

# PREVENTERS AC196 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Preventers 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 Gundam Allies 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 **AC**, **AC196**, **Preventers**, **<Organization>**, **Ground**, and **Space**. **AC** defines the particular universe of Gundam that these suits fall into, **AC196** as the year the unit was deployed, and **Preventers** as the Preventers faction. **<Organization>** refers to a particular group within the **Preventers** faction that the unit may belong to. 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 Preventers 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.

### Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" receives D6 mortal wounds.

### Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows:

Weapons with *dark lance*, *flamer*, *fusion*, *gauss*, *grav*, *melta*, *phase*, *star*, *tesla*, or *vortex* as part of the name gain **Energy**

Weapons with *lance*, *las-*, *laser*, *light*, or *prism* as part of the name gain **LASER**, **Energy**

Weapons with *beam*, *fusion*, *ion*, *particle*, or *plasma* as part of the name gain **Beam**, **Energy**

## Zero System

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

### SEED FACTOR DISCIPLINE

#### IT'S A GUNDAM!!

*IT'S A GUNDAM!!* has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. 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 Zero System 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 Zero System 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 Zero System unit can Charge this turn.



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POWER

# ZECHS MERQUISE OZ-00MS2B

## 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 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------|------|----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|----|------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|----|
| Zechs Merquise                                                                                                                                                                                                                                                                                                             | *                                                                                       | *            | *    | 8  | 7   | 18                                                                                                                                                                                                                                                                                                                                  | 5 | 9  | 3+ | 10-18+                                                                                                                                                     | 15" | 2+ | 2+ |
| Zechs Merquise in the OZ-00MS2B Tallgeese III is a single model equipped with Beam Sabers, a Buster Rifle, a Combat Shield, a Heat Rod, Titanic Feet, and Twin Linked 60mm Vulcans. Only one model with <b>Zechs Merquise</b> may be taken for your army. Only one model with <b>Tallgeese</b> may be taken for your army. |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    | 5-9                                                                                                                                                        | 12" | 3+ | 3+ |
|                                                                                                                                                                                                                                                                                                                            |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    | 1-4                                                                                                                                                        | 8"  | 4+ | 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.                                                                                                                                                                                                                                             |   |    |    |                                                                                                                                                            |     |    |    |
| Buster Rifle                                                                                                                                                                                                                                                                                                               | When firing the Buster Rifle, choose one of the two modes below.                        |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    |                                                                                                                                                            |     |    |    |
| --- Beam Rifle Mode                                                                                                                                                                                                                                                                                                        | 36"                                                                                     | Heavy 3      | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                                                                                                                                                                                                                                             |   |    |    |                                                                                                                                                            |     |    |    |
| --- Buster Rifle Mode                                                                                                                                                                                                                                                                                                      | 60"                                                                                     | Heavy 2D3    | 9    | -4 | 4   | A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. |   |    |    |                                                                                                                                                            |     |    |    |
| ----- Ancillary Targets                                                                                                                                                                                                                                                                                                    | 60"                                                                                     | Heavy 2      | 9    | -4 | 4   | When the Buster Rifle Mode 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.           |   |    |    |                                                                                                                                                            |     |    |    |
| Heat Rod                                                                                                                                                                                                                                                                                                                   | When attacking with the Heat Rod, choose one of the two modes below.                    |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    |                                                                                                                                                            |     |    |    |
| --- Entangle Mode                                                                                                                                                                                                                                                                                                          | Melee                                                                                   | Melee        | *    | *  | *   | Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.                                                                                                                                                                                                                                  |   |    |    |                                                                                                                                                            |     |    |    |
| --- Heat Mode                                                                                                                                                                                                                                                                                                              | 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 <b>Fly</b> .                                                                                                                                                                                                                                                                        |   |    |    |                                                                                                                                                            |     |    |    |
| <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.<br><br><b>Hit and Run:</b> This unit can move 2D6" in your Charge phase (even if it has not declared a charge).                                                                                 |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    | <b>Heat Rod:</b> When Charging, you may add 3" to the result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod. |     |    |    |
|                                                                                                                                                                                                                                                                                                                            |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    | <b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.                                                                             |     |    |    |
|                                                                                                                                                                                                                                                                                                                            |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    | <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)                                                                                                     |     |    |    |
| ABILITIES                                                                                                                                                                                                                                                                                                                  |                                                                                         |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    |                                                                                                                                                            |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                                                                                                                           | AC, AC196, Preventers                                                                   |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    |                                                                                                                                                            |     |    |    |
| KEYWORDS                                                                                                                                                                                                                                                                                                                   | Titanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly |              |      |    |     |                                                                                                                                                                                                                                                                                                                                     |   |    |    |                                                                                                                                                            |     |    |    |

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| <div><div><div></div></div><div>4</div><div>POWER</div></div> <div>OZ-06MS LEO</div>                                                                                                                                                                                                                                                                                        |       |    |                |   |      |    |     |                                                                                         |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
| NAME                                                                                                                                                                                                                                                                                                                                                                        | M     | WS | BS             | S | T    | W  | A   | Ld                                                                                      | Sv | REMAINING W                                                                                                    | M   | WS | BS |
| OZ-06MS                                                                                                                                                                                                                                                                                                                                                                     | *     | *  | *              | 7 | 6    | 12 | 2   | 7                                                                                       | 3+ | 7-12+                                                                                                          | 12" | 4+ | 4+ |
| An OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet.                                                                                                                                                                                                                                                                                        |       |    |                |   |      |    |     |                                                                                         |    | 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 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 Pistol                                                                                                                                                                                                                                                                                                                                                                 | 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 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.                                      |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                                                                                                                                                                             |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
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| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ). |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| This model may replace its 100mm Machine Gun with a 1                                                                                                                                                                                                                                                                                                                       |       |    |                |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |



5  
POWER

# OZ-06MS LEO 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 |
|----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|----|------|----|-----|----------------------------------------------------------------------------------------------------------------------|----|----|-------------|-----|----|----|
| OZ-06MS Veteran                                                                              | *                                                                                                                                                                                                                                                                                                                                                                                                                                              | *              | *  | 7    | 6  | 12  | 2                                                                                                                    | 8  | 3+ | 7-12+       | 12" | 4+ | 3+ |
| An OZ-06MS Leo Veteran is a single model equipped with a 100mm Machine Gun and Titanic Feet. |                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |    |      |    |     |                                                                                                                      |    |    | 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 Cannon                                                                                  | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                            | Heavy 1        |    | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                              |    |    |             |     |    |    |
| Beam 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 Pistol                                                                                  | 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 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.                                                                   |    |    |             |     |    |    |
| WARGEAR OPTIONS                                                                              | This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ).<br>This model may take two Beam Cannons ( <b>Power Rating +3</b> ) |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |
| ABILITIES                                                                                    | Combat Shield: A model with a combat shield has a 5+ invulnerable save.                                                                                                                                                                                                                                                                                                                                                                        |                |    |      |    |     | Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit.                                                   |    |    |             |     |    |    |
|                                                                                              | Mobile Suit (p. 1)<br>Core Explodes (p. 1)                                                                                                                                                                                                                                                                                                                                                                                                     |                |    |      |    |     | Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. |    |    |             |     |    |    |
| FACTION KEYWORDS                                                                             | AC, AC196, Preventers                                                                                                                                                                                                                                                                                                                                                                                                                          |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |
| KEYWORDS                                                                                     | Titanic, Vehicle, Mobile Suit, Space, Ground                                                                                                                                                                                                                                                                                                                                                                                                   |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |

|                                                                                                                                                                                                                                  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      |                                                                                                                |  |  |  |     |    |    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|----------------|--|------|----|-----|----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|--|--|--|-----|----|----|
| <div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div><div>5</div><div>POWER</div></div> <div>DUO MAXWELL</div> <div>OZ-06MS</div> |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |  |  |  |     |    |    |
| <div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>                                                                                       |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      | <div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>                                                |  |  |  |     |    |    |
| Duo Maxwell                                                                                                                                                                                                                      |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      | 7-12+                                                                                                          |  |  |  | 12" | 2+ | 3+ |
| Duo Maxwell in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one model with <b>Duo Maxwell</b> may be included in your army.                                                         |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      | 4-6                                                                                                            |  |  |  | 9"  | 3+ | 4+ |
|                                                                                                                                                                                                                                  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      | 1-3                                                                                                            |  |  |  | 5"  | 4+ | 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 Cannon                                                                                                                                                                                                                      |  | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                            |  | Heavy 1        |  | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                              |                                                                                                                |  |  |  |     |    |    |
| Beam 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 Pistol                                                                                                                                                                                                                      |  | 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 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.                                                                   |                                                                                                                |  |  |  |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                                  |  | This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ).<br>This model may take two Beam Cannons ( <b>Power Rating +3</b> ) |  |                |  |      |    |     |                                                                                                                      |                                                                                                                |  |  |  |     |    |    |
|                                                                                                                                                                                                                                  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |                |  |      |    |     |                                                                                                                      |                                                                                                                |  |  |  |     |    |    |
| ABILITIES                                                                                                                                                                                                                        |  | Combat Shield: A model with a combat shield has a 5+ invulnerable save.                                                                                                                                                                                                                                                                                                                                                                        |  |                |  |      |    |     | Flight Pack: A model with a Flight Pack gains <b>Fly</b> and <b>Hard to Hit</b> .                                    |                                                                                                                |  |  |  |     |    |    |
|                                                                                                                                                                                                                                  |  | Mobile Suit (p. 1)<br>Core Explodes (p. 1)                                                                                                                                                                                                                                                                                                                                                                                                     |  |                |  |      |    |     | Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. |                                                                                                                |  |  |  |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                                 |  | AC, AC196, Preventers                                                                                                                                                                                                                                                                                                                                                                                                                          |  |                |  |      |    |     |                                                                                                                      |                                                                                                                |  |  |  |     |    |    |
| KEYWORDS                                                                                                                                                                                                                         |  | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Duo Maxwell                                                                                                                                                                                                                                                                                                                                                                           |  |                |  |      |    |     |                                                                                                                      |                                                                                                                |  |  |  |     |    |    |



**6**  
POWER

# HEERO YUY OZ-06MS

## 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 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|----|------|----|-----|----------------------------------------------------------------------------------------------------------------------|----|----|-------------|-----|----|----|
| Heero Yuy                                                                                                                                                            | *                                                                                                                                                                                                                                                                                                                                                                                                                                              | *              | *  | 7    | 6  | 12  | 5                                                                                                                    | 9  | 3+ | 7-12+       | 12" | 2+ | 2+ |
| Heero Yuy in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one model with <b>Heero Yuy</b> may be included in your army. |                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |    |      |    |     |                                                                                                                      |    |    | 4-6         | 9"  | 3+ | 3+ |
|                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |    |      |    |     |                                                                                                                      |    |    | 1-3         | 5"  | 4+ | 4+ |
| 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 Cannon                                                                                                                                                          | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                            | Heavy 1        |    | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                              |    |    |             |     |    |    |
| Beam 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 Pistol                                                                                                                                                          | 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 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.                                                                   |    |    |             |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                      | This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).<br>This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).<br>This model may take a Flight Pack ( <b>Power Rating +2</b> ).<br>This model may take two Beam Cannons ( <b>Power Rating +3</b> ) |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |
|                                                                                                                                                                      | Combat Shield: A model with a combat shield has a 5+ invulnerable save.                                                                                                                                                                                                                                                                                                                                                                        |                |    |      |    |     | Flight Pack: A model with a Flight Pack gains <b>Fly</b> and <b>Hard to Hit</b> .                                    |    |    |             |     |    |    |
| ABILITIES                                                                                                                                                            | Mobile Suit (p. 1)                                                                                                                                                                                                                                                                                                                                                                                                                             |                |    |      |    |     | Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. |    |    |             |     |    |    |
|                                                                                                                                                                      | Core Explodes (p. 1)                                                                                                                                                                                                                                                                                                                                                                                                                           |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |
| FACTION KEYWORDS                                                                                                                                                     | AC, AC196, Preventers                                                                                                                                                                                                                                                                                                                                                                                                                          |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |
| KEYWORDS                                                                                                                                                             | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy                                                                                                                                                                                                                                                                                                                                                                             |                |    |      |    |     |                                                                                                                      |    |    |             |     |    |    |



**13**  
POWER

# LUCREZIA NOIN SK-12SMS

## 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 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|----|------------|---|------|----|-----|-----------------------------------------------------------------------------------------|----|-------------|-----|----|----|
| Lucrezia Noin                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | *                                                                                                            | *  | *          | 8 | 7    | 15 | 3   | 8                                                                                       | 3+ | 7-12+       | 12" | 3+ | 2+ |
| Lucrezia Noin in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with <b>Lucrezia Noin</b> may be taken for your army.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                              |    |            |   |      |    |     |                                                                                         |    | 4-6         | 9"  | 4+ | 3+ |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                              |    |            |   |      |    |     |                                                                                         |    | 1-3         | 5"  | 5+ | 4+ |
| WEAPON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | RANGE                                                                                                        |    | TYPE       |   | S    | AP | D   | ABILITIES                                                                               |    |             |     |    |    |
| Beam Rifle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 36"                                                                                                          |    | Heavy 3    |   | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |    |             |     |    |    |
| Beam Sabers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Melee                                                                                                        |    | Melee      |   | +3   | -3 | 2D3 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |    |             |     |    |    |
| Laser Gun                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 24"                                                                                                          |    | Pistol 2D3 |   | 7    | -2 | 3   | This weapon ignores the Invulnerable save from Beam Shield Teams.                       |    |             |     |    |    |
| Mega Particle Cannon                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 48"                                                                                                          |    | Heavy 3    |   | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |    |             |     |    |    |
| 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 Rifle with a Mega Particle Cannon or a Laser Gun ( <b>Power Rating -1</b> ). |    |            |   |      |    |     |                                                                                         |    |             |     |    |    |
| <div><div><p><b>Mobile Armor Transformation:</b> This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains <b>Fly</b>, <b>Hard to Hit</b>, <b>Airborne</b>, and <b>Supersonic</b>. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p><p><b>Mobile Suit</b> (p. 1)</p></div><div><p><b>Supersonic*:</b> Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</p><p><b>Hard to Hit*:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p><p><b>Airborne*:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p></div></div> |                                                                                                              |    |            |   |      |    |     |                                                                                         |    |             |     |    |    |
| ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <b>Core Explodes</b> (p. 1)                                                                                  |    |            |   |      |    |     |                                                                                         |    |             |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | AC, AC196, Preventers                                                                                        |    |            |   |      |    |     |                                                                                         |    |             |     |    |    |
| KEYWORDS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lucrezia Noin                                       |    |            |   |      |    |     |                                                                                         |    |             |     |    |    |



# 38

POWER

## HEERO YUY XXXG-00W0 (EW)

### DAMAGE

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

| NAME                                                                                                                                                                                                                                                                                                                                             | M                                                                                                                                                                                                                        | WS             | BS   | S  | T   | W                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | A | Ld | Sv | REMAINING W | M   | WS | BS |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|------|----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|----|-------------|-----|----|----|
| Heero Yuy                                                                                                                                                                                                                                                                                                                                        | *                                                                                                                                                                                                                        | *              | *    | 8  | 7   | 18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 5 | 9  | 2+ | 10-18+      | 12" | 2+ | 2+ |
| Heero Yuy in the XXXG-00W0 (Endless Waltz) Wing Zero Gundam is a single model equipped with Beam Sabers, a Buster Rifle, Titanic Feet, Twin Link 60mm Vulcans, a Twin Machine Cannon, and Twin Wing Shields. Only one model with <b>Heero Yuy</b> may be taken for your army. Only one model with <b>Wing Gundam</b> may be taken for your army. |                                                                                                                                                                                                                          |                |      |    |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |   |    |    | 5-9         | 9"  | 3+ | 3+ |
|                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                          |                |      |    |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |   |    |    | 1-4         | 5"  | 4+ | 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.                                                                                                                                                                                                                                                                                                                                                                                                                           |   |    |    |             |     |    |    |
| Twin Buster Rifle                                                                                                                                                                                                                                                                                                                                | When firing the Twin Buster Rifle, choose one of the three modes below. In Beam Rifle or Buster mode, Heero Yuy counts as having two of each weapon. In Twin Buster Mode, Heero Yuy counts as having one of that weapon. |                |      |    |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |   |    |    |             |     |    |    |
| --- Beam Rifle Mode                                                                                                                                                                                                                                                                                                                              | 36"                                                                                                                                                                                                                      | Heavy 3        | 8    | -3 | 4   | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                                                                                                                                                                                                                                                                                                                                                                                                                           |   |    |    |             |     |    |    |
| --- Buster Rifle Mode                                                                                                                                                                                                                                                                                                                            | 60"                                                                                                                                                                                                                      | Heavy 2D3      | 9    | -4 | 4   | A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle.                                                                                                                                                                               |   |    |    |             |     |    |    |
| ----- Ancillary Targets                                                                                                                                                                                                                                                                                                                          | 60"                                                                                                                                                                                                                      | Heavy 2        | 9    | -4 | 4   | When the Buster Rifle Mode 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                         |   |    |    |             |     |    |    |
| --- Twin Buster Rifle Mode                                                                                                                                                                                                                                                                                                                       | 96"                                                                                                                                                                                                                      | Heavy 5        | 10   | -4 | 4   | A model can only fire the Twin Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. Draw a line from the firing model to the target. Any model under the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword. |   |    |    |             |     |    |    |
| 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 <b>Fly</b> .                                                                                                                                                                                                                                                                                                                                                                                                                                                      |   |    |    |             |     |    |    |
| Twin Machine Cannon                                                                                                                                                                                                                                                                                                                              | 18"                                                                                                                                                                                                                      | Rapid Fire 2D3 | 6    | 0  | 1   | -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |   |    |    |             |     |    |    |

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|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ABILITIES</b>        | <p><b>Twin Wing Shields:</b> A model with twin wing shields has a 4+ invulnerable save.</p> <p><b>Gundanium Alloy:</b> Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</p> <p><b>Wing Boosters:</b> When in space, your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)</p> |
| <b>PSYKER</b>           | <p><b>Zero System:</b> 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 Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.</p>          |
| <b>FACTION KEYWORDS</b> | AC, AC196, Preventers, Gundam Pilots                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>KEYWORDS</b>         | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Wing Gundam, Gundam, Fly                                                                                                                                                                                                                                                                                                                                    |



18


POWER

# DUO MAXWELL XXXG-01D2 (EW)

**DAMAGE**

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

| NAME                                                                                                                                                                                                                                              | M     | WS           | BS   | S  | T   | W                                                                                                                                                                                                                                                                                                                                                                                                                                            | A | Ld | Sv | REMAINING W | M   | WS | BS |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------|------|----|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|----|-------------|-----|----|----|
| Duo Maxwell                                                                                                                                                                                                                                       | *     | *            | *    | 8  | 7   | 18                                                                                                                                                                                                                                                                                                                                                                                                                                           | 5 | 9  | 2+ | 10-18+      | 15" | 2+ | 3+ |
| Duo Maxwell in the XXXG-01D2 (Endless Waltz) Gundam Deathscythe Hell is a single model equipped with Beam Scissors, a Buster Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with <b>Duo Maxwell</b> may be taken for your army. |       |              |      |    |     |                                                                                                                                                                                                                                                                                                                                                                                                                                              |   |    |    | 5-9         | 10" | 3+ | 4+ |
|                                                                                                                                                                                                                                                   |       |              |      |    |     |                                                                                                                                                                                                                                                                                                                                                                                                                                              |   |    |    | 1-4         | 6"  | 4+ | 5+ |
| WEAPON                                                                                                                                                                                                                                            | RANGE | TYPE         | S    | AP | D   | ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                    |   |    |    |             |     |    |    |
| Beam Scissors                                                                                                                                                                                                                                     | Melee | Melee        | Sx2  | -4 | 3D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. 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 <b>Fly</b> .                                                                                                                                                                                                                                                                                                                                                                                 |   |    |    |             |     |    |    |
|                                                                                                                                                                                                                                                   |       |              |      |    |     | <b>Active Cloak:</b> At the beginning of the game and at the beginning of each of your movement phases, the cloak can be engaged or disengaged. When engaged, the Active Cloak provides a 4+ invulnerable save and a 3+ invulnerable save against Energy weapons. Additionally, all enemies must pass a Ld test to target the invisible Gundam. However, when the Active Cloak is engaged, this MS may not attack or use any weapons at all. |   |    |    |             |     |    |    |
|                                                                                                                                                                                                                                                   |       |              |      |    |     | <b>Hit and Run:</b> This unit can move 2D6" in your Charge phase (even if it has not declared a charge).                                                                                                                                                                                                                                                                                                                                     |   |    |    |             |     |    |    |
| <b>ABILITIES</b>                                                                                                                                                                                                                                  |       |              |      |    |     | <b>Hyper Jammers:</b> This unit may deploy anywhere on the board, as long as it is no closer than 9" from all enemy units. This unit automatically has Cover from enemy <b>Vehicles</b> .                                                                                                                                                                                                                                                    |   |    |    |             |     |    |    |
|                                                                                                                                                                                                                                                   |       |              |      |    |     | <b>Gundanium Alloy:</b> Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.                                                                                                                                                                                                                                                                                                                                  |   |    |    |             |     |    |    |
| <b>FACTION KEYWORDS</b>                                                                                                                                                                                                                           |       |              |      |    |     | AC, AC196, Preventers, Gundam Pilots                                                                                                                                                                                                                                                                                                                                                                                                         |   |    |    |             |     |    |    |
| <b>KEYWORDS</b>                                                                                                                                                                                                                                   |       |              |      |    |     | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Duo Maxwell, Gundam, Fly                                                                                                                                                                                                                                                                                                                                                            |   |    |    |             |     |    |    |

|                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |    |                |   |      |    |    |    |    |                                                                                                                |                                                                                         |    |    |       |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----|----------------|---|------|----|----|----|----|----------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----|----|-------|--|
| <div> <b>34</b><br/>POWER</div> <div>TROWA BARTON<br/>XXXG-01H2 (EW)</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 |       |  |
| Trowa Barton                                                                                                                                                                                                                                                                                                                                                                                                                       | *     | *  | *              | 8 | 8    | 18 | 2  | 9  | 2+ | 10-18+                                                                                                         | 10"                                                                                     | 4+ | 2+ |       |  |
| Trowa Barton in the XXXG-01H2 (Endless Waltz) Gundam Heavyarms Custom is a single model equipped with a Quad Heavy Gatling, four Three Shot Missile Launchers, Titanic Feet, two Twin Beam Gatling Guns, a Twin Heavy Gatling Cannon, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one model with <b>Trowa Barton</b> may be taken for your army.                                                                       |       |    |                |   |      |    |    |    |    | 5-9                                                                                                            | 7"                                                                                      | 5+ | 3+ |       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |    |                |   |      |    |    |    |    | 1-4                                                                                                            | 4"                                                                                      | 6+ | 4+ |       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |    |                |   |      |    |    |    |    | WEAPON                                                                                                         |                                                                                         |    |    | RANGE |  |
| Quad Heavy Gatling                                                                                                                                                                                                                                                                                                                                                                                                                 | 30"   |    | Heavy 4D6      |   | 7    |    | -1 |    | 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. |    |    |       |  |
| Titanic Feet                                                                                                                                                                                                                                                                                                                                                                                                                       | Melee |    | Melee          |   | User |    | -2 |    | D3 |                                                                                                                | Make 3 hit rolls for each attack with this weapon.                                      |    |    |       |  |
| Twin Beam Gatling Gun                                                                                                                                                                                                                                                                                                                                                                                                              | 36"   |    | Heavy 4D3      |   | 8    |    | -2 |    | 2  |                                                                                                                | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |    |    |       |  |
| Twin Link 60mm Vulcans                                                                                                                                                                                                                                                                                                                                                                                                             | 12"   |    | Rapid Fire 4   |   | 4    |    | 0  |    | 2  |                                                                                                                | Add 1 to all hit rolls against targets that can <b>Fly</b> .                            |    |    |       |  |
| Twin Machine Cannon                                                                                                                                                                                                                                                                                                                                                                                                                | 18"   |    | Rapid Fire 2D3 |   | 6    |    | 0  |    | 1  |                                                                                                                | -                                                                                       |    |    |       |  |
| <div><div><div><b>Small Shield:</b> A model with a Half Shield has a 6+ invulnerable save.</div><div><b>Gundanium Alloy:</b> Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</div></div><div><div><b>Implacable Advance:</b> This model does not suffer the penalty to firing Heavy weapons after it moves.</div><div><b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)</div></div></div> |       |    |                |   |      |    |    |    |    |                                                                                                                |                                                                                         |    |    |       |  |
| <div><div>ABILITIES</div></div>                                                                                                                                                                                                                                                                                                                                                                                                    |       |    |                |   |      |    |    |    |    |                                                                                                                |                                                                                         |    |    |       |  |
| <div><div>FACTION KEYWORDS</div><div>AC, AC196, Preventers, Gundam Pilots</div></div>                                                                                                                                                                                                                                                                                                                                              |       |    |                |   |      |    |    |    |    |                                                                                                                |                                                                                         |    |    |       |  |
| <div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Trowa Barton, Gundam</div></div>                                                                                                                                                                                                                                                                                                             |       |    |                |   |      |    |    |    |    |                                                                                                                |                                                                                         |    |    |       |  |



16

POWER


# QUATRE RABERBA WINNER XXXG-01SR2 (EW)


**DAMAGE**

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

| NAME                                                                                                                                                                                                                                                                                  | M     | WS           | BS | S    | T  | W   | A                                                                                                                                                                       | Ld | Sv | REMAINING W                                                                                                                                                                                                                                                                                                                                                        | M   | WS | BS |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------|----|------|----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|----|
| Quatre Reberba Winner                                                                                                                                                                                                                                                                 | *     | *            | *  | 9    | 9  | 18  | 4                                                                                                                                                                       | 9  | 2+ | 10-18+                                                                                                                                                                                                                                                                                                                                                             | 12" | 2+ | 3+ |
| Quatre Reberba Winner in the XXXG-01SR2 (Endless Waltz) Gundam Sandrock Custom is a single model equipped with an Anti-Beam Cloak, two Heavy Anti Ship Swords, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with <b>Quatre Reberba Winner</b> may be taken for your army. |       |              |    |      |    |     |                                                                                                                                                                         |    |    | 5-9                                                                                                                                                                                                                                                                                                                                                                | 9"  | 3+ | 4+ |
|                                                                                                                                                                                                                                                                                       |       |              |    |      |    |     |                                                                                                                                                                         |    |    | 1-4                                                                                                                                                                                                                                                                                                                                                                | 6"  | 4+ | 5+ |
| WEAPON                                                                                                                                                                                                                                                                                | RANGE | TYPE         |    | S    | AP | D   | ABILITIES                                                                                                                                                               |    |    |                                                                                                                                                                                                                                                                                                                                                                    |     |    |    |
| Heavy Anti Ship Sword                                                                                                                                                                                                                                                                 | Melee | Melee        |    | Sx2  | -3 | 3D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. If attacking with two of these weapons, you may make an additional attack with them this round. |    |    |                                                                                                                                                                                                                                                                                                                                                                    |     |    |    |
| 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 <b>Fly</b> .                                                                                                            |    |    |                                                                                                                                                                                                                                                                                                                                                                    |     |    |    |
| <b>Winner Family:</b> Quatre Reberba Winner may use the effects of warlord traits with Maganac Corps units as well as Gundam Pilots.<br><br><b>Gundanium Alloy:</b> Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.                               |       |              |    |      |    |     |                                                                                                                                                                         |    |    | <b>Anti Beam Cloak:</b> A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game. |     |    |    |
|                                                                                                                                                                                                                                                                                       |       |              |    |      |    |     |                                                                                                                                                                         |    |    |                                                                                                                                                                                                                                                                                                                                                                    |     |    |    |
| <b>ABILITIES</b>                                                                                                                                                                                                                                                                      |       |              |    |      |    |     |                                                                                                                                                                         |    |    | <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)                                                                                                                                                                                                                                                                                                             |     |    |    |
| <b>FACTION KEYWORDS</b>                                                                                                                                                                                                                                                               |       |              |    |      |    |     |                                                                                                                                                                         |    |    | AC, AC196, Preventers, Gundam Pilots                                                                                                                                                                                                                                                                                                                               |     |    |    |
| <b>KEYWORDS</b>                                                                                                                                                                                                                                                                       |       |              |    |      |    |     |                                                                                                                                                                         |    |    | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quatre Reberba Winner, Gundam                                                                                                                                                                                                                                                                             |     |    |    |

| <div><div><div><div></div></div></div><div>7</div><div>POWER</div></div> <div>WMS-03</div> <div>MAGANAC</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 |
| WMS-03                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | *     | *         | *  | 7    | 7  | 12  | 2                                                                                       | 7  | 3+ | 7-12+                                                                                                          | 12" | 4+ | 4+ |
| A WMS-03 is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |       |           |    |      |    |     |                                                                                         |    |    | 4-6                                                                                                            | 9"  | 5+ | 5+ |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |       |           |    |      |    |     |                                                                                         |    |    | 1-3                                                                                                            | 5"  | 6+ | 6+ |
| WEAPON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | RANGE | TYPE      |    | S    | AP | D   | ABILITIES                                                                               |    |    |                                                                                                                |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 30"   | Assault 6 |    | 6    | -1 | 1   |                                                                                         |    |    |                                                                                                                |     |    |    |
| 175mm Cannon                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 48"   | Heavy 1   |    | 8    | -3 | 2D3 |                                                                                         |    |    |                                                                                                                |     |    |    |
| 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. |    |    |                                                                                                                |     |    |    |
| Heat Hawk                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Melee | Melee     |    | +1   | -2 | D3  |                                                                                         |    |    |                                                                                                                |     |    |    |
| Titanic Feet                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Melee | Melee     |    | User | -2 | D3  | Make 3 hit rolls for each attack with this weapon.                                      |    |    |                                                                                                                |     |    |    |
| <div><div>WARGEAR OPTIONS</div><div><div>This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (<b>Power Rating +2</b>).</div><div>If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (<b>Power Rating +1</b>).</div><div>This model may replace its Combat Shield with a 120mm Machine Gun.</div><div>This model may take an Anti Beam Cloak (<b>Power Rating +1</b>).</div></div></div>                                                                                                                                                      |       |           |    |      |    |     |                                                                                         |    |    |                                                                                                                |     |    |    |
| <div><div><div><div>ABILITIES</div><div><div>Core Explodes (p. 1)</div></div></div><div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1)</div></div><div><div>Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.</div></div></div></div> |       |           |    |      |    |     |                                                                                         |    |    |                                                                                                                |     |    |    |
| <div><div>FACTION KEYWORDS</div><div>AC, AC196, Preventers, Maganac Corps</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |       |           |    |      |    |     |                                                                                         |    |    |                                                                                                                |     |    |    |
| <div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space, Ground</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |       |           |    |      |    |     |                                                                                         |    |    |                                                                                                                |     |    |    |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----|-----------|---|------|----|-----|-----------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------|-----|----|----|
| <div><div></div><div>8<br/>POWER</div></div> <div>WMS-03<br/>MAGANAC<br/>VETERAN</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 |
| WMS-03 Veteran                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | *     | *  | *         | 7 | 7    | 12 | 2   | 8                                                                                       | 3+ | 7-12+                                                                                                          | 12" | 3+ | 3+ |
| A WMS-03 Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |       |    |           |   |      |    |     |                                                                                         |    | 4-6                                                                                                            | 9"  | 4+ | 4+ |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |       |    |           |   |      |    |     |                                                                                         |    | 1-3                                                                                                            | 5"  | 5+ | 5+ |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| WEAPON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | RANGE |    | TYPE      |   | S    | AP | D   | ABILITIES                                                                               |    |                                                                                                                |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 30"   |    | Assault 6 |   | 6    | -1 | 1   | -                                                                                       |    |                                                                                                                |     |    |    |
| 175mm Cannon                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 48"   |    | Heavy 1   |   | 8    | -3 | 2D3 | -                                                                                       |    |                                                                                                                |     |    |    |
| 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. |    |                                                                                                                |     |    |    |
| Heat Hawk                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Melee |    | Melee     |   | +1   | -2 | D3  | -                                                                                       |    |                                                                                                                |     |    |    |
| Titanic Feet                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Melee |    | Melee     |   | User | -2 | D3  | Make 3 hit rolls for each attack with this weapon.                                      |    |                                                                                                                |     |    |    |
| <div>This model may replace its 120mm Machine Gun with a 175mm Cannon or a Beam Rifle (<b>Power Rating +2</b>).</div> <div>If this model takes the 175mm Cannon, it may replace its Heat Hawk with Beam Sabers (<b>Power Rating +1</b>).</div> <div>This model may replace its Combat Shield with a 120mm Machine Gun.</div> <div>This model may take an Anti Beam Cloak (<b>Power Rating +1</b>).</div>                                                                                                                                                                                   |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| <div><div>WARGEAR OPTIONS</div><div><div>Combat Shield:</div><div>A model with a combat shield has a 5+ invulnerable save.</div></div><div><div>Mobile Suit</div><div>(p. 1)</div></div></div> <div><div>Anti Beam Cloak:</div><div>A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game.</div></div> |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| <div><div>ABILITIES</div><div>Core Explodes (p. 1)</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| <div><div>FACTION KEYWORDS</div><div>AC, AC196, Preventers, Maganac Corps</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| <div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space, Ground</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |       |    |           |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |

|                                                                                                                                                                                                                             |                                                                                            |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|----|--------------|---|------|----|-----|-----------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------|-----|----|----|
| <div></div> <div>9</div> <div>POWER</div> <div>ABDUL</div> <div>WMS-03 ABC</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 |
| Abdul                                                                                                                                                                                                                       | *                                                                                          | *  | *            | 7 | 8    | 12 | 2   | 8                                                                                       | 3+ | 7-12+                                                                                                          | 15" | 3+ | 3+ |
| Abdul in a WMS-03 AbC Maganac Abdul Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. |                                                                                            |    |              |   |      |    |     |                                                                                         |    | 4-6                                                                                                            | 10" | 4+ | 4+ |
|                                                                                                                                                                                                                             |                                                                                            |    |              |   |      |    |     |                                                                                         |    | 1-3                                                                                                            | 6"  | 5+ | 5+ |
| WEAPON                                                                                                                                                                                                                      | RANGE                                                                                      |    | TYPE         |   | S    | AP | D   | ABILITIES                                                                               |    |                                                                                                                |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                           | 30"                                                                                        |    | Assault 6    |   | 6    | -1 | 1   | -                                                                                       |    |                                                                                                                |     |    |    |
| 175mm Cannon                                                                                                                                                                                                                | 48"                                                                                        |    | Heavy 1      |   | 8    | -3 | 2D3 | -                                                                                       |    |                                                                                                                |     |    |    |
| 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. |    |                                                                                                                |     |    |    |
| Heat Hawk                                                                                                                                                                                                                   | Melee                                                                                      |    | Melee        |   | +1   | -2 | 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 <b>Fly</b> .                            |    |                                                                                                                |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                             | This model may replace its 120mm Machine Gun with a Beam Rifle ( <b>Power Rating +2</b> ). |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|                                                                                                                                                                                                                             | This model may take a 175mm Cannon ( <b>Power Rating +2</b> ).                             |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|                                                                                                                                                                                                                             | This model may take an Anti Beam Cloak ( <b>Power Rating +1</b> ).                         |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| ABILITIES                                                                                                                                                                                                                   | <b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.             |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|                                                                                                                                                                                                                             | <b>Mobile Suit</b> (p. 1)                                                                  |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
|                                                                                                                                                                                                                             | <b>Core Explodes</b> (p. 1)                                                                |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                            | AC, AC196, Preventers, Maganac Corps                                                       |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |
| KEYWORDS                                                                                                                                                                                                                    | Titanic, Vehicle, Mobile Suit, Space, Ground, Character                                    |    |              |   |      |    |     |                                                                                         |    |                                                                                                                |     |    |    |



9  
POWER

# AHMAD WMS-03 AHC

## 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 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----|------|----|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|-------------|-----|----|----|
| Ahmad                                                                                                                                                                                                                       | *                                                                                                                                                                                                                                     | *            | *  | 7    | 8  | 12  | 2                                                                                                                                                                                                                                                                                                                                                                  | 8  | 3+ | 7-12+       | 15" | 3+ | 3+ |
| Ahmad in a WMS-03 AhC Maganac Ahmad Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. |                                                                                                                                                                                                                                       |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    | 4-6         | 10" | 4+ | 4+ |
|                                                                                                                                                                                                                             |                                                                                                                                                                                                                                       |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    | 1-3         | 6"  | 5+ | 5+ |
| WEAPON                                                                                                                                                                                                                      | RANGE                                                                                                                                                                                                                                 | TYPE         |    | S    | AP | D   | ABILITIES                                                                                                                                                                                                                                                                                                                                                          |    |    |             |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                           | 30"                                                                                                                                                                                                                                   | Assault 6    |    | 6    | -1 | 1   | -                                                                                                                                                                                                                                                                                                                                                                  |    |    |             |     |    |    |
| 175mm Cannon                                                                                                                                                                                                                | 48"                                                                                                                                                                                                                                   | Heavy 1      |    | 8    | -3 | 2D3 | -                                                                                                                                                                                                                                                                                                                                                                  |    |    |             |     |    |    |
| 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.                                                                                                                                                                                                                                                                            |    |    |             |     |    |    |
| Heat Hawk                                                                                                                                                                                                                   | Melee                                                                                                                                                                                                                                 | Melee        |    | +1   | -2 | 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 <b>Fly</b> .                                                                                                                                                                                                                                                                                                       |    |    |             |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                             | This model may replace its 120mm Machine Gun with a Beam Rifle ( <b>Power Rating +2</b> ).<br>This model may take two 175mm Cannons ( <b>Power Rating +3</b> ).<br>This model may take an Anti Beam Cloak ( <b>Power Rating +1</b> ). |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
|                                                                                                                                                                                                                             | <b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.<br><br><b>Mobile Suit</b> (p. 1)                                                                                                                       |              |    |      |    |     | <b>Anti Beam Cloak:</b> A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game. |    |    |             |     |    |    |
| ABILITIES                                                                                                                                                                                                                   | <b>Core Explodes</b> (p. 1)                                                                                                                                                                                                           |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                            | AC, AC196, Preventers, Maganac Corps                                                                                                                                                                                                  |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
| KEYWORDS                                                                                                                                                                                                                    | Titanic, Vehicle, Mobile Suit, Space, Ground, Character                                                                                                                                                                               |              |    |      |    |     |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |





9  
POWER

# AUDA WMS-03 AUC

## 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 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----|------|----|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|-------------|-----|----|----|
| Auda                                                                                                                                                                                                                   | *                                                                                                                                                                | *            | *  | 7    | 8  | 12 | 2                                                                                                                                                                                                                                                                                                                                                           | 8  | 3+ | 7-12+       | 12" | 3+ | 3+ |
| Auda in a WMS-03 AuC Maganac Auda Custom is a single model equipped with a 120mm Machine Gun, a Heat Hawk, a Heavy Claw, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    | 4-6         | 9"  | 4+ | 4+ |
|                                                                                                                                                                                                                        |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    | 1-3         | 5"  | 5+ | 5+ |
| WEAPON                                                                                                                                                                                                                 | RANGE                                                                                                                                                            | TYPE         |    | S    | AP | D  | ABILITIES                                                                                                                                                                                                                                                                                                                                                   |    |    |             |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                      | 30"                                                                                                                                                              | Assault 6    |    | 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.                                                                                                                                                                                                                                                                     |    |    |             |     |    |    |
| Heat Hawk                                                                                                                                                                                                              | Melee                                                                                                                                                            | Melee        |    | +1   | -2 | D3 | -                                                                                                                                                                                                                                                                                                                                                           |    |    |             |     |    |    |
|                                                                                                                                                                                                                        |                                                                                                                                                                  |              |    |      |    |    | When attacking with this weapon, you must subtract 1 from the Hit roll. If a <b>Vehicle</b> or a <b>Monster</b> is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds.                                                                                                             |    |    |             |     |    |    |
| Heavy Claw                                                                                                                                                                                                             | Melee                                                                                                                                                            | Melee        |    | Sx2  | -4 | 6  |                                                                                                                                                                                                                                                                                                                                                             |    |    |             |     |    |    |
| 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 <b>Fly</b> .                                                                                                                                                                                                                                                                                                |    |    |             |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                        | This model may replace its 120mm Machine Gun with a Beam Rifle ( <b>Power Rating +2</b> ).<br>This model may take an Anti Beam Cloak ( <b>Power Rating +1</b> ). |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    |             |     |    |    |
|                                                                                                                                                                                                                        | Combat Shield: A model with a combat shield has a 5+ invulnerable save.<br><br>Mobile Suit (p. 1)                                                                |              |    |      |    |    | Anti Beam Cloak: A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game. |    |    |             |     |    |    |
| ABILITIES                                                                                                                                                                                                              | Core Explodes (p. 1)                                                                                                                                             |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    |             |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                       | AC, AC196, Preventers, Maganac Corps                                                                                                                             |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    |             |     |    |    |
| KEYWORDS                                                                                                                                                                                                               | Titanic, Vehicle, Mobile Suit, Space, Ground, Character                                                                                                          |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                             |    |    |             |     |    |    |




9  
POWER

# RASHID KURAMA WMS-03 RKC

## 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 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----|------|----|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|-------------|-----|----|----|
| Rashid Kurama                                                                                                                                                                                                                               | *                                                                                                                                                                | *            | *  | 7    | 8  | 12 | 3                                                                                                                                                                                                                                                                                                                                                                  | 8  | 3+ | 7-12+       | 12" | 3+ | 3+ |
| Rashid Kurama in a WMS-03 RKC Maganac Rashid Kurama Custom is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    | 4-6         | 9"  | 4+ | 4+ |
|                                                                                                                                                                                                                                             |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    | 1-3         | 5"  | 5+ | 5+ |
| WEAPON                                                                                                                                                                                                                                      | RANGE                                                                                                                                                            | TYPE         |    | S    | AP | D  | ABILITIES                                                                                                                                                                                                                                                                                                                                                          |    |    |             |     |    |    |
| 120mm Machine Gun                                                                                                                                                                                                                           | 30"                                                                                                                                                              | Assault 6    |    | 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.                                                                                                                                                                                                                                                                            |    |    |             |     |    |    |
| Heat Hawk                                                                                                                                                                                                                                   | Melee                                                                                                                                                            | Melee        |    | +1   | -2 | 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 <b>Fly</b> .                                                                                                                                                                                                                                                                                                       |    |    |             |     |    |    |
| WARGEAR OPTIONS                                                                                                                                                                                                                             | This model may replace its 120mm Machine Gun with a Beam Rifle ( <b>Power Rating +2</b> ).<br>This model may take an Anti Beam Cloak ( <b>Power Rating +1</b> ). |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
|                                                                                                                                                                                                                                             | <b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.<br><br><b>Mobile Suit</b> (p. 1)<br><br><b>Core Explodes</b> (p. 1)               |              |    |      |    |    | <b>Anti Beam Cloak:</b> A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game. |    |    |             |     |    |    |
|                                                                                                                                                                                                                                             |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
|                                                                                                                                                                                                                                             |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
| ABILITIES                                                                                                                                                                                                                                   |                                                                                                                                                                  |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
| FACTION KEYWORDS                                                                                                                                                                                                                            | AC, AC196, Preventers, Maganac Corps                                                                                                                             |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |
| KEYWORDS                                                                                                                                                                                                                                    | Titanic, Vehicle, Mobile Suit, Space, Ground, Character                                                                                                          |              |    |      |    |    |                                                                                                                                                                                                                                                                                                                                                                    |    |    |             |     |    |    |

|                                                                                                                                   |                                                   |             |    |   |   |    |   |                                                                                         |    |                                                                                                                |     |    |   |
|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|-------------|----|---|---|----|---|-----------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------|-----|----|---|
| <div>10POWER</div> <div>WMS-04<br/>OLIFANT</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   | BS | T |
| WMS-04                                                                                                                            | *                                                 | 6+          | *  | 7 | * | 12 | 1 | 7                                                                                       | 3+ | 7-12+                                                                                                          | 15" | 4+ | 7 |
| A WMS-04 is a single model equipped with a 75mm Gatling Gun and a Mega Particle Cannon.                                           |                                                   |             |    |   |   |    |   |                                                                                         |    | 4-6                                                                                                            | 10" | 5+ | 6 |
|                                                                                                                                   |                                                   |             |    |   |   |    |   |                                                                                         |    | 1-3                                                                                                            | 6"  | 6+ | 5 |
|                                                                                                                                   |                                                   |             |    |   |   |    |   |                                                                                         |    |                                                                                                                |     |    |   |
| WEAPON                                                                                                                            | RANGE                                             | TYPE        |    |   | S | AP | D | ABILITIES                                                                               |    |                                                                                                                |     |    |   |
| 75mm Gatling Gun                                                                                                                  | 30"                                               | Assault 2D6 |    |   | 7 | -1 | 1 | -                                                                                       |    |                                                                                                                |     |    |   |
| Mega Particle Cannon                                                                                                              | 48"                                               | Heavy 3     |    |   | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |    |                                                                                                                |     |    |   |
| ABILITIES                                                                                                                         | Mobile Suit (p. 1)                                |             |    |   |   |    |   | Core Explodes (p. 1)                                                                    |    |                                                                                                                |     |    |   |
| FACTION KEYWORDS                                                                                                                  | AC, AC196, Preventers, Maganac Corps              |             |    |   |   |    |   |                                                                                         |    |                                                                                                                |     |    |   |
| KEYWORDS                                                                                                                          | Titanic, Vehicle, Mobile Suit, Space, Ground, Fly |             |    |   |   |    |   |                                                                                         |    |                                                                                                                |     |    |   |

# PREVENTERS 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.

| TROOPS  |                 |                                             |
|---------|-----------------|---------------------------------------------|
| UNIT    | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| OZ-06MS | 1               | 60                                          |
| WMS-03  | 1               | 70                                          |

| HEAVY SUPPORT |                 |                                             |
|---------------|-----------------|---------------------------------------------|
| UNIT          | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| WMS-04        | 1               | 70                                          |

| ELITES           |                 |                                             |
|------------------|-----------------|---------------------------------------------|
| UNIT             | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| Veteran, OZ-06MS | 1               | 65                                          |
| Veteran, WMS-03  | 1               | 85                                          |

| CHARACTERS                             |                 |                                             |
|----------------------------------------|-----------------|---------------------------------------------|
| UNIT                                   | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| Zechs Merquise, OZ-00MS2B              | 1               | 155                                         |
| Duo Maxwell, OZ-06MS                   | 1               | 80                                          |
| Heero Yuy, OZ-06MS                     | 1               | 100                                         |
| Lucrezia Noin, SK-12SMS                | 1               | 140                                         |
| Abdul, WMS-03 AbC                      | 1               | 95                                          |
| Ahmed, WMS-03 AhC                      | 1               | 95                                          |
| Auda, WMS-03 AuC                       | 1               | 85                                          |
| Rashid Kurama, WMS-03 RKC              | 1               | 95                                          |
| Heero Yuy, XXXG-00W0 (EW)              | 1               | 235                                         |
| Duo Maxwell, XXXG-01D2 (EW)            | 1               | 280                                         |
| Trowa Barton, XXXG-01H2 (EW)           | 1               | 230                                         |
| Quatre Raberba Winner, XXXG-01SR2 (EW) | 1               | 230                                         |

| RANGED WEAPONS              |                   |
|-----------------------------|-------------------|
| WEAPON                      | POINTS PER WEAPON |
| 75mm Gatling                | 50                |
| 100mm Machine Gun           | 25                |
| 120mm Machine Gun           | 30                |
| 175mm Cannon                | 25                |
| 180mm Cannon                | 25                |
| Bazooka                     | 25                |
| Beam Pistol                 | 65                |
| Beam Rifle                  | 75                |
| Buster Rifle                | 200               |
| Laser Gun                   | 50                |
| Mega Particle Cannon        | 80                |
| Quad Heavy Gatling          | 100               |
| Three Shot Missile Launcher | 25                |
| Twin Beam Gatling Gun       | 100               |
| Twin Buster Rifle           | 400               |
| Twin Link 60mm Vulcans      | 10                |
| Twin Machine Cannon         | 30                |

| MELEE WEAPONS         |                   |
|-----------------------|-------------------|
| WEAPON                | POINTS PER WEAPON |
| Beam Sabers           | 40                |
| Beam Scissors         | 50                |
| Heavy Anti Ship Sword | 30                |
| Heat Hawk             | 15                |
| Heat Rod              | 40                |
| Heavy Claw            | 35                |
| Titanic Feet          | 0                 |

| OTHER WARGEAR     |                 |
|-------------------|-----------------|
| WARGEAR           | POINTS PER ITEM |
| Anti Beam Cloak   | 15              |
| Combat Shield     | 20              |
| Flight Pack       | 35              |
| Twin Wing Shields | 30              |

# PREVENTERS WARGEAR

| RANGED WEAPONS              |                                                                           |                |   |    |     |                                                                                                                                                                                                                                                                                                                                     |
|-----------------------------|---------------------------------------------------------------------------|----------------|---|----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEAPON                      | RANGE                                                                     | TYPE           | S | AP | D   | ABILITIES                                                                                                                                                                                                                                                                                                                           |
| 75mm Gatling                | 30"                                                                       | Assault 2D6    | 7 | -1 | 1   | -                                                                                                                                                                                                                                                                                                                                   |
| 100mm Machine Gun           | 24"                                                                       | Rapid Fire 2D3 | 6 | -1 | 1   | -                                                                                                                                                                                                                                                                                                                                   |
| 120mm Machine Gun           | 30"                                                                       | Assault 6      | 6 | -1 | 1   | -                                                                                                                                                                                                                                                                                                                                   |
| 175mm Cannon                | 48"                                                                       | Heavy 1        | 8 | -3 | 2D3 | -                                                                                                                                                                                                                                                                                                                                   |
| 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 Pistol                 | 24"                                                                       | Pistol 3       | 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.                                                                                                                                                                                                                                            |
| Buster Rifle                | When attacking with this weapon, choose one of the profiles listed below. |                |   |    |     |                                                                                                                                                                                                                                                                                                                                     |
| --- Beam Rifle Mode         | 36"                                                                       | Heavy 3        | 8 | -3 | 4   | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                                                                            |
| --- Buster Rifle Mode       | 60"                                                                       | Heavy 2D3      | 9 | -4 | 4   | A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. |
| ----- Ancillary Targets     | 60"                                                                       | Heavy 2        | 9 | -4 | 4   | When the Buster Rifle Mode 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.           |
| Laser Gun                   | 24"                                                                       | Pistol 2D3     | 7 | -2 | 3   | This weapon ignores the Invulnerable Save from Beam Shield Teams.                                                                                                                                                                                                                                                                   |
| Mega Particle Cannon        | 48"                                                                       | Heavy 3        | 8 | -3 | 4   | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                                                                            |
| Missile Launcher            | 72"                                                                       | Heavy D3       | 8 | -2 | 2   | When targeting units with 5 or more models, change this weapon's type to Heavy D6.                                                                                                                                                                                                                                                  |
| Quad Heavy Gatling          | 30"                                                                       | Heavy 4D6      | 7 | -1 | 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 Beam Gatling Gun       | 36"                                                                       | Heavy 4D3      | 8 | -2 | 2   | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                                                                            |
| Continued on next page.     |                                                                           |                |   |    |     |                                                                                                                                                                                                                                                                                                                                     |

## RANGED WEAPONS (Cont.)

| WEAPON                     | RANGE                                                                                                                                                                                                                                | TYPE           | S  | AP | D | ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|----|----|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Twin Buster Rifle          | When firing the Twin Buster Rifle, choose one of the three modes below. In Beam Rifle or Buster Rifle mode, this unit counts as having two of each weapon. In Twin Buster Rifle Mode, this unit counts as having one of that weapon. |                |    |    |   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| --- Beam Rifle Mode        | 36"                                                                                                                                                                                                                                  | Heavy 3        | 8  | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                                                                                                                                                                                                                                                          |
| --- Buster Rifle Mode      | 60"                                                                                                                                                                                                                                  | Heavy 2D3      | 9  | -4 | 4 | A model can only fire the Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle.                                                                                                                                                                               |
| ----- Ancillary Targets    | 60"                                                                                                                                                                                                                                  | Heavy 2        | 9  | -4 | 4 | When the Buster Rifle Mode 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.                                                                                                                                                                                         |
| --- Twin Buster Rifle Mode | 96"                                                                                                                                                                                                                                  | Heavy 5        | 10 | -4 | 4 | A model can only fire the Twin Buster Rifle Mode 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 in either Buster Rifle Mode 3 times in a battle. Draw a line from the firing model to the target. Any model under the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword. |
| Twin Link 60mm Vulcans     | 12"                                                                                                                                                                                                                                  | Rapid Fire 4   | 4  | 0  | 2 | Add 1 to all to hit rolls against targets that can <b>Fly</b> .                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Twin Link Machine Cannon   | 18"                                                                                                                                                                                                                                  | Rapid Fire 2D3 | 6  | 0  | 1 | -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

## 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.                                                                                                                                                        |
| Beam Scissors         | Melee                                                                | Melee | Sx2  | -3 | 4D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                                                                                 |
| Heavy Anti Ship Sword | Melee                                                                | Melee | Sx2  | -3 | 3D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. If attacking with two of these weapons, you may make an additional attack with them this round.                                                                         |
| Heat Hawk             | Melee                                                                | Melee | +1   | -2 | D3  | -                                                                                                                                                                                                                                               |
| Heat Rod              | When attacking with the Heat Rod, choose one of the two modes below. |       |      |    |     |                                                                                                                                                                                                                                                 |
| --- Entangle Mode     | Melee                                                                | Melee | *    | *  | *   | Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.                                                                                                                                              |
| --- Heat Mode         | Melee                                                                | Melee | +3   | -3 | 2D3 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.                                                                                                                                                         |
| Heavy Claw            | Melee                                                                | Melee | Sx2  | -4 | 6   | When attacking with this weapon, you must subtract 1 from the Hit roll. If a <b>Vehicle</b> or a <b>Monster</b> is slain by this weapon, choose an enemy unit within 9" of the bearer and roll a D6. On a 4+, that unit takes D3 mortal wounds. |
| Titanic Feet          | Melee                                                                | Melee | User | -2 | D3  | Make 3 hit rolls when attacking with this weapon.                                                                                                                                                                                               |

## OTHER WARGEAR

|                   |                                                                                                                                                                                                                                                                                                                                            |  |  |  |  |  |
|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|
| Anti Beam Cloak   | A model with an Anti Beam Cloak has a 3+ Invulnerable save against Beam shooting attacks. After the end of each Shooting phase that the Anti Beam Cloak is used to provide it's Invulnerable save, roll a die and add the number of phases it has been used. On a 6+, the cloak has shredded and may not be used for the rest of the game. |  |  |  |  |  |
| Combat Shield     | A model with a Combat Shield has a 5+ invulnerable save.                                                                                                                                                                                                                                                                                   |  |  |  |  |  |
| Flight Pack       | A model with a Flight Pack gains Fly and Hard to Hit.                                                                                                                                                                                                                                                                                      |  |  |  |  |  |
| Twin Wing Shields | A model with Twin Wing Shields has a 4+ invulnerable save.                                                                                                                                                                                                                                                                                 |  |  |  |  |  |