EARTH FEDERATION FORCES ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces (EFF) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several EFF units - these are described below and referenced on the datasheets.

ABILITIES
The following abilities are common to several EFF units:

Mobile Suit
This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains **Titanic Presence**.

Mobile Tank
This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains **Titanic Presence.**

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

Titanic Presence
After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all ▶ models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

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

Vehicle Squadron
The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Newtype
This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!
IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor
Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Newtype's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

Combat Hypnosis
Combat Hypnosis has a warp charge value of 6. If manifested, the Newtype's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Newtype's unit can Charge this turn.

	23		HEINZ BAER								DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:			
	POWER		FA-78-1												

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heinz Baer 465 points	*	*	*	8	9	21	4	9	2+	11-21+	12"	3+	2+

Heinz Baer in the FA-78-1 Full Armor Gundam is a single model equipped with a 240mm Cannon, Beam Sabers, a Core Fighter, two Missile Launchers, a Combat Shield, Titanic Feet, and Twin 60mm Vulcans. Only one of this unit may be included in your army.

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Beam Rifle +130	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

WARGEAR OPTIONS	This model may take a Twin Beam Rifle (**Power Rating +5**).

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Core Fighter** (p. 1)	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, EFF

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

4 POWER

FF-X7 CORE FIGHTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-X7	75 15"-30"	6+	4+	6	5	6	2	7	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Fly, Vehicle, Core Fighter, Space, Ground	

10 POWER

FF-X7-Bst CORE BOOSTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-X7-Bst	205 20"-40"	6+	4+	6	6	9	2	7	2+

This unit contains a FF-X7-Bst equipped with Twin Link 60mm Vulcans and a Twin Beam Rifle. It may include an additional FF-X7-Bst (**Power Rating +10**) or an additional two FF-X7-Bst (**Power Rating +20**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Fly, Vehicle, Core Fighter, Core Booster, Space, Ground	

12 POWER

SAYLA MASS
FF-X7-Bst

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sayla Mass	245 20"-40"	6+	2+	6	6	9	2	8	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Beam Rifles	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll any dice. **Core Explosion** (p. 1)
PSYKER	**Newtype:** This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.	
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Character, Fly, Vehicle, Core Fighter, Core Booster, Psyker, Newtype, Space, Ground	

11 POWER

SLEGGAR LAW
FF-X7-Bst

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sleggar Law	205 20"-40"	6+	3+	6	6	9	2	7	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Beam Rifles	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll any dice. **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Character, Fly, Vehicle, Core Fighter, Core Booster, Space, Ground	

8 POWER

FFB-7Bst JET CORE BOOSTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FFB-7Bst	150 20"-40"	6+	4+	6	6	9	2	7	2+

This unit contains a FFB-7Bst equipped with a Beam Rifle and Twin Link 60mm Vulcans. It may include an additional FFB-7Bst (**Power Rating +8**) or an additional two FFB-7Bst (**Power Rating +16**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Fly, Vehicle, Ground	

3
POWER

M61A5 TYPE 61
MAIN BATTLE TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
M61A5	65 8"	4+	4+	5	5	6	1	7	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin 150mm Cannons	36"	Heavy 4	7	-1	2	-

ABILITIES	**Smoke Launchers**: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	**Explodes**: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Titanic, Vehicle, Ground	

3
POWER

RB-79 BALL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RB-79	65 9"	4+	4+	5	5	6	2	7	3+

This unit contains 1 RB-79 Ball model. It can include 1 additional RB-79 (**Power Rating +3**) or 2 additional RB-79s (**Power Rating +6**). Each model is equipped with a 180mm Cannon and Manipulator Arms..

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Manipulator Arms	Melee	Melee	+1	-1	2	-
Twin 150mm Cannons -5	36"	Heavy 4	7	-1	2	-

WARGEAR OPTIONS	This unit may replace its 180mm Cannon with Twin 150mm Cannons.
ABILITIES	**Explodes**: If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Space

RGC-80
GM CANNON

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGC-80	225	*	*	*	7	7	12	2	7	3+

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

A RGC-80 is a single model equipped with a Beam Spray Gun, a 240mm Cannon, Twin Link 60mm Vulcans, Titanic Feet, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Spray Gun	24"	Pistol D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

7
POWER

RGM-79 GM

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RGM-79	140	*	*	*	7	6	12	2	7	3+

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

A RGM-79 is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun +10	24"	Rapid Fire 6	6	-1	1	-
Bazooka +10	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun +50	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (**Power Rating +1**), a Beam Spray Gun (**Power Rating +3**), or a 100mm Machine Gun (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

RGM-79 ACE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RGM-79 Ace	150	*	*	*	7	6	12	2	8	3+

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

A RGM-79 Ace is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun		24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun	+10	24"	Rapid Fire 6	6	-1	1	-
Bazooka	+10	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers		Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun	+50	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans		12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (**Power Rating +1**), a Beam Spray Gun (**Power Rating +3**), or a 100mm Machine Gun (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

9
POWER

RGM-79[G] GM GROUND TYPE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79[G] 165	*	*	*	7	7	12	2	7	2+

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

A RGM-79[G] is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Missile Launcher, or a Beam Rifle (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground

RGM-79[G] VETERAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79[G] 170	*	*	*	7	7	12	2	8	2+

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

A RGM-79[G] Veteran is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Missile Launcher, or a Beam Rifle (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground

RGM-79[G] SNIPER

15 POWER

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
RGM-79[G] Sniper 300	*	6+	*	7	*	12	1	8	2+

REMAINING W	M	BS	T
7-12+	12"	2+	7
4-6	9"	3+	6
1-3	5"	4+	5

A RGM-79[G] Sniper is a single model equipped with Beam Sabers, a Combat Shield, a Long Beam Rifle, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the **Look Out, Sir** rule.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**Supplemental Generator**: After firing the Long Beam Rifle, if any unmodified hit rolls were 1, roll a D6. On a 6, the Supplemental Generator explodes, causing D3 Mortal wounds to every unit within 6". The Long Beam Rifle can no longer fire if the Supplemental Generator explodes.	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Ground

8 POWER	RGM-79D GM COLD DISTRICT TYPE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RGM-79D	150	*	*	*	7	7	12	2	7	3+

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

A RGM-79D is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
90mm Machine Gun w/ Grenade Launcher +5	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
----90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
----Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a 90mm Machine Gun w/ Grenade Launcher (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground

RGM-79L GM LIGHT ARMOR

8 POWER

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
RGM-79L `180`	*	*	*	7	6	12	2	7	4+

A RGM-79L is a single model equipped with a Beam Gun, Beam Sabers, and Titanic Feet.

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun `-10`	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its Beam Gun with a Beam Spray Gun (**Power Rating -1**).
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

RGM-79G/Gs GM COMMAND

8 POWER

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
RGM-79G/Gs `160`	*	*	*	7	7	12	2	7	3+

A RGM-79G/Gs is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
Beam Gun `+60`	24"	Pistol 2D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Beam Gun (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

14
POWER

RGM-79SC
GM SNIPER CUSTOM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79SC 285	*	6+	*	8	*	12	1	8	3+

REMAINING W	M	BS	T
7-12+	12"	2+	7
4-6	9"	3+	6
1-3	5"	4+	5

A RGM-79SC is a single model equipped with Beam Sabers, a Long Beam Rifle, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Spray Gun +65	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the **Look Out, Sir** rule.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This unit may additionally take a Beam Spray Gun (**Power Rating +3**).
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground

RGM-79SP
GM SNIPER II

10 POWER

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
RGM-79SP 190	*	6+	*	8	*	12	1	8	3+

REMAINING W	M	BS	T
7-12+	12"	2+	7
4-6	9"	3+	6
1-3	5"	4+	5

A RGM-79SP is a single model equipped with Beam Sabers, a Combat Shield, a Sniper Rifle, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-
Beam Rifle +45	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Long Beam Rifle +115	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the **Look Out, Sir** rule.
Sniper Rifle	72"	Heavy 2	8	-3	6	If the model carrying the Sniper Rifle did not Remain Stationary in the preceding Movement Phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the **Look Out, Sir** rule.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This unit may replace the Sniper Rifle with a 90mm Machine Gun (**Power Rating -1**), a Beam Rifle (**Power Rating +2**), or a Long Beam Rifle. (**Power Rating +5**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground

13 POWER — RX-75 MASS PRODUCTION GUNTANK

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
RX-75	265	*	*	*	7	7	12	2	7	2+

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

A RX-75 is a single model equipped with two 120mm Low Recoil Cannons, Crushing Treads, and two Missile Launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.
Crushing Treads	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack with this weapon.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.

ABILITIES	**Mobile Tank** (p. 1)	**Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Titanic, Vehicle, Mobile Tank, Space, Ground

14 POWER — HAYATO KOBAYASHI RX-75-4

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Hayato Kobayashi	280	*	*	*	7	7	12	2	7	2+

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

Hayato Kobayashi in the RX-75-4 Guntank is a single model equipped with two 120mm Low Recoil Cannons, Crushing Treads, and two Missile Launchers. Only one unit with **Hayato Kobayashi** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.
Crushing Treads	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack with this weapon.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.

ABILITIES	**Mobile Tank** (p. 1) **Core Fighter** (p. 1)	**Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Character, Titanic, Vehicle, Mobile Tank, Hayato Kobayashi, Space, Ground

15 POWER

RX-77-2 GUNCANNON

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
RX-77-2 `240`	*	*	*	7	7	15	2	7	2+

REMAINING W	M	WS	BS
8-15+	10"	4+	4+
4-7	7"	5+	5+
1-3	4"	6+	6+

A RX-77-2 is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Rifle `+75`	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Spray Missile Launcher `-50`	72"	Rapid Fire D6	7	-2	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (**Power Rating -3**). This model may take a Beam Rifle (**Power Rating +3**).
ABILITIES	**Mobile Suit** (p. 1) **Core Fighter** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

16 POWER HAYATO KOBAYASHI
RX-77-2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hayato Kobayashi 250	*	*	*	7	7	15	2	7	2+

REMAINING W	M	WS	BS
8-15+	10"	4+	3+
4-7	7"	5+	4+
1-3	4"	6+	5+

Hayato Kobayashi in the RX-77-2 Guncannon is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Hayato Kobayashi** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Rifle +75	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Spray Missile Launcher -50	72"	Rapid Fire D6	7	-2	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (**Power Rating -3**). This model may take a Beam Rifle (**Power Rating +3**).

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

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Hayato Kobayashi, Space, Ground

KAI SHIDEN
RX-77-2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kai Shiden 270	*	*	*	7	7	15	2	7	2+

REMAINING W	M	WS	BS
8-15+	10"	4+	3+
4-7	7"	5+	4+
1-3	4"	6+	5+

Kai Shiden in the RX-77-2 Guncannon is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Rifle +75	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Spray Missile Launcher -50	72"	Rapid Fire D6	7	-2	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (**Power Rating -3**). This model may take a Beam Rifle (**Power Rating +3**).

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

PSYKER	**Newtype:** This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Psyker, Newtype, Space, Ground

11 POWER — RX-77-3 HEAVY GUNCANNON

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RX-77-3	215	*	*	*	7	7	15	2	7	2+

REMAINING W	M	WS	BS
8-15+	10"	4+	4+
4-7	7"	5+	5+
1-3	4"	6+	6+

A RX-77-3 is a single model equipped with two 240mm Cannons, Grenades, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Rifle +75	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Beam Rifle (**Power Rating +3**).	
ABILITIES	**Mobile Suit** (p. 1)	**Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

---

7 POWER — RX-77-4 GUNCANNON II

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RX-77-4	140	*	*	*	7	7	15	2	7	2+

REMAINING W	M	WS	BS
8-15+	10"	4+	4+
4-7	7"	5+	5+
1-3	4"	6+	6+

A RX-77-4 is a single model equipped with a Beam Cannon Repeater, Sensor Targeter, Grenades, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon Repeater	48"	Rapid Fire 2	8	-2	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle +75	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Beam Rifle (**Power Rating +3**).	
ABILITIES	**Sensor Targeter**: Add 1 to all hit rolls made for the Beam Cannon Repeater.	**Mobile Suit** (p.1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

10
POWER

RX-77D MP GUNCANNON

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RX-77D	195	*	*	*	7	7	12	2	7	3+

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

A RX-77D is a single model equipped with two 240mm Cannons, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun +15	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun +25	24"	Rapid Fire 6	6	-1	1	-
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a 100 mm Machine Gun (**Power Rating +2**), or up to two 90mm Machine Guns (**Power Rating +1 each**).
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

	19 POWER	**AMURO RAY RX-78-2**	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Amuro Ray `345`	*	*	*	8	8	18	4	9	2+	7-12+	12"	2+	2+
										4-6	9"	3+	3+
										1-3	5"	4+	4+

Amuro Ray in the RX-78-2 Gundam is a single model equipped with a Beam Rifle, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one unit with **Amuro Ray** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka `-50, then +25`	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	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	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**). If this model takes a Bazooka, it may take an additional Bazooka (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Core Fighter** (p. 1) **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
PSYKER	**Newtype:** This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Amuro Ray, Psyker, Newtype, Space, Ground

15 POWER

LUCE KASSEL
RX-78-4

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Luce Kassel 295	*	*	*	8	8	18	4	9	2+

REMAINING W	M	WS	BS
7-12+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Luce Kassel in the RX-78-4 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Beam Rifle	36”	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Mega Beam Launcher +140	72”	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once in a battle.
--- Ancillary Targets	72”	Heavy 1	9	-4	3	When the Mega Beam Launcher is fired, any model within 1” of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can **Fly**. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a BST Pack (**Power Rating +1**). This model may replace a Heavy Beam Rifle with a Mega Beam Launcher (**Power Rating +7**).

ABILITIES	**Faulty Generator**: After firing the Mega Beam Launcher, if any hit rolls were 1, roll a D6. On a 4+, the Supplemental Generator explodes, causing 2D6 Mortal wounds to every unit within 6”. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **BST Pack** +20: A model equipped with a BST Pack gains **Hit and Run**: This unit can move 2D6” in your Charge phase (even if it has not declared a charge).

FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space

FORD ROMFELLOW
RX-78-5

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ford Romfellow 285	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
7-12+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Ford Romfellow in the RX-78-5 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Giant Gatling +25	36"	Assault 2D6	8	-2	2	-
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Heavy Beam Rifle with a Giant Gatling (**Power Rating +1**). This model may take a BST Pack (**Power Rating +1**).

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**BST Pack** +20: A model equipped with a BST Pack gains **Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space

	21			AGAR								DAMAGE

21 POWER

AGAR
RX-78-6

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Agar `420`	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
7-12+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Agar in the RX-78-6 "Mudrock" is a single model equipped with two 240mm Cannons, Beam Sabers, a Beam Rifle, two Grenade Launchers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun `-60`	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun `-50`	24"	Rapid Fire 6	6	-1	1	-
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target models not visible to the bearer.
Bazooka `-50`	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (**Power Rating -3**), 100mm Machine Gun (**Power Rating -3**), or Bazooka (**Power Rating -3**). This model may take a BST Pack (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1) — **BST Pack** `+20`: A model equipped with a BST Pack gains **Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

CHRISTINA MACKENZIE RX-78 NT-1

20 POWER

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
Christina Mackenzie 400	*	*	*	8	8	18	4	9	2+

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

Christina Mackenzie in the RX-78 NT-1 "Alex" is a single model equipped with two 90mm Gatling Guns, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Gatling Gun	24"	Assault 6	6	-1	1	-
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	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	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**). This model may replace its Combat Shield with Chobham Armor (**Power Rating +1**).

ABILITIES	**Chobham Armor +40**: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **360° Cockpit**: May reroll a hit roll once per turn. **Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). **Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space

RX-79[G] GUNDAM GROUND TYPE

11 POWER

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
RX-79[G]	225	*	*	*	8	8	18	2	7	2+

REMAINING W	M	WS	BS
10-18+	12"	4+	3+
5-9	9"	5+	4+
1-4	5"	6+	5+

A RX-79[G] is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Multi Launcher	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Ground

RX-79[G] ACE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RX-79[G] Ace	235	*	*	*	8	8	18	2	7	2+

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

A RX-79[G] Ace is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Multi Launcher	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground

13 POWER

SHIRO AMADA
RX-79[G] EZ-8

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shiro Amada	255	*	*	*	8	8	18	4	9	2+

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

Shiro Amada in the RX-79[G] EZ-8 is a single model equipped with a 60mm Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield. Only one model of this type may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D6	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Multi Launcher	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a 180mm Cannon, or a Beam Rifle (**Power Rating +3**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground

YUU KAJIMA
RX-79BD-1

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yuu Kajima 290	*	*	*	8	8	18	2	8	2+

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

Yuu Kajima in the RX-79BD-1 Blue Destiny Unit 1 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Yuu Kajima** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.

PSYKER	**Exam System**:A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Yuu Kajima, Psyker, Newtype, Ground

YUU KAJIMA
RX-79BD-3

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yuu Kajima	300	*	*	*	8	8	18	3	8	2+

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

Yuu Kajima in the RX-79BD-3 Gundam Blue Destiny Unit 3 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Yuu Kajima** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
Beam Rifle +50	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace it's 100mm Machine Gun with a Beam Rifle (**Power Rating +3**).

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.

PSYKER	**Exam System**::A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

FACTION KEYWORDS	UC, 0079, EFF

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Yuu Kajima, Psyker, Newtype, Ground, Space

	16 POWER	**CHLOE CROCE RX-80PR**	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Chloe Croce 325	*	*	*	8	8	18	3	8	2+	10-18+	12"	3+	2+
										5-9	9"	4+	3+
										1-4	5"	5+	4+

Chloe Croce in the RX-80PR Pale Rider is a single model equipped with a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Small Beam Guns, Titanic Feet, and Twin Link 60mm Vulcans. Only one model of this type may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun -10	24"	Rapid Fire 4	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	263	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Giant Gatling +75	36"	Assault 2D6	8	-2	2	-
Heavy Beam Rifle +55	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace it's 100mm Machine Gun with a 90mm Machine Gun (**Power Rating -1**), a 180mm Cannon, a Bazooka, a Giant Gatling (**Power Rating +4**), or a Heavy Beam Rifle (**Power Rating +3**). This model may take BST Packs (**Power Rating +1**). This model may take up to 2 Three Shot Missile Launchers (**Power Rating +1 each**).

ABILITIES	**Core Explodes** (p. 1) **Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1)	**Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). **BST Pack** +20: A model equipped with a BST Pack gains **Hit and Run**.

PSYKER	**HADES System**:A model with the HADES system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

FACTION KEYWORDS	UC, 0079, EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Psyker, Newtype, Ground, Space