the Akatsuki unit gains two Plasma Cannons. Also, when attached, the ORB-01 Akatsuki unit gains **Fly** and **Hard to Hit**.
FACTION KEYWORDS	CE, CE73, Orb	
GRANTED KEYWORDS	Fly	
OOWASHI KEYWORDS	Titanic, Vehicle, Ground, Fly	

SHIRANUI SPACE PACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
M531R DRAGOON	12"	6+	4+	5	6	1	1	6	4+	

The Shiranui Space Pack is equipped with seven M531R DRAGOONs. Each M531R Dragoon is equipped with a Small Beam Gun. This model may only be taken for ORB-01 Akatsuki models. This may only be used in Space.

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+ for this weapon, it also inflicts a mortal wound.

GRANTED ABILITIES	**Beam Shield Emitters:** If at least 3 M531R DRAGOON models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 3 M531R DRAGOON models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models. If all 7 M531R DRAGOON models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 7 M531R DRAGOON models in unit coherency in the Complete Beam Shield Team, then any 3 or more M531R DRAGOON models in unit coherency can reform into a Beam Shield Team instead.	**Yata No Kagami:** Each M531R DRAGOON has a 3+ invulnerable save against ranged **Beam** and **Laser** attacks. **Saviour Protocols**: If a **DRAGOON** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **DRAGOON** unit instead of the target unit. If you do, that **DRAGOON** unit suffers a mortal wound instead of the normal damage. **DRAGOON**: When a model with DRAGOONs is set up, any accompanying DRAGOON models are attached and are treated as being embarked. While the DRAGOON models remain attached, none of the weapons of the DRAGOON models are available. If the battlefield is in **Space**, any or all of the controlling unit's DRAGOON models can disembark or re-embark. When disembarked, those DRAGOON models are treated as a separate unit. If the controlling unit is destroyed, those DRAGOON models are destroyed as well.

FACTION KEYWORDS	CE, CE73, Orb
M531R KEYWORDS	DRAGOON, Fly

ORB 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, MVF-M11C	1	120

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
GAT-01A2R	1	64
MVF-M11C	1	110

STRIKER PACKS AND SUPPORT UNITS

PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)
EQ454X	45
EX-EZ1200	15
EF-24R	15
Oowashi Sky Pack	105
Shiranui Space Pack	10
Fatum-01	45

DRAGOON

TYPE	POINTS PER MODEL (DOES INCLUDE WARGEAR)
EQFU-3X	75
M531R	110

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MVF-M11C	1	115
ZGMF-XX09T	1	125

CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Cagalli Yula Athha, MBF-02	1	165
Kira Yamato, MBF-02	1	185
Andrew Waltfeld, MVF-M11C	1	140
Cagalli Yula Athha, ORB-01	1	180
Mwu La Flaga, ORB-01	1	180
Hilda Harken, ZGMF-XX09T	1	130
Kira Yamato, ZGMF-X10A	1	270
Athrun Zala, ZGMF-X19A	1	255
Kira Yamato, ZGMF-X20A	1	280
Andrew Waltfeld, ZGMF-X88S	1	135

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Anti Infantry Gun	5
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Rifle	75
Diffuse Beam Gun	0
Giga Launcher	95
Heavy Missile	6
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Small Beam Gun	35
Three Shot Missile Launcher	25
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Anti Ship Sword	20
Armor Schneider	15
Beam Anti Ship Sword	40
Beam Sabers	40
Beam Tip	15
Titanic Feet	0
Twin Beam Sabers	50

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Beam Shields	40
Combat Shield	20

ORB WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Infantry Gun	12"	Rapid Fire 2	4	0	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4. This weapon may be fired within 1" of an enemy unit.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	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.
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Giga Launcher		When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.				
--- 360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
--- Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Rail Gun	48"	Heavy 1	8	-3	2D3	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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 Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can **Fly**.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can **Fly**.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	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.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Tip	Melee	Melee	+2	-3	D3	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin 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. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR

Beam Shields	A model with Beam Shields has a 4+ invulnerable save.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.