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 POWER			INZ FA:				R		DAMAGE Some of characteristics chamage, as show	ange	as it su	
NAME	M	WS BS	S	Т	W	Α	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 240mm Cannon, Beam Sa Shield, Titanic Feet, and T	abers, a Co	re Fighter,	two N	/lissile	Lau	nche	ers, a	Combat	5-10	9"	4+	3+
included in your army.									1-4	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	LITIES				
240mm Cannon	84"	Blast. This weapon can target units 84" Heavy D6 8 -3 2 bearer.										to the
Beam Sabers	Melee	Melee	:	+6	-3	6			roll a wound roll o inflicts a mortal w			
Missile Launcher	72"	Heavy [06	8	-2	2	Blas	t.				
Titanic Feet	Melee	Melee	;	User	-2	2	Mak	e 3 hit rolls	for each attack w	ith thi	is weap	on.
Twin 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	y.
Twin Beam Rifle +130	36"	Heavy	6	8	-3	4			roll a wound roll o inflicts a mortal w			
WARGEAR OPTIONS	This mode	el may take	a Twi	in Bea	am R	ifle (Powe	r Rating +	-5).			
ABILITIES		Shield: A m a 5+ invul nter (p. 1)				bat		ile Suit (p	,			
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Character	, Titanic, V	ehicle	, Mobi	ile Su	uit, G	Sunda	m, Ground	l, Space			



KEYWORDS

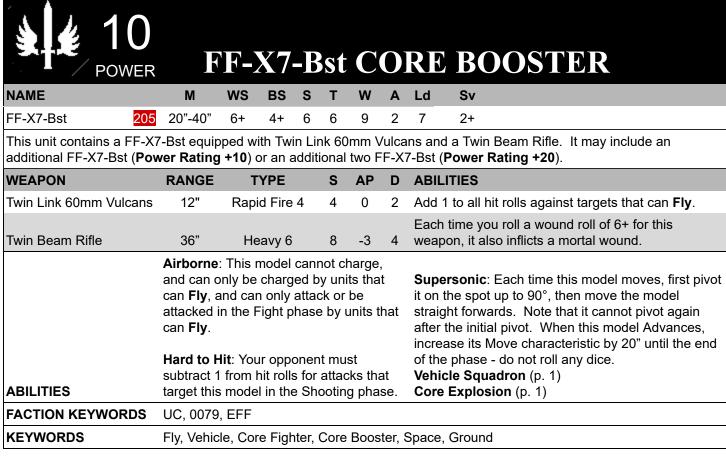
FF-X7 CORE FIGHTER

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

Fly, Vehicle, Core Fighter, Space, Ground

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**).

induce an additional onight 17 A7 (1 over realing 14) of an additional two 17 A7 (1 over realing 10).											
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	and can o can Fly, a attacked in can Fly. Hard to H subtract 1	This model can nly be charged I nd can only atta n the Fight phas it: Your opponer from hit rolls for model in the Sh	oy un ick or e by nt mu	its that be units the state the stat	that	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									





SAYLA MASS FF-X7-Bst

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Savla 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.

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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.						
	and can o can Fly , a	increase its Move characteristic by 20" until the e ard to Hit: Your opponent must of the phase - do not roll any dice.										
ABILITIES	subtract 1	increase its Move characteristic by 20" until the end of the phase - do not roll any dice. ard to Hit: Your opponent must of the phase - do not roll any dice. Core Explosion (p. 1)										
PSYKER	psychic po in each er	ower in each frie nemy psychic ph ng. Note - Newt	endly p nase.	osychi It may	c ph / use	vker. This model can attempt to manifest a single lase, and can attempt to deny a single psychic power any power from the Newtype Discipline when w Smite, and do not damage other models from						
FACTION KEYWORDS	UC, 0079,	C, 0079, EFF										
KEYWORDS	Character	, Fly, Vehicle, Co	ore Fi	ghter,	Cor	e Booster, Psyker, Newtype, Space, Ground						



SLEGGAR LAW FF-X7-Bst

NAME		M	WS	BS	S	Т	W	Α	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.

Tanes. Only one of and an	and of the of the difference o												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .							
Twin Beam Rifles	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
ABILITIES	and can of can Fly, a attacked if can Fly. Hard to H subtract 1	This model carnly be charged and can only attain the Fight phase lit: Your oppone from hit rolls fo model in the SI	by un ack or se by ent mu r attac	its that be units the units the less that continues the less than the less that continues the less than the le	t hat at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll any dice. Core Explosion (p. 1)							
FACTION KEYWORDS	UC, 0079	, EFF											
KEYWORDS	Character	, Fly, Vehicle, C	ore Fi	ighter,	Cor	e Booster, Space, Ground							

8 POWER	F	FB-7	Bst	JE		C	ORE	BOOSTER	
NAME	M	WS BS	S 1	W	Α	Ld	Sv		
FFB-7Bst 150	20"-40"	6+ 4+	6 6	9	2	7	2+		
This unit contains a FFB-7 FFB-7Bst (Power Rating								ans. It may include an addi	tional
WEAPON	RANGE	TYPE	5	AP	D	ABI	LITIES		
Beam Rifle	36"	Heavy 3	, 8	3 -3	4		•	roll a wound roll of 6+ for th inflicts a mortal wound.	is
Twin Link 60mm Vulcans	12"	Rapid Fire	rolls against targets that car	n Fly .					
	and can o	This model nly be charo and can only n the Fight p	ged by ι attack	ınits th or be	at	it or stra afte	n the spot up ight forward r the initial p	ach time this model moves, to 90°, then move the mod ls. Note that it cannot pivot bivot. When this model Adv ve characteristic by 20" unti	del again ances,
ABILITIES	subtract 1	lit: Your opp from hit roll model in th	s for att	acks th		of th Veh		lo not roll any dice. ron (p. 1)	ii tile ella
FACTION KEYWORDS	UC, 0079	, EFF							
KEYWORDS	Fly, Vehic	le, Ground							
									5

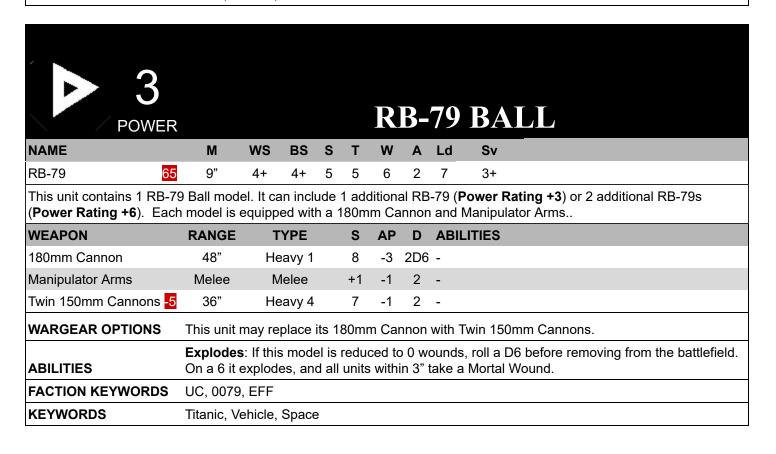


M61A5 TYPE 61 MAIN BATTLE TANK

N	AME		M	WS	BS	S	Т	W	Α	Ld	Sv
M	61A5	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	instead of Shooting Smoke Gi Shooting subtract 1	aunchers: Once shooting any w phase, this mod renades; until yo phase, your opp from all hit rolls that target this v	eapo el car our ne oonen s for ra	ns in t n use ext t mus anged	he it's	Explodes : If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.
FACTION KEYWORDS	UC, 0079	, EFF				
KEYWORDS	Titanic. Ve	ehicle. Ground				



11 POWER		RO GM C				N		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGC-80 225	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-80 is a single mod	lel equippe	d with a Beam	Sprav	Gun.	a 24	0mm	Cannon.	4-6	9"	5+	5+
Twin Link 60mm Vulcans,							,	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
240mm Cannon	84"	Heavy D6	8	-3	2	Blas bear		apon can target ur	its no	t visible	to the
Beam Spray Gun	24"	Pistol D3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.
ABILITIES		shield : A mode a 5+ invulnera			bat		ile Suit (p Explode				
FACTION KEYWORDS	UC, 0079,	EFF									

Titanic, Vehicle, Mobile Suit, Space, Ground

7 POWER		R	G	M-	-79		SN	1		DAMAGE Some of this mochange as it suff shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
RGM-79 140	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79 is a single mod	el equippe	d with	a 90n	nm N	/lachir	ne Gı	un, B	eam S	Sabers,	4-6	9"	5+	5+
Titanic Feet, Twin Link 60	nm Vulcan	s, and	a Cor	mbat	Shie	ld.				1-3	5"	6+	6+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapi	d Fire	4	6	0	1	-					
100mm Machine Gun +10	24"	Rapi	d Fire	6	6	-1	1	-					
Bazooka +10	48"	Hea	vy 2D	6	8	-2	1	Blast	t.				
Beam Sabers	Melee	М	elee		+6	-3	6			roll a wound roll of inflicts a mortal v			
Beam Spray Gun +50	24"	Pis	stol 3		8	-3	4		•	roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	М	elee		User	-2	2	Make	e 3 hit rolls	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all hit	rolls against targ	ets tha	t can F l	ly.
WARGEAR OPTIONS										azooka (Power R n (Power Rating		⊦1), a B	eam
ABILITIES	Combat S shield has						bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079,	EFF											
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Sui	it, Spa	ace, (Grou	nd					

8 POWER		R	GN	1-7 9	DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79 Ace 150	*	*	*	7 6	12	2	8	3+	7-12+	12"	3+	3+
A RGM-79 Ace is a single	model equ	ipped v	with a	90mm N	/lachi	ne G	un, Be	am	4-6	9"	4+	4+
Sabers, Titanic Feet, Twi									1-3	5"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid	d Fire	4 6	0	1	-					
100mm Machine Gun +10	24"	Rapid	d Fire	6 6	-1	1	-					
Bazooka +10	48"	Heav	vy 2D6	8	-2	1	Blast	t.				
Beam Sabers	Melee	M	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Beam Spray Gun +50	24"	Pis	stol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	elee	Use	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS		-	•						azooka (Power R an (Power Rating	_	⊦1), a B	eam
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	, Titani	c, Veh	icle, Mo	oile S	uit, S	pace,	Ground				

9 POWER		RGM- GROU						DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
RGM-79[G] 165	*	* *	7 7	12	2	7	2+	7-12+	12"	4+	4+	
A RGM-79[G] is a single n	nodel equip	ped with a 10	00mm Ma	achir	ne Gu	ın, Be	am	4-6	9"	5+	5+	
Sabers, Titanic Feet, and	a Combat S	Shield.						1-3	5"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
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		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast	•					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weap	on.	
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, Ve	hicle, Mobile	Suit, Gro	ound								

10 POWER				/I-7 `ER		_			DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79[G] 170	*	* *	7	7	12	2	8	2+	7-12+	12"	4+	3+
A RGM-79[G] Veteran is a	single mo	del equipp	ed w	ith a 10)0mr	n Ma	chine	Gun,	4-6	9"	5+	4+
Beam Sabers, Titanic Fee	t, and a Co	mbat Shie	eld.						1-3	5"	6+	5+
WEAPON	RANGE	TYPE	•	S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapid Fi	re 6	6	-1	1	-					
180mm Cannon	48"	Heavy	1	8	-3	2D6	-					
Bazooka	48"	Heavy 2	2D6	8	-2	1	Blas	st.				
Beam Rifle +50	36"	Heavy	3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Mele)	+6	-3	6			roll a wound roll o inflicts a mortal w			
Missile Launcher	72"	Heavy	D6	8	-2	2	Blas	t.				
Titanic Feet	Melee	Mele	Э	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
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, Ve	hicle, Mol	ile S	uit, Gro	ound							

15 POWER		R		M-7		-			DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	BS	T	
RGM-79[G] Sniper 300	*	6+	*	7 *	12	1	8	2+	7-12+	12"	2+	7	
A RGM-79[G] Sniper is a Shield, a Long Beam Rifle				ers,	a Con	nbat	4-6 1-3	9" 5"	3+ 4+	6 5			
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	ITIES					
Beam Sabers	Melee	Me	elee	+6	-3	6		•	roll a Wound roll o o inflicts a Mortal V				
Long Beam Rifle	84"	Heav	/y 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movemen phase. Subtract 2 from any target unit's Invulne Save. Each time you roll a Wound roll of 6+ wit weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. It weapon may target a Character , even if it is no closest unit.						
Titanic Feet	Melee	Me	elee	User	-2	2	Make	3 hit roll	s for each attack v	ith thi	s weapo	on.	
ABILITIES	Supplement the Long I hit rolls we Supplement causing D within 6". longer fire explodes.	Rifle, if oll a De enerato al wour ong Be	any unn 6. On a or exploo nds to e am Rifle	nodified 6, the des, very uses can i	ed e init	a 5+		,	comba	at shield	d has		
FACTION KEYWORDS	UC, 0079, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Ground												

8 POWER		M-79I DISTR						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	5 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79D 150	*	* * 7	7 7	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79D is a single mo	odel equip	oed with a 90m	m Mac	hine	Gun,	Beam	Sabers,	4-6	9"	5+	5+
Titanic Feet, Twin Link 60					,		,	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-					
90mm Machine Gun w/ Grenade Launcher +5		acking with this ract 1 from all	•					he profiles listed b	pelow.	If you c	hoose
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon m	nay only be fired o	nce p	er battle) .
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F I	y.
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a 90mm Machine Gun w/ Grenade Launcher (Power Rating +1).										
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,			

FACTION KEYWORDS UC, 0079, EFF

Titanic, Vehicle, Mobile Suit, Ground

8 POWER	RG	M-79L AR	G RM	DAMAGE Some of this mod change as it suffe shown below:									
NAME	М	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RGM-79L 180	*	* * 7	7 6	12	2	7	4+	7-12+	15"	4+	3+		
A RGM-79L is a single mo	odel equipp	ed with a Bear	n Gun,	Bear	n Sa	bers, a	and	4-6	10"	5+	4+		
Titanic Feet.			,			1-3 5" 6+							
WEAPON	RANGE TYPE S AP D ABILITIES												
Beam Gun	24"	Pistol 2D3	8	-3	4		•	u roll a wound roll o o inflicts a mortal w					
Beam Spray Gun -10	24"	Pistol 3	8	-3	4			u roll a wound roll o o inflicts a mortal w					
Beam Sabers	Melee	Melee	+6	-3	6		-	u roll a wound roll o o inflicts a mortal w					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rol	ls for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This mode	el may replace	its Bea	m Gı	ın wi	th a Be	eam Spra	ay Gun (Power Rat	ing -1).			
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

POWER	R	COM		/ I	DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79G/Gs 160	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	3+	
A RGM-79G/Gs is a single	e model eq	uipped with a 9	0mm N	/lachi	ine G	Sun, Be	eam	4-6	9"	5+	4+	
Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. 1-3 5" 6+ 5+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	24" Rapid Fire 4 6 0 1 -										
Beam Gun +60	Each time you roll a wound roll of 6+ for this 24" Pistol 2D3 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Sabers	Melee	Melee	+6	-3	6		•	ı roll a wound roll o o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	t rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	This mode	el may replace i	ts 90m	m Ma	achir	ne Gur	with a B	eam Gun (Power	Rating	g +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 RGM-79SC

DAMAGE

Some of this model's characteristics

POWER	GM	SNIP	ER	C	US	ST	OM	change as it suffe shown below:						
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	BS	Т			
RGM-79SC 285	*	6+ *	8 *	12	1	8	3+	7-12+	12"	2+	7			
A RGM-79SC is a single	model equi	pped with Be	am Sabeı	rs, a	Long	Bear	n Rifle,	4-6	9"	3+	6			
and Titanic Feet.								1-3	5"	4+	5			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES							
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	3 9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the closest unit.								
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	n.			
WARGEAR OPTIONS	This unit may additionally take a Beam Spray Gun (Power Rating +3).													
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)						
FACTION KEYWORDS	UC, 0079	, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground													

10 POWER		RGI GM S						DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	T			
RGM-79SP 190	*	6+ * 8	*	12	1	8	3+	7-12+	12"	2+	7			
A RGM-79SP is a single r Sniper Rifle, and Titanic F		pped with Bear	n Saber	rs, a	Com	bat Sh	ield, a	4-6 1-3	9" 5"	3+ 4+	6 5			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
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								
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	rema phase Save weap weap weap	model can only fire the Long Beam Rifle if it mained stationary in the preceding movement nase. Subtract 2 from any target unit's Invulnerabave. Each time you roll a Wound roll of 6+ with the eapon, it also inflicts a Mortal Wound. This eapon may only be fired 3 times in a battle. This eapon may target a Character , even if it is not the osest unit.							
Sniper Rifle	72"	Heavy 1	8	-3	6	prece roll.	eding Mov	arrying the Sniper I vement Phase, sub pon may target a C	otract	1 from th	ne hit			
Titanic Feet	Melee	Melee	User	-2	2			s for each attack w	ith thi	s weanc	ın			
WARGEAR OPTIONS	This unit r		Snipe	r Rifle	e witl	h a 90	mm Mach	nine Gun (Power F		•				
ABILITIES		Shield: A mode a 5+ invulnera			bat		le Suit (p Explode	,						
FACTION KEYWORDS	UC, 0079, EFF													
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Sni	per,	Spac	e, Gro	ound							

13 POWER		PR	OI	75 N DUC NTA		IC	N		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RX-75 265	*	*	*	7 7	12	2	7	2+	7-12+	10"	4+	4+	
A RX-75 is a single model equipped with two 120mm Low Recoil Cannons, 4-6 7" 5+ 5+													
Crushing Treads, and two								,	1-3	4"	6+	6+	
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES					
120mm Low Recoil Cannon	96"	Hea	vy D6	9	-3	2		This wea	apon may target u	nits no	ot visibl	e to	
Crushing Treads	Melee	Me	elee	User	-2	2	Make	e 2 hit rolls	s for each attack w	ith thi	s weap	on.	
Missile Launcher	72"	Hea	vy D6	8	-2	2	Blast	·.					
ABILITIES	Mobile Tank (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	S UC, 0079, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Space, Ground												

14 POWER	HAY	DAMAGE Some of this mod change as it suffe shown below:											
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Hayato Kobayashi 280	*	* *	7 7	12	2	7	2+	7-12+	10"	4+	3+		
Hayato Kobayashi in the 120mm Low Recoil Cann one unit with Hayato Kob	ons, Crushi	4-6 1-3	7" 4"	5+ 6+	4+ 5+								
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2		t. This we bearer.	apon may target u	nits no	ot visibl	e to		
Crushing Treads	Melee	Melee	User	-2	2	Make	e 2 hit roll	s for each attack w	ith thi	s weap	on.		
Missile Launcher	72"	Heavy D6	8	-2	2	Blast	t.						
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		GI	RX JNC	K-7'			N		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-77-2 240	*	*	* 7	7	15	2	7	2+	8-15+	10"	4+	4+
A RX-77-2 is a single mod	lel equippe	ed with	two 240	mm Ca	nnon	ıs, a	Core I	Fighter,	4-7	7"	5+	5+
Titanic Feet, and Twin Lin								, 	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
240mm Cannon	Blast. This weapon can target units not visible to the 84" Heavy D6 8 -3 2 bearer.										to the	
Beam Rifle +75	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Spray Missile Launcher -50	72"	Rapid	Fire D6	7	-2	1	Blas	t.				
Titanic Feet	Melee	M	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.
WARGEAR OPTIONS	This mode Rating -3 This mode).	·						Spray Missile Laun	chers	(Powe	r
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	HAY	YATO I RX		DAMAGE Some of this mod change as it suffe shown below:								
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Hayato Kobayashi 250	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	3+	
Hayato Kobayashi in the RX-77-2 Guncannon is a single model equipped with two 240mm Cannons, a Core Fighter, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Hayato Kobayashi may be included in your army. 4-7 7" 5+ 4+ 1-3 4" 6+ 5+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
240mm Cannon	84"	Blast. This weapon can target units not visible to the 84" Heavy D6 8 -3 2 bearer.										
Beam Rifle +75	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Spray Missile Launcher -50	72"	Rapid Fire D6	7	-2	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.	
WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (Power Rating -3). This model may take a Beam Rifle (Power Rating +3).											
ABILITIES	Mobile St Core Figh	,			Explode	s (p. 1)						
FACTION KEYWORDS	UC, 0079	, EFF										

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

17 POWER		KAI S RX					DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kai Shiden 270	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	3+	
Kai Shiden in the RX-77-2 240mm Cannons, a Core one of this unit may be inc	Fighter, Tit	anic Feet, and						4-7 1-3	7" 4"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
240mm Cannon	84"	,										
Beam Rifle +75	36"											
Spray Missile Launcher -50	72"	Rapid Fire D6	7	-2	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F l	ly.	
WARGEAR OPTIONS	Rating -3	• •						Spray Missile Laur	nchers	(Powe	r	
ABILITIES	Mobile Su Core Figh					Core	Explode	s (p. 1)				
PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile Sı	uit, P	syker, 1	Newtype,	Space, Ground				

11 POWER		RX-77- GUNO					7	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RX-77-3 215	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	4+	
A RX-77-3 is a single mod	el equippe	d with two 240	mm Ca	nnon	s. G	renad	es.	4-7	7"	5+	5+	
Titanic Feet, and Twin Lin					, -		,	1-3	4"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
240mm Cannon	84"	Blast. This weapon can target units not visible to the 84" Heavy D6 8 -3 2 bearer.										
Beam Rifle +75	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w				
Grenades	6"	Grenade 1	6	-1	D3	-						
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.	
WARGEAR OPTIONS	This mode	el may take a B	eam Ri	fle (F	owe	r Rat	ing +3).					
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0079,	, EFF			_							
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground										

POWER		RO GUNC	X-7' AN			NI		DAMAGE Some of this mode change as it suffer shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RX-77-4 140	*	* *	7 7	15	2	7	2+	8-15+	10"	4+	4+		
A RX-77-4 is a single mod Targeter, Grenades, Titan		sor	4-7 1-3	7" 4"	5+ 6+	5+ 6+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES			-			
Beam Cannon Repeater	48"	Each time you roll a wound roll of 6+ for this 8" Rapid Fire 2 8 -2 3 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							
Grenades	6"	Grenade 1	6	-1	D3	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit ro	lls for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all h	it rolls against targe	ets tha	t can F	ly.		
WARGEAR OPTIONS	This mode	el may take a l	Beam R	ifle (F	Powe	r Rati	ng +3).						
ABILITIES		argeter: Add ′ the Beam Can	(p.1) l es (p. 1)										
FACTION KEYWORDS	UC, 0079, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

10 POWER			X-'						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-77D 195	*	*	* 7	7	12	2	7	3+	7-12+	10"	4+	4+
A RX-77D is a single mod	el equippe	d with t	wo 240r	nm Cai	nnons	s, Tit	anic F	eet, and	4-6	7"	5+	5+
Twin Link 60mm Vulcans.						,		,	1-3	4"	6+	6+
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	LITIES				
90mm Machine Gun +15	24"	Rapid	d Fire 4	6	0	1	-					
100mm Machine Gun +25	24"	Rapid	d Fire 6	6	-1	1	-					
240mm Cannon	84"	Hea	vy D6	8	-3	2	Blast bear		apon can target un	its no	t visible	to the
Titanic Feet	Melee	M	elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can Fl	y.
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).										achine	
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

19 POWER		AMU RX	RO K-78			DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Amuro Ray 345	*	* * {	8	18	4	9	2+	7-12+	12"	2+	2+		
Amuro Ray in the RX-78-2								4-6	9"	3+	3+		
Beam Sabers, Titanic Fee one unit with Amuro Ray			. Only	1-3	5"	4+	4+						
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES						
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	Blast.							
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this											
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this											
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can Fl	y.		
WARGEAR OPTIONS								Power Rating -3). Bazooka (Power R	ating	+1).			
ABILITIES		hield: A mode a 5+ invulnera iter (p. 1)			bat		e Suit (p Explode	,					
PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0079,	EFF											
KEYWORDS	Character	Titanic, Vehic	le, Mob	ile Su	uit, A	muro R	ay, Psyk	er, Newtype, Spac	ce, Gr	ound			

15 POWER]	LUC F	E				DAMAGE Some of this mod change as it suffe shown below:							
NAME	М	WS BS		T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Luce Kassel 295		* *	8	8	18	4	9	2+	7-12+	12"	3+	2+		
Luce Kassel in the RX-78 Sabers, a Heavy Beam R Shield. Only one of this u	ifle, Titanic	Feet, Twin	Link 6	30mm	Vulc				4-6 1-3	9" 5"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE		S	AP	D	ABILI"	TIES						
Bazooka	48"	Heavy 2	D6	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.							
+140 Mega Beam Launcher	72"	Heavy 3	D3	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		9	-4	3	within autom includi can FI	1" of a li atically h ing friend l y . Each	a Beam Launcher ne drawn from the nit by the edges of dly units but exclud time you roll a Wo also inflicts a Mor	firer t the m ding m ound r	o the ta assive lodels t oll of 6	arget is beam, hat		
Titanic Feet	Melee	Melee		User	-2	2		•	s for each attack w			on.		
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2			rolls against targe		•			
WARGEAR OPTIONS	This mode	l may take	a BS				Rating	; +1).	Beam Launcher (
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)							nvulneral Pack <mark>+20</mark> Hit and l	d : A model with a ble save. A model equippe Run: This unit can (even if it has not	ed with	n a BST e 2D6" i	Pack in your		
FACTION KEYWORDS	UC, 0079,		,				2.1419	- 511400	(-12.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.			g-/-		
KEYWORDS	Character,		ehicle	Mohi	ناہ کیا	it S	nace							
INC I WORDS	Juanaciel,	ritariio, Vi	ornoic,	IVIUU	c ou	ıı, o	pauc							

14 POWER	FO	RD RO	DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Ford Romfellow 285	*	* * {	8	18	3	8	2+	7-12+	12"	3+	2+		
Ford Romfellow in the RX-78-5 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one of this unit may be included in your army. 4-6 9" 4+ 3+ 1-3 5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee												
Giant Gatling +25	36"	Assault 2D6	8	-2	2	-							
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.		
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	shield has Mobile Su	Shield: A mode a 5+ invulnera uit (p. 1) lodes (p. 1)			bat	gains	s Hit and	: A model equippe Run : This unit can (even if it has not	move	e 2D6" i	n your		
FACTION KEYWORDS	UC, 0079,	ore Explodes (p. 1) Charge phase (even if it has not declared a charge). C, 0079, EFF											

Character, Titanic, Vehicle, Mobile Suit, Space

21 POWER			GA K-78			DAMAGE Some of this mod change as it suffe shown below:									
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS				
Agar 420	*	* * 8	8	18	3	8	2+	7-12+	12"	3+	2+				
Agar in the RX-78-6 "Mud Cannons, Beam Sabers, a Link 60mm Vulcans, and a your army.	a Beam Rif	le, two Grenad	e Laun	chers	, Tita	anic Fe	et, Twin	4-6 1-3	9" 5"	4+ 5+	3+ 4+				
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES								
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		ast. This weapon can target models not visible to e bearer.								
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.									
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w							
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w							
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can Fl	y.				
WARGEAR OPTIONS	Machine (el may replace Gun (Power Ra el may take a B	iting -3), or	Bazo	oka (P	ower Ra	hine Gun (Power ting -3).	Ratin	g -3), 10	00mm				
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) BST Pack +20: A model equipped with a BST Pack gains Hit and Run: This unit can move 2D6" in you Charge phase (even if it has not declared a charge														
FACTION KEYWORDS	UC, 0079, EFF														
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile Sı	uit, S	pace, (Ground								

		CHR	IST		NA	4						
20 POWER		MAC RX-						DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Christina Mackenzie 400	*	* * 8	8	18	4	9	2+	10-18+	15"	2+	2+	
Christina Mackenzie in the 90mm Gatling Guns, Bear and Twin Link 60mm Vulc	m Sabers, a	a Beam Rifle, a	Comb	at Sh	ield,	Titanic	Feet,	5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	ΓIES					
90mm Gatling Gun	24"	Assault 6	6	-1	1	-						
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	2	Make 3	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can FI	y.	
WARGEAR OPTIONS		• •					`	ower Rating -3). Armor (Power Ra	ating ·	+1).		
	Chobham	Armor +40: A Armor increase stic by 6, while	es thei	r Wou				d : A model with a ble save.	comb	at shield	l has	
	characteris	stic is reduced may be ejecte	by 3.	The	Э,	360° C	ockpit:	May reroll a hit ro	ll once	e per tur	'n.	
	values. A	all characteristi ny wounds lost Chobham Armo	are fir	•				This unit can move (even if it has not				
ABILITIES							Suit (p Explode	,				
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Character,	Character, Titanic, Vehicle, Mobile Suit, Ground, Space										



RX-79[G] GUNDAM GROUND TYPE

DAMAGE

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

NAME		М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RX-79[G]	225	*	*	*	8	8	18	2	7	2+	10-18+	12"	4+	3+
A RX-79[G] is a sing	ale mode	achine	5-9	9"	5+	4+								
Gun, Beam Sabers,		1-4	5"	6+	5+									

illiauricrier,	Titallic i eet, ai	iu a co	סטוווי	at Offi	ciu.	1-4	ວ	0+	Ð+			
RANGE	TYPE	S	ΑP	D	ABILITIES							
12"	Rapid Fire 2	4	0	2	Add 1 to all hit	rolls against targ	ets that	can Fl	y.			
24"	Rapid Fire 6	6	-1	1	-							
48"	Heavy 1	8	-3	2D6	-							
48"	Heavy 2D6	8	-2	1	Blast.							
36"	Heavy 3	8	-3	4	•							
Melee	Melee	+6	-3	6	•							
72"	Heavy D6	8	-2	2	Blast.							
12"	Grenade 1	*	*	*	target. Instead Launchers, you	, if a unit is hit by ir opponent mus	any M t subtra	ulti ct 1 fror				
Melee	Melee	User	-2	2	Make 3 hit rolls	for each attack	with this	s weapo	on.			
	• •					azooka, a Missil	e Laun	cher, a				
				bat	***	,						
UC, 0079, EFF												
Titanic, Ve	Titanic, Vehicle, Mobile Suit, Gundam, Ground											
	RANGE 12" 24" 48" 48" 36" Melee 72" 12" Melee This mode 180mm Ca Combat S shield has UC, 0079,	RANGE TYPE 12" Rapid Fire 2 24" Rapid Fire 6 48" Heavy 1 48" Heavy 2D6 36" Heavy 3 Melee Melee 72" Heavy D6 12" Grenade 1 Melee Melee This model may replace is 180mm Cannon, or a Beat Shield: A model shield has a 5+ invulnerated.	RANGE TYPE S 12" Rapid Fire 2 4 24" Rapid Fire 6 6 48" Heavy 1 8 48" Heavy 2D6 8 36" Heavy 3 8 Melee Melee +6 72" Heavy D6 8 12" Grenade 1 * Melee Melee User This model may replace its 100n 180mm Cannon, or a Beam Rifle Combat Shield: A model with a shield has a 5+ invulnerable save UC, 0079, EFF	RANGE TYPE S AP 12" Rapid Fire 2 4 0 24" Rapid Fire 6 6 -1 48" Heavy 1 8 -3 48" Heavy 2D6 8 -2 36" Heavy 3 8 -3 Melee Melee +6 -3 72" Heavy D6 8 -2 This model may replace its 100mm Name of the search of t	RANGE TYPE S AP D 12" Rapid Fire 2 4 0 2 24" Rapid Fire 6 6 -1 1 48" Heavy 1 8 -3 2D6 48" Heavy 2D6 8 -2 1 36" Heavy 3 8 -3 4 Melee Melee +6 -3 6 72" Heavy D6 8 -2 2 12" Grenade 1 * * * Melee Melee User -2 2 This model may replace its 100mm Maching 180mm Cannon, or a Beam Rifle (Power Combat Shield: A model with a combat shield has a 5+ invulnerable save. UC, 0079, EFF	12" Rapid Fire 2 4 0 2 Add 1 to all hit 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. 36" Heavy 3 8 -3 4 weapon, it also Each time you weapon, it also Each time you weapon, it also Each time you weapon, it also 72" Heavy D6 8 -2 2 Blast. This weapon do target. Instead Launchers, you hit rolls for that Melee Melee User -2 2 Make 3 hit rolls This model may replace its 100mm Machine Gun with a B 180mm Cannon, or a Beam Rifle (Power Rating +3). Combat Shield: A model with a combat shield has a 5+ invulnerable save. UC, 0079, EFF	RANGE TYPE S AP D ABILITIES 12" Rapid Fire 2 4 0 2 Add 1 to all hit rolls against target 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. Beach time you roll a wound roll weapon, it also inflicts a mortal Each time you roll a wound roll weapon, it also inflicts a mortal Each time you roll a wound roll weapon, it also inflicts a mortal Parameter This weapon does not inflict any target. Instead, if a unit is hit by Launchers, your opponent must 12" Grenade 1 * * * hit rolls for that unit until the end Melee Melee User -2 2 Make 3 hit rolls for each attack This model may replace its 100mm Machine Gun with a Bazooka, a Missil 180mm Cannon, or a Beam Rifle (Power Rating +3). Combat Shield: A model with a combat Shield: A model with a comb	RANGE TYPE S AP D ABILITIES 12" Rapid Fire 2 4 0 2 Add 1 to all hit rolls against targets that 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. Bach time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Parameter of the properties of the state of the sta	RANGE TYPE S AP D ABILITIES 12" Rapid Fire 2 4 0 2 Add 1 to all hit rolls against targets that can FI 24" Rapid Fire 6 6 -1 1 - 48" Heavy 1 8 -3 2D6 - 48" Heavy 2D6 8 -2 1 Blast. 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound. Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound. 72" Heavy D6 8 -2 2 Blast. 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 12" Grenade 1 * * * hit rolls for that unit until the end of the turn. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon 180mm Cannon, or a Beam Rifle (Power Rating +3). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Weden 1 to all hit rolls against targets that can FI 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1			

12 POWER		RX-79) [G] <i>P</i>	4 C	Œ		DAMAGE Some characteristics ch damage, as show	ange	as it su		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RX-79[G] Ace 235	*	* * 8	8	18	2	7	2+	10-18+	12"	3+	3+	
A RX-79[G] Ace is a sing	le model eq	uipped with a 6	30mm √	/ulca	ın, a 1	I00mm		5-9	9"	4+	4+	
Machine Gun, Beam Sab	ers, a Multi	auncher, Titan	ic Feet,	and	a Co	mbat S	hield.	1-4	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES					
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can FI	y.	
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			roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Multi Launcher	12"	Grenade 1	*	*	*	target.	Instead	oes not inflict any l, if a unit is hit by ur opponent must unit until the end	any M subtra	lulti act 1 fro		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS		el may replace annon, or a Be						Bazooka, a Missile	Laun	cher, a		
ABILITIES		Shield: A mode a 5+ invulnera			e Suit (p Explode							
FACTION KEYWORDS	UC, 0079	EFF		_								
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground										

13 POWER		SHIRO RX-79						DAMAGE Some characteristics ch damage, as show	nange	as it su		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Shiro Amada 255	*	* * 8	8	18	4	9	2+	10-18+	12"	3+	2+	
Shiro Amada in the RX-79 Vulcan, a 100mm Machine		•						5-9	9"	4+	3+	
Combat Shield. Only one								1-4	5"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can Fl	y.	
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		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6		ch time you roll a wound roll of 6+ for this apon, it also inflicts a mortal wound.					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Multi Launcher	12"	Grenade 1	*	*	*	target Laund	i. Instead chers, you	oes not inflict any I, if a unit is hit by ur opponent must unit until the end	any M subtra	lulti ict 1 fro		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS		el may replace i annon, or a Bea						Bazooka, a Missile	Laun	cher, a		
ADII ITIES	Combat Shield: A model with a combat						le Suit (p	,				

shield has a 5+ invulnerable save.

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

UC, 0079, EFF

Core Explodes (p. 1)

ABILITIES

KEYWORDS

FACTION KEYWORDS

15 POWER		YUU I RX-						DAMAGE Some characteristics ch damage, as show	nange	as it su			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Yuu Kajima 290	*	* * 8	8	18	2	8	2+	10-18+	12"	3+	3+		
Yuu Kajima in the RX-79BD-1 Blue Destiny Unit 1 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Yuu Kajima may be taken for your army. 5-9 9" 4+ 5" 5+											4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
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			roll a wound roll of 6+ for this o inflicts a mortal wound.					
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle	of this weapon may only be fired once per						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	I to all hit	rolls against targe	ts tha	t can F l	ly.		
ABILITIES	Mobile Su	uit (p. 1) lodes (p. 1)					bat Shiel invulneral	d : A model with a ble save.	comb	at shield	d has		
PSYKER	Exam System: A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0079	, EFF											
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile S	uit, Y	uu Kaj	ima, Psyk	er, Newtype, Gro	und				

16		YUU I						DAMAGE Some characteristics ch					
POWER NAME	M	WS BS S		W	A	Ld	Sv	damage, as show	n belo M	ow: WS	BS		
Yuu Kajima 300	*	* * 8		18	3	8	2+	10-18+	12"	3+	2+		
Yuu Kajima in the RX-79E equipped with two 90mm Combat Shield, two Grena	Machine G ade Launch	uns, a 100mm ners, Titanic Fe	Machin et, and	e Gu Twin	ın, B Link	eam S : 60mn	abers, a	5-9	9"	4+	3+		
Vulcans. Only one model WEAPON	RANGE	TYPE	taken t	or yo	our a	-	ITIES	1-4	5"	5+	4+		
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	- ADIL	IIIES						
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1								
Beam Rifle +50		Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	Melee	+6	-3	6		_	ou roll a wound roll of 6+ for this so inflicts a mortal wound.					
Grenade Launcher	30"	Assault 1	6	-1	D3			eapon may only be	e fired	once p	er		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can Fl	y.		
WARGEAR OPTIONS	This mode	el may replace i	it's 100	mm I	Mach	ine Gu	un with a l	Beam Rifle (Powe	r Rati	ng +3).			
ABILITIES	Mobile St	uit (p. 1)						d : A model with a ble save.	comba	at shield	d has		
PSYKER	Core Explodes (p. 1) a 5+ invulnerable save. 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 Space	, Titanic, Vehicl	e, Mob	ile Si	uit, G	undan	n, Yuu Ka	jima, Psyker, New	type,	Ground	,		

16 POWER		CHLOI RX-				CE	1	DAMAGE Some of characteristics charage, as show	ange	as it su				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Chloe Croce 325	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+			
Chloe Croce in the RX-80l Machine Gun, Beam Sabe Feet, and Twin Link 60mm your army.	rs, a Com	bat Shield, two \$	Small E	3ean	n Gur	ns, Tita	nic	5-9 1-4	9" 5"	4+ 5+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES							
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.								
							-	roll a wound roll o						
Beam Sabers	Melee	Melee	+6	-3	6	weap	on, 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			roll a wound roll o inflicts a mortal w						
Small Beam Gun	12"	Pistol 2	8	-3	2		-	roll a wound roll o inflicts a mortal w						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.								
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can Fl	y.			
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). Core Explodes (p. 1) Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge) Combat Shield: A model with a combat shield has a 5+ invulnerable save. BST Pack +20: A model equipped with a BST Pack										n Rifle				
ABILITIES	Mobile S						Hit and I							
PSYKER	psyker. H Newtype I is success fails, this I own. This	HADES System: A model with the HADES system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0079													
KEYWORDS		•	e, Mobi	ile S	uit, P	syker,	Newtype.	Ground, Space						