

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.



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POWER

HEINZ BAER FA-78-1

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 |
|---|---|--------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| Heinz Baer | * | * | * | 8 | 9 | 21 | 4 | 9 | 2+ | 11-21+ | 12" | 3+ | 2+ |
| Heinz Baer in the FA-78-1 Full Armor Gundam is a single model equipped with a 240mm Cannon, Beam Sabers, a Core Fighter, two Missile Launchers, a Small Shield, Titanic Feet, and Twin 60mm Vulcans. Only one of this model may be included in your army. | | | | | | | | | | 5-10 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 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 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. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| Twin Beam Rifle | 36" | Heavy 6 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | |
| WARGEAR OPTIONS | This model may take a Twin Beam Rifle (Power Rating +5). | | | | | | | | | | | | |
| ABILITIES | Small Shield: A model with a combat shield has a 6+ invulnerable save. Core Fighter (p. 1) Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Space | | | | | | | | | | | | |



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POWER

FF-X7 CORE FIGHTER

| NAME | M | WS | BS | S | T | W | A | 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 . | | |
| ABILITIES | 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 . | | | | | | 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. Vehicle Squadron (p. 1) Core Explosion (p. 1) | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | |
| KEYWORDS | Fly, Vehicle, Core Fighter, Space, Ground | | | | | | | | |



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POWER

FF-X7-Bst CORE BOOSTER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|--|--------------|----|---|----|---|---|----|----|
| FF-X7-Bst | 20"-40" | 6+ | 4+ | 6 | 6 | 9 | 2 | 7 | 2+ |
| This unit contains a FF-X7-Bst equipped with Twin Link 60mm Vulcans and Twin Beam Rifles. It may include an additional FF-X7-Bst (Power Rating +10) or an additional two FF-X7-Bst (Power Rating +20). | | | | | | | | | |
| 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 | 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 . | | | | | 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. Vehicle Squadron (p. 1) Core Explosion (p. 1) | | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | |
| KEYWORDS | Fly, Vehicle, Core Fighter, Core Booster, Space, Ground | | | | | | | | |



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POWER

SAYLA MASS

FF-X7-Bst

| NAME | M | WS | BS | S | T | W | A | 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. | | | | | | | | | |
| 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 | 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 . | | | | | | 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. | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | | |
| Core Explosion (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, Fly, Vehicle, Core Fighter, Core Booster, Psyker, Newtype, Space, Ground | | | | | | | | |



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POWER

SLEGGAR LAW

FF-X7-Bst

| NAME | M | WS | BS | S | T | W | A | 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 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | |
| | | 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 . | | | | | 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. | | |
| | | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | |
| ABILITIES | | | | | | | Core Explosion (p. 1) | | |
| FACTION KEYWORDS | | UC, 0079, EFF | | | | | | | |
| KEYWORDS | | Character, Fly, Vehicle, Core Fighter, Core Booster, Space, Ground | | | | | | | |



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POWER

FFB-7Bst JET CORE BOOSTER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|--|--------------|----|---|----|---|---|----|----|
| FFB-7Bst | 20"-40" | 6+ | 4+ | 6 | 6 | 9 | 2 | 7 | 2+ |
| This unit contains a FFB-7Bst equipped with a Beam Rifle and Twin Link 60mm Vulcans. It may include an additional FFB-7Bst (Power Rating +8) or an additional two FFB-7Bst (Power Rating +16). | | | | | | | | | |
| 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. | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | |
| ABILITIES | 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 . | | | | | | 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. Vehicle Squadron (p. 1) Core Explosion (p. 1) | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | | |
| | | | | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | |
| KEYWORDS | Fly, Vehicle, Ground | | | | | | | | |



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POWER

M61A5 TYPE 61 MAIN BATTLE TANK

| NAME | M | WS | BS | S | T | W | A | 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 | Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. | | | | | 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, Vehicle, Ground | | | | | | | | |




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POWER

RB-79 BALL

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|---------|----|---|----|----|-----|-----------|----|
| RB-79 | 9" | 4+ | 4+ | 5 | 5 | 6 | 2 | 7 | 3+ |
| This unit contains 1 RB-79 Ball model. It can include 1 additional RB-79 (Power Rating +3) or 2 additional RB-79s (Power Rating +6). Each model is equipped with a 180mm Cannon and Manipulator Arms.. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILITIES | |
| 180mm Cannon | 48" | Heavy 1 | | | 8 | -3 | 2D3 | - | |
| Manipulator Arms | Melee | Melee | | | +1 | -1 | D3 | - | |
| Twin 150mm Cannons | 36" | Heavy 2 | | | 7 | -1 | 2 | - | |
| WARGEAR OPTIONS | This unit may replace its 180mm Cannon with Twin 150mm Cannons. | | | | | | | | |
| ABILITIES | 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, Vehicle, Space | | | | | | | | |

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|--|---|----|--------------|---|------|----|----|---|----|--|-----|----|----|
| <div>11 POWER</div> <div>RGC-80 GM CANNON</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGC-80 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A RGC-80 is a single model equipped with a Beam Spray Gun, a 240mm Cannon, Twin Link 60mm Vulcans, Titanic Feet, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| 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 Spray Gun | 24" | | Pistol D3 | | 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 60mm Vulcans | 12" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | |
| 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, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

| <div><div><div></div></div><div>7</div></div> <div>POWER</div> <div>RGM-79 GM</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
|--|--|----------------|----|------|----|--|---|----|----|--|-----|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-79 | * | * | * | 7 | 6 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A RGM-79 is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| | | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Machine Gun | 24" | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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. | | | | | | |
| Beam Spray Gun | 24" | Pistol 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1). | | | | | | | | | | | | |
| 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, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



8
POWER

RGM-79 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 | 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 equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 4+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 5+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Machine Gun | 24" | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Beam Saber | Melee | Melee | | +3 | -3 | 2D3 | Each time you roll a wound roll of 6+ for 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+ 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1). | | | | | | | | | | | | |
| 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 | Character, Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

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|--|--|----------------|----|------|----|-----|---|----|----|--|-----|----|----|
| <div><div><div></div></div><div>9</div><div>POWER</div></div> <div>RGM-79[G] GM GROUND TYPE</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-79[G] | * | * | * | 7 | 7 | 12 | 2 | 7 | 2+ | 7-12+ | 12" | 4+ | 4+ |
| A RGM-79[G] is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| | | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| 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 | 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, Vehicle, Mobile Suit, Ground | | | | | | | | | | | | |



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POWER

RGM-79[G] VETERAN

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 |
|--|--|----------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| RGM-79[G] | * | * | * | 7 | 7 | 12 | 2 | 8 | 2+ | 7-12+ | 12" | 4+ | 3+ |
| A RGM-79[G] Veteran is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| 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 | 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, Vehicle, Mobile Suit, Ground | | | | | | | | | | | | |



15

POWER


RGM-79[G] SNIPER


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 | BS | T |
|---|---|-----------|------|----|-----|---|---|----|----|-------------|-----|----|---|
| RGM-79[G] Sniper | * | 6+ | * | 7 | * | 12 | 1 | 8 | 2+ | 7-12+ | 12" | 2+ | 7 |
| A RGM-79[G] Sniper is a single model equipped with Beam Sabers, a Combat Shield, a Long Beam Rifle, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 3+ | 6 |
| | | | | | | | | | | 1-3 | 5" | 4+ | 5 |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | | |
| Beam Sabers | Melee | Melee | S+3 | -3 | 2D3 | 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 unit. | | | | | | | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| ABILITIES | Supplemental Generator: After firing the Long Beam Rifle, if any hit rolls were 1, roll a D6. On a 6, the Supplemental Generator explodes, causing D3 Mortal wounds to every unit within 6". The Long Beam Rifle can no longer fire if the Supplemental Generator explodes. | | | | | 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, Vehicle, Mobile Suit, Sniper, Ground | | | | | | | | | | | | |

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|---|---|----|---------------|---|------|----|-----|---|----|--|-----|----|----|
| <div><div><div></div></div><div>8</div><div>POWER</div></div> <div>RGM-79D GM COLD DISTRICT TYPE</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-79D | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A RGM-79D is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| | | | | | | | | | | | | | |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| 90mm Machine Gun | 24" | | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | |
| 90mm Machine Gun w/ Grenade 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. | | | | | | | | | | | | |
| ----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. | | | | | |
| 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 60mm Vulcans | 12" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | |
| 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 combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground | | | | | | | | | | | | |

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|--|--|----|------------|---|------|----|-----|---|----|--|-----|----|----|
| <div></div> <div>8</div> <div>POWER</div> <div>RGM-79L GM LIGHT ARMOR</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-79L | * | * | * | 7 | 6 | 12 | 2 | 7 | 4+ | 7-12+ | 15" | 4+ | 3+ |
| A RGM-79L is a single model equipped with a Beam Gun, Beam Sabers, and Titanic Feet. | | | | | | | | | | 4-6 | 10" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| | | | | | | | | | | | | | |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| Beam Gun | 24" | | Pistol 2D3 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for 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+ 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. | | | | | |
| WARGEAR OPTIONS | This model may replace its Beam Gun with a Beam Spray Gun (Power Rating -1). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | | Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

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|---|---|---------------|----|------|----|-----|---|----|----|--|-----|----|----|
| <div></div> <div>8</div> <div>POWER</div> <div>RGM-79G/Gs GM COMMAND</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-79G/Gs | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| A RGM-79G/Gs is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Machine Gun | 24" | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | | |
| Beam Gun | 24" | Pistol 2D3 | | 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| 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, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



14

POWER

RGM-79SC

GM SNIPER CUSTOM

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 | BS | T |
|--|--|-----------|----|------|----|-----|---|----|----|-------------|-----|----|---|
| RGM-79SC | * | 6+ | * | 8 | * | 12 | 1 | 8 | 3+ | 7-12+ | 12" | 2+ | 7 |
| A RGM-79SC is a single model equipped with Beam Sabers, a Long Beam Rifle, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 3+ | 6 |
| | | | | | | | | | | 1-3 | 5" | 4+ | 5 |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| Beam Sabers | Melee | Melee | | S+3 | -3 | 2D3 | 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. | | | | | | |
| 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 unit. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This unit may additionally take a Beam Spray Gun (Power Rating +3). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground | | | | | | | | | | | | |



10


POWER


RGM-79SP GM SNIPER II


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 | BS | T |
|--|---|---------------|----|------|----|-----|---|----|----|-------------|-----|----|---|
| RGM-79SP | * | 6+ | * | 8 | * | 12 | 1 | 8 | 3+ | 7-12+ | 12" | 2+ | 7 |
| A RGM-79SP is a single model equipped with Beam Sabers, a Combat Shield, a Sniper Rifle, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 3+ | 6 |
| | | | | | | | | | | 1-3 | 5" | 4+ | 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 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | | |
| Beam Sabers | Melee | Melee | | S+3 | -3 | 2D3 | 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 unit. | | | | | | |
| 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 unit. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| 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 | 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, Vehicle, Mobile Suit, Sniper, Space, Ground | | | | | | | | | | | | |


| RX-75 MASS PRODUCTION GUNTANK | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | | |
|---|--|----------|----|------|----|----|--|---|----|--|-------------|-----|----|----|
|  13 POWER | NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| | RX-75 | * | * | * | 7 | 7 | 12 | 2 | 7 | 2+ | 7-12+ | 10" | 4+ | 4+ |
| A RX-75 is a single model equipped with two 120mm Low Recoil Cannons, Crushing Treads, and two Missile Launchers. | | | | | | | | | | | 4-6 | 7" | 5+ | 5+ |
| | | | | | | | | | | | 1-3 | 4" | 6+ | 6+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| 120mm Low Recoil Cannon | 96" | Heavy D6 | | 9 | -3 | D3 | This weapon may target units not visible to the bearer. | | | | | | | |
| Crushing Treads | Melee | Melee | | User | -2 | D3 | Make 2 hit rolls for each attack with this weapon. | | | | | | | |
| Missile Launcher | 72" | Heavy D3 | | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy D6. | | | | | | | |
| ABILITIES | Mobile Tank (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Tank, Space, Ground | | | | | | | | | | | | | |


| <div>14 HAYATO KOBAYASHI POWER RX-75-4</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
|---|---|----|----------|---|------|----|----|--|----|--|-----|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| Hayato Kobayashi | * | * | * | 7 | 7 | 12 | 2 | 7 | 2+ | 7-12+ | 10" | 4+ | 3+ |
| Hayato Kobayashi in the RX-75-4 Guntank is a single model equipped with two 120mm Low Recoil Cannons, Crushing Treads, and two Missile Launchers. Only one model with Hayato Kobayashi may be included in your army. | | | | | | | | | | 4-6 | 7" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 5+ |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| 120mm Low Recoil Cannon | 96" | | Heavy D6 | | 9 | -3 | D3 | This weapon may target units not visible to the bearer. | | | | | |
| Crushing Treads | Melee | | Melee | | User | -2 | D3 | Make 2 hit rolls for each attack with this weapon. | | | | | |
| Missile Launcher | 72" | | Heavy D3 | | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy D6. | | | | | |
| ABILITIES | Mobile Tank (p. 1) Core Fighter (p. 1) | | | | | | | Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Tank, Hayato Kobayashi, Space, Ground | | | | | | | | | | | | |


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|---|-------|--|---------------|---|------|----|----|---|----|--|-----|----|----|
| <div>15 POWER</div> <div>RX-77-2 GUNCANNON</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RX-77-2 | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | 8-15+ | 10" | 4+ | 4+ |
| A RX-77-2 is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans. | | | | | | | | | | 4-7 | 7" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 6+ |
| | | | | | | | | | | | | | |
| 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" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | |
| 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, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | |

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|--|-------|----|---------------|---|------|----|----|---|----|--|-----|----|----|
| <div></div> <div>16 HAYATO KOBAYASHI POWER RX-77-2</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| Hayato Kobayashi | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | 8-15+ | 10" | 4+ | 3+ |
| 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. | | | | | | | | | | 4-7 | 7" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 5+ |
| 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" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | |
| 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). | | | | | | | | | | | | | |
| WARGEAR OPTIONS | | | | | | | | | | | | | |
| Mobile Suit (p. 1) Core Fighter (p. 1) Core Explodes (p. 1) | | | | | | | | | | | | | |
| ABILITIES | | | | | | | | | | | | | |
| FACTION KEYWORDS UC, 0079, EFF | | | | | | | | | | | | | |
| KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Hayato Kobayashi, Space, Ground | | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|---|-------|--|---------------|---|------|----|----|---|----|--|-----|----|----|
| <div>17 POWER</div> <div>KAI SHIDEN RX-77-2</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| Kai Shiden | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | 8-15+ | 10" | 4+ | 3+ |
| Kai Shiden 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 of this model may be included in your army. | | | | | | | | | | 4-7 | 7" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 5+ |
| 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" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | |
| 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) | | | | | | | | | | | |
| 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, Vehicle, Mobile Suit, Psyker, Newtype, Space, Ground | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|---|--|--------------|----|------|----|----|---|----|----|--|-----|----|----|
| <div>11 POWER</div> <div>RX-77-3 HEAVY GUNCANNON</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RX-77-3 | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | 8-15+ | 10" | 4+ | 4+ |
| A RX-77-3 is a single model equipped with two 240mm Cannons, Grenades, Titanic Feet, and Twin Link 60mm Vulcans. | | | | | | | | | | 4-7 | 7" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 6+ |
| | | | | | | | | | | | | | |
| 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. | | | | | | |
| Grenades | 6" | Grenade 1 | | 6 | -1 | D3 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may take a Beam Rifle (Power Rating +3). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

| <div>7 POWER</div> <div>RX-77-4 GUNCANNON II</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------|--|------|----|----|---|---|---|----|--|---|----|----|--------|-------|------|---|----|----|-----------|----------------------|-----|--------------|---|----|----|---|------------|-----|---|---|----|---|---|----------|----|-----------|-------|-----|----|----|--------------|-------|-------|------|-----|----|--|------------------------|-----|--------------|---|---|---|--|
| <table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RX-77-4</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>15</td><td>2</td><td>7</td><td>2+</td></tr></table> | | | | | | | | | | NAME | M | WS | BS | S | T | W | A | Ld | Sv | RX-77-4 | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>10"</td><td>4+</td><td>4+</td></tr><tr><td>4-7</td><td>7"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>4"</td><td>6+</td><td>6+</td></tr></table> | | | | REMAINING W | M | WS | BS | 8-15+ | 10" | 4+ | 4+ | 4-7 | 7" | 5+ | 5+ | 1-3 | 4" | 6+ | 6+ | | | | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RX-77-4 | * | * | * | 7 | 7 | 15 | 2 | 7 | 2+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| REMAINING W | M | WS | BS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8-15+ | 10" | 4+ | 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4-7 | 7" | 5+ | 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1-3 | 4" | 6+ | 6+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A RX-77-4 is a single model equipped with a Beam Cannon Repeater, Sensor Targeter, Grenades, Titanic Feet, and Twin Link 60mm Vulcans. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Cannon Repeater</td><td>48"</td><td>Rapid Fire 2</td><td>8</td><td>-2</td><td>3</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Rifle</td><td>36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Grenades</td><td>6"</td><td>Grenade 1</td><td>6</td><td>-1</td><td>D3</td><td>-</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all hit rolls against targets that can Fly.</td></tr></table> | | | | | | | | | | | | | | WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | Beam Cannon Repeater | 48" | Rapid Fire 2 | 8 | -2 | 3 | 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. | Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Beam Cannon Repeater | 48" | Rapid Fire 2 | 8 | -2 | 3 | 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. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WARGEAR OPTIONS | | This model may take a Beam Rifle (Power Rating +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, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|---|--|----------------|----|------|----|----|--|----|----|--|-----|----|----|
| <div>10 POWER</div> <div>RX-77D MP GUNCANNON</div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| RX-77D | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 10" | 4+ | 4+ |
| A RX-77D is a single model equipped with two 240mm Cannons, Titanic Feet, and Twin Link 60mm Vulcans. | | | | | | | | | | 4-6 | 7" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 4" | 6+ | 6+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Machine Gun | 24" | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | | 6 | -1 | 1 | - | | | | | | |
| 240mm Cannon | 84" | Heavy D6 | | 8 | -3 | 2 | This weapon can target units not visible to the bearer. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may take a 100 mm Machine Gun (Power Rating +2), or up to two 90mm Machine Guns (Power Rating +1 each). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



19
POWER

AMURO RAY RX-78-2

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 |
|--|---|--------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| Amuro Ray | * | * | * | 8 | 8 | 18 | 4 | 9 | 2+ | 7-12+ | 12" | 2+ | 2+ |
| Amuro Ray in the RX-78-2 Gundam is a single model equipped with a Beam Rifle, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model with Amuro Ray may be included in your army. | | | | | | | | | | 4-6 | 9" | 3+ | 3+ |
| | | | | | | | | | | 1-3 | 5" | 4+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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. | | | | | | |
| 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its Beam Rifle with a Bazooka (Power Rating -3). If this model takes a Bazooka, it may replace its Combat Shield with an additional Bazooka (Power Rating +1). | | | | | | | | | | | | |
| | Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Fighter (p. 1) Core Explodes (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, Vehicle, Mobile Suit, Amuro Ray, Psyker, Newtype, Space, Ground | | | | | | | | | | | | |



15
POWER

LUCE KASSEL RX-78-4

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 |
|---|---|--------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| Luce Kassel | * | * | * | 8 | 8 | 18 | 4 | 9 | 2+ | 7-12+ | 12" | 3+ | 2+ |
| Luce Kassel in the RX-78-4 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army. | | | | | | | | | | 4-6 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-3 | 5" | 5+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 Beam Rifle | 36" | Assault 3 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | |
| 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. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | 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 +7). | | | | | | | | | | | | |
| ABILITIES | Faulty Generator: After firing the Mega Beam Launcher, if any hit rolls were 1, roll a D6. On a 4+, the Supplemental Generator explodes, causing 2D6 Mortal wounds to every unit within 6". | | | | | | 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 . | | | | | | |
| FACTION KEYWORDS | UC, 0079, EFF | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Space | | | | | | | | | | | | |



14

POWER

FORD ROMFELLOW

RX-78-5

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 |
|--|--|--------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| Ford Romfellow | * | * | * | 8 | 8 | 18 | 3 | 8 | 2+ | 7-12+ | 12" | 3+ | 2+ |
| Ford Romfellow in the RX-78-5 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army. | | | | | | | | | | 4-6 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-3 | 5" | 5+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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. | | | | | | |
| Giant Gatling | 36" | Assault 2D6 | | 8 | -2 | D2 | - | | | | | | |
| Heavy Beam Rifle | 36" | Assault 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its Heavy Beam Rifle with a Giant Gatling (Power Rating +1). | | | | | | | | | | | | |
| | This model may take a BST Pack (Power Rating +1). | | | | | | | | | | | | |
| 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 | Character, Titanic, Vehicle, Mobile Suit, Space | | | | | | | | | | | | |




21
POWER

AGAR RX-78-6

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 |
|---|--|----------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| Agar | * | * | * | 8 | 8 | 18 | 3 | 8 | 2+ | 7-12+ | 12" | 3+ | 2+ |
| Agar in the RX-78-6 “Mudrock” is a single model equipped with two 240mm Cannons, Beam Sabers, a Beam Rifle, two Grenade Launchers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army. | | | | | | | | | | 4-6 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-3 | 5" | 5+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Machine Gun | 24" | Rapid Fire D3 | | 6 | 0 | 1 | - | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | | 6 | -1 | 1 | - | | | | | | |
| 240mm Cannon | 84" | Heavy D6 | | 8 | -3 | 2 | This weapon can target models 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 Sabers | Melee | Melee | | +3 | -3 | 2D3 | 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. | | | | | | |
| Grenade Launcher | 30" | Assault 1 | | 6 | -1 | D3 | Each of this weapon may only be fired once per battle. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | 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). | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | BST Pack: A model equipped with a BST Pack gains Hit and Run . | | | | | | |
| | Mobile Suit (p. 1) Core Explodes (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, Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

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|---|-------|--|----|------|----|-----|---|--|----|--|-----|----|----|
| <div><div><div></div><div>20</div><div>POWER</div></div><div>CHRISTINA MACKENZIE RX-78 NT-1</div></div> | | | | | | | | | | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> | | | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| Christina Mackenzie | * | * | * | 8 | 8 | 18 | 4 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ |
| Christina Mackenzie in the RX-78 NT-1 “Alex” is a single model equipped with two 90mm Gatling Guns, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model of this type may be included in your army. | | | | | | | | | | 5-9 | 10" | 3+ | 3+ |
| | | | | | | | | | | 1-4 | 6" | 4+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 90mm Gatling Gun | 24" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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. | | | | | | |
| 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 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | | This model may replace its Beam Rifle with a Bazooka (Power Rating -3). This model may replace its Combat Shield with Chobham Armor (Power Rating +1). | | | | | | | | | | | |
| ABILITIES | | Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Alex cannot use the 90mm Gatling Guns while the Chobham Armor is equipped. The Chobham 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. 360° Cockpit: May reroll a hit roll once per turn. Hit and Run: This unit can move 2D6” in your Charge phase (even if it has not declared a charge). Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | | UC, 0079, EFF | | | | | | | | | | | |
| KEYWORDS | | Character, Titanic, Vehicle, Mobile Suit, Ground, Space | | | | | | | | | | | |



11

POWER

RX-79[G] GUNDAM GROUND TYPE

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 |
|---|--|----------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| RX-79[G] | * | * | * | 8 | 8 | 18 | 2 | 7 | 2+ | 10-18+ | 12" | 4+ | 3+ |
| A RX-79[G] is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield. | | | | | | | | | | 5-9 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-4 | 5" | 6+ | 5+ |
| 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 | This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (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, Vehicle, Mobile Suit, Gundam, Ground | | | | | | | | | | | | |



12
POWER

RX-79[G] 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 | REMAINING W | M | WS | BS |
|---|--|----------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| RX-79[G] Ace | * | * | * | 8 | 8 | 18 | 2 | 7 | 2+ | 10-18+ | 12" | 3+ | 3+ |
| A RX-79[G] Ace is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield. | | | | | | | | | | 5-9 | 9" | 4+ | 4+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 5+ |
| 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 | This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (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 | Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground | | | | | | | | | | | | |



13
POWER

SHIRO AMADA RX-79[G] EZ-8

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 |
|---|--|----------------|----|------|----|-----|--|----|----|-------------|-----|----|----|
| Shiro Amada | * | * | * | 8 | 8 | 18 | 4 | 9 | 2+ | 10-18+ | 12" | 3+ | 2+ |
| Shiro Amada in the RX-79[G] EZ-8 is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield. Only one model of this type may be included in your army. | | | | | | | | | | 5-9 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 4+ |
| 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 | This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (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 | Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground | | | | | | | | | | | | |



15
POWER

YUU KAJIMA RX-79BD-1

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 |
|--|--|----------------|----|------|----|--|---|----|----|-------------|-----|----|----|
| Yuu Kajima | * | * | * | 8 | 8 | 18 | 2 | 8 | 2+ | 10-18+ | 12" | 3+ | 3+ |
| Yuu Kajima in the RX-79BD-1 Blue Destiny Unit 1 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Yuu Kajima may be taken for your army. | | | | | | | | | | 5-9 | 9" | 4+ | 4+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | |
| Grenade Launcher | 30" | Assault 1 | | 6 | -1 | D3 | Each of this weapon may only be fired once per battle. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| Mobile Suit (p. 1) | | | | | | | | | | | | | |
| ABILITIES | Core Explodes (p. 1) | | | | | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | |
| 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 | Character, Titanic, Vehicle, Mobile Suit, Yuu Kajima, Psyker, Newtype, Ground | | | | | | | | | | | | |



16

POWER

YUU KAJIMA

RX-79BD-3

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 |
|---|---|----------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| Yuu Kajima | * | * | * | 8 | 8 | 18 | 3 | 8 | 2+ | 10-18+ | 12" | 3+ | 2+ |
| Yuu Kajima in the RX-79BD-3 Gundam Blue Destiny Unit 3 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Yuu Kajima may be taken for your army. | | | | | | | | | | 5-9 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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 | 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. | | | | | | |
| Grenade Launcher | 30" | Assault 1 | | 6 | -1 | D3 | Each of this weapon may only be fired once per battle. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace it's 100mm Machine Gun with a Beam Rifle (Power Rating +3). | | | | | | | | | | | | |
| | Mobile Suit (p. 1) | | | | | | | | | | | | |
| ABILITIES | Core Explodes (p. 1) | | | | | | | | | | | | |
| | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | | | | | | |
| 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 | Character, Titanic, Vehicle, Mobile Suit, Gundam, Yuu Kajima, Psyker, Newtype, Ground, Space | | | | | | | | | | | | |



16
POWER

CHLOE CROCE RX-80PR

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 |
|--|-------|----------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| Chloe Croce | * | * | * | 8 | 8 | 18 | 3 | 8 | 2+ | 10-18+ | 12" | 3+ | 2+ |
| Chloe Croce in the RX-80PR Pale Rider is a single model equipped with a 90mm Machine Gun, Beam Sabers, a Combat Shield, two Small Beam Guns, Titanic Feet, and Twin Link 60mm Vulcans. Only one model of this type may be taken for your army. | | | | | | | | | | 5-9 | 9" | 4+ | 3+ |
| | | | | | | | | | | 1-4 | 5" | 5+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 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 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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. | | | | | | |
| Giant Gatling | 36" | Assault 2D6 | | 8 | -2 | D2 | - | | | | | | |
| Heavy Beam Rifle | 36" | Assault 3 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | |
| 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. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly. | | | | | | |
| This model may replace it's 90mm Machine Gun with a 100mm Machine Gun, a 180mm Cannon (Power Rating +1), a Bazooka (Power Rating +1), a Giant Gatling (Power Rating +4), or a Heavy Beam Rifle (Power Rating +4). This model may take BST Packs (Power Rating +1). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | | |
| Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). BST Pack: A model equipped with a BST Pack gains Hit and Run. | | | | | | | | | | | | | |
| 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, EFF | | | | | | | | | | | | | |
| KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Psyker, Newtype, Ground, Space | | | | | | | | | | | | | |

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 | 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. | | | | | |
| ----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. | | | | | |