

MERCENARIES PD323 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Mercenaries 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 Mercenaries units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Mercenaries 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**.

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.

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).

Weapon Types

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

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

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

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

Alaya-Vijnana

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

ALAYA-VIJNANA DISCIPLINE

Murder Machine

Murder Machine has a warp charge value of 8. If manifested, the Alaya-Vijnana unit doubles its current Attacks value for this turn.

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 Alaya-Vijnana'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 Alaya-Vijnana'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 Alaya-Vijnana's unit can Charge this turn.



19

POWER

MIKAZUKI AUGUS

ASW-G-08

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
Mikazuki Augus	380pts	*	*	*	8	9	18	5	9	2+	10-18+	12"	2+	3+
Mikazuki Augus in an ASW-G-08 Barbatos is a single model equipped with a Mace, a Smoothbore Gun, and Titanic Feet. Only one unit with Mikazuki Augus may be included in your army.											5-9	9"	3+	4+
											1-4	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
170mm Autocannon	+15	24"	Assault 2	7	-2	1 -
Forearm Mortar	+10	48"	Heavy 1	8	-2	D6 This weapon may only be fired twice in a battle.
Long Sword	+20	Melee	Melee	+3	-3	6 Each time you roll an Attack roll of 6+ with this weapon, you gain an additional hit with it.
Mace	+20	Melee	Melee	Sx2	-4	6 Subtract 1 from all hit rolls made with this weapon.
Smoothbore Gun	+25	When attacking with this gun, choose one of the profiles below.				
--- Cannon		48"	Heavy 1	8	-2	2D6 -
--- Machine Gun		24"	Rapid Fire 6	6	0	1 -
Titanic Feet		Melee	Melee	User	-2	2 Make 3 hit rolls for each attack with this weapon.
Wrench Mace	+40	Melee	Melee	Sx2	-5	6 Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Subtract 1 from all hit rolls made with this weapon.

This model must choose a Form:

1st Form: Remove Mace, reduce T by 1. (-2 Power)

2nd Form: No Changes.

3rd Form: Take Wire Claw. (+1 Power)

4th Form: Take Long Sword. (+1 Power)

5th Form: Take Long Sword, 2x Forearm Mortars, Boost Pack, Reactive Armor. Space Only. (+5 Power)

5th Form (G): Remove Mace, Smoothbore Gun. Take Wrench Mace, Long Sword, 2x 170mm Autocannons. Ground Only. (+2 Power)

6th Form: Remove Mace, Smoothbore Gun. Take Wrench Mace, Long Sword, 2x 170mm Autocannons, Boost Pack, Reactive Armor. Ground Only. (+4 Power)

WARGEAR OPTIONS

Reactive Armor +40: Once per battle, a model with Reactive Armor may eject it at any time to negate the effects and damage to it from a single unit's shooting or fighting attacks during a single phase.

Boost Pack +20: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.

Limiter Off: This unit may reroll failed psyker tests.

Wire Claw +15: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.

Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.

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

ABILITIES**PSYKER**

Alaya-Vijnana x3: A model that is a Alaya-Vijnana x3 is considered a psyker. This model can attempt to manifest up to two psychic powers 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

PSYKER (cont.)	Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Gundam, Psyker, Mikazuki August

<div>17 POWER</div> <div>AKIHIRO ALTLAND ASW-G-11 REBAKE</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																															
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Akihiro Altland</td><td>345pts</td><td>*</td><td>*</td><td>*</td><td>8</td><td>8</td><td>18</td><td>3</td><td>9</td><td>2+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	Akihiro Altland	345pts	*	*	*	8	8	18	3	9	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>10-18+</td><td>12"</td><td>3+</td><td>2+</td></tr><tr><td>5-9</td><td>9"</td><td>4+</td><td>3+</td></tr><tr><td>1-4</td><td>5"</td><td>5+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	10-18+	12"	3+	2+	5-9	9"	4+	3+	1-4	5"	5+	4+																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																																	
Akihiro Altland	345pts	*	*	*	8	8	18	3	9	2+																																																																
REMAINING W	M	WS	BS																																																																							
10-18+	12"	3+	2+																																																																							
5-9	9"	4+	3+																																																																							
1-4	5"	5+	4+																																																																							
Akihiro Altland in an ASW-G-11 Gundam Gusion Rebake is a single model equipped with a Gusion Shield, Gusion Chopper, Halberd, and Titanic Feet. Only one unit with Akihiro Altland may be included in your army. Only one unit with Gusion may be included in your army.																																																																										
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>120mm Long Range Rifle</td><td>+40</td><td>36"</td><td>Rapid Fire 6</td><td>7</td><td>-2</td><td>1</td><td>-</td></tr><tr><td>Gusion Chopper</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Halberd</td><td>Melee</td><td>Melee</td><td>Sx2</td><td>-4</td><td>6</td><td>Subtract 1 from all hit rolls made with this weapon.</td></tr><tr><td>Smoothbore Gun</td><td>+25</td><td colspan="8">When attacking with this gun, choose one of the profiles below.</td></tr><tr><td>--- Cannon</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-2</td><td>2D6</td><td>-</td></tr><tr><td>--- Machine Gun</td><td>24"</td><td>Rapid Fire 6</td><td>6</td><td>0</td><td>1</td><td>-</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>															WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	120mm Long Range Rifle	+40	36"	Rapid Fire 6	7	-2	1	-	Gusion Chopper	Melee	Melee	+3	-3	6	-	Halberd	Melee	Melee	Sx2	-4	6	Subtract 1 from all hit rolls made with this weapon.	Smoothbore Gun	+25	When attacking with this gun, choose one of the profiles below.								--- Cannon	48"	Heavy 1	8	-2	2D6	-	--- Machine Gun	24"	Rapid Fire 6	6	0	1	-	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																																				
120mm Long Range Rifle	+40	36"	Rapid Fire 6	7	-2	1	-																																																																			
Gusion Chopper	Melee	Melee	+3	-3	6	-																																																																				
Halberd	Melee	Melee	Sx2	-4	6	Subtract 1 from all hit rolls made with this weapon.																																																																				
Smoothbore Gun	+25	When attacking with this gun, choose one of the profiles below.																																																																								
--- Cannon	48"	Heavy 1	8	-2	2D6	-																																																																				
--- Machine Gun	24"	Rapid Fire 6	6	0	1	-																																																																				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.																																																																				
<div>WARGEAR OPTIONS</div> <div>This unit may take up to two Smoothbore Guns (Power Rating +1 each). This unit may take a 120 mm Long Range rifle (Power Rating +2).</div>																																																																										
<div>ABILITIES</div> <div><div>Sub Arms: This unit may make 2 extra attacks in the Fight phase if the 120mm Long Range Rifle was not taken in addition to the Smoothbore Gun(s).</div><div>Aiming Mode: This unit may transform into Aiming Mode or back at the beginning of each of your movement phases. When transformed, the Gusion Shield must be stowed and the Gusion Rebake may not move or fight in melee. You may reroll any or all ranged attack dice while in Aiming mode.</div></div> <div><div>Gusion Shield: A Gusion Shield may be wielded or stowed at the beginning of each of your movement phases. When wielded, it provides a 4+ Invulnerable save. When stowed, it provides Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</div><div>Core Explodes (p. 1), Mobile Suit (p. 1)</div></div>																																																																										
<div>PSYKER</div> <div>Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.</div>																																																																										
<div>FACTION KEYWORDS</div> <div>PD, PD323, Mercenaries, Tekkadan</div>																																																																										
<div>KEYWORDS</div> <div>Titanic, Vehicle, Psyker, Mobile Suit, Space, Ground, Character, Gundam, Gusion, Akihiro Altland</div>																																																																										



13

POWER

AKIHIRO ALTLAND
EB-06/TC

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
Akihiro Altland	235pts	*	*	*	6	8	12	3	8	3+	7-12+	12"	3+	3+
Akihiro Altland in an EB-06/tc Graze Custom is a single model equipped with a 120mm Machine Gun, a Battle Axe, a Boost Pack, and Titanic Feet. Only one unit with Akihiro Altland may be included in your army. Only one unit with EB-06/tc may be included in your army.											4-6	9"	4+	4+
											1-3	5"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	6	-1	1	-
Battle Axe	Melee	Melee	+3	-3	6	-
Bazooka	-5 48"	Heavy 2D6	8	-2	1	Blast.
Smoothbore Gun	-5	When attacking with this gun, choose one of the profiles below.				
--- Cannon	48"	Heavy 1	8	-2	2D6	-
--- Machine Gun	24"	Rapid Fire 6	6	0	1	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka or a Smoothbore Gun.
------------------------	--

ABILITIES	<p>Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.</p> <p>Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</p> <p>Core Explodes (p. 1); Mobile Suit (p. 1)</p>
------------------	--

FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan
-------------------------	----------------------------------

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Akihiro Altland, EB-06/tc
-----------------	--



14

POWER


NORBA SHINO

EB-06/TC2

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	
Norba Shino	255pts	*	*	*	6	8	12	3	8	3+	7-12+	15"	3+	3+
Norba Shino in an EB-06/tc2 Ryusei-Go (Graze Custom II) is a single model equipped with two 120mm Machine Guns, a Battle Axe, a Boost Pack, and Titanic Feet. Only one unit with Norba Shino may be included in your army. Only one unit with EB-06/tc may be included in your army.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
120mm Machine Gun		30"	Assault 12	6	-1	1	-							
Battle Axe		Melee	Melee	+3	-3	6	-							
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.							
		Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.					Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							
ABILITIES		Core Explodes (p. 1)					Mobile Suit (p. 1)							
		Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.												
PSYKER														
FACTION KEYWORDS		PD, PD323, Mercenaries, Tekkadan												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Psyker, Space, Ground, Character, Norba Shino, EB-06/tc, EB-06/tc2												

<div><div><div>7 POWER</div></div><div><div>NADI YUKINOJO</div><div>KASSAPA</div><div>JEE-M103</div></div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>BS</div> <div>A</div>			
<div>Nadi Yukinojo Kassapa</div> <div>140pts</div> <div>*</div> <div>5+</div> <div>*</div> <div>6</div> <div>7</div> <div>12</div> <div>*</div> <div>8</div> <div>3+</div>											<div>7-12+</div> <div>8-30"</div> <div>3+</div> <div>3</div>			
<div>Nadi Yukinojo Kassapa in a JEE-M103 Kutan Type-III is a single model equipped with two 120mm Machine Guns and Ram Points. Only one of this unit may be included in your army.</div>											<div>4-6</div> <div>8-16"</div> <div>4+</div> <div>D3</div>			
											<div>1-3</div> <div>8-12"</div> <div>5+</div> <div>1</div>			
<div><div>WEAPON</div><div>RANGE</div><div>TYPE</div><div>S</div><div>AP</div><div>D</div><div>ABILITIES</div></div>														
<div>120mm Machine Gun</div> <div>30"</div> <div>Assault 12</div> <div>6</div> <div>-1</div> <div>1</div> <div>-</div>														
<div>Smoothbore Gun</div> <div>+25</div> <div>When attacking with this gun, choose one of the profiles below.</div>														
<div>--- Cannon</div> <div>48"</div> <div>Heavy 1</div> <div>8</div> <div>-2</div> <div>2D6</div> <div>-</div>														
<div>--- Machine Gun</div> <div>24"</div> <div>Rapid Fire 6</div> <div>6</div> <div>0</div> <div>1</div> <div>-</div>														
											<div>If this unit charged this turn, increase damage to 9.</div> <div>If this unit did not charge this turn, subtract 1 from all hit rolls made with this weapon.</div>			
<div>Ram Points</div> <div>Melee</div> <div>Melee</div> <div>Sx2</div> <div>-4</div> <div>6</div> <div></div>														
<div>WARGEAR OPTIONS</div> <div>This unit may take up to 2 Smoothbore Guns (Power Rating +1 each).</div>														
<div><div>Mobile Transfer:</div><div>An embarked model may take control of the Kutan Type-III at the beginning of any of their movement phases. The Kutan Type-III is no longer counted as a separate unit, and the embarked model gains Hard to Hit, +6" to its Speed Characteristic, +1 to its Toughness, +1 to its armor saves, and +6 Wounds, damage being allocated to the Kutan Type-III first. After 6 wounds are taken, if the mobile suit returns control to the Kutan Type-III, or disembarks, the mobile suit is automatically disembarked and the Kutan Type-III is considered lost. Otherwise, the embarked model may disembark as normal, returning all values to their printed numbers, or may return control to the Kutan Type-III.</div></div> <div><div>Ram Points:</div><div>When a mobile suit has taken control of the Kutan Type-III, they may declare to use the points as melee weapons or as a Combat Shield, gaining a 5+ invulnerable save. Once declared during a turn, it remains in that mode for the rest of that turn.</div></div> <div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div> <div><div>Airborne:</div><div>This model cannot charge, 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.</div></div> <div><div>Supersonic:</div><div>Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and 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 a dice.</div></div>														
<div>ABILITIES</div>														
<div>TRANSPORT</div> <div>This model may only transport either the ASW-G-08 Barbatos or the EB-06/tc2 Ryusei-Go (Graze Custom 2).</div>														
<div>FACTION KEYWORDS</div> <div>PD, PD323, Mercenaries, Tekkadan</div>														
<div>KEYWORDS</div> <div>Titanic, Vehicle, Aircraft, Space, Character</div>														



4

POWER

TK-53

CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
TK-53	85pts	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53 CGS Mobile Worker. It can include 1 additional TK-53 model (Power Rating +4) or 2 additional TK-53 models (Power Rating +8). Each model is equipped with two 30mm Machine Guns..										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
30mm Machine Gun	24"	Rapid Fire 4		6	0	1	-			
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.									
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan									
KEYWORDS	Vehicle, Ground, Space, Psyker									



5

POWER

TK-53 REAR SUPPORT

CGS MOBILE WORKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
TK-53 Rear Support	105pts	6"	4+	4+	5	5	6	1	7	3+
This unit contains 1 TK-53 CGS Rear Support Mobile Worker. It can include 1 additional TK-53 Rear Support model (Power Rating +5) or 2 additional TK-53 Rear Support models (Power Rating +10). Each model is equipped with two Missile Launchers.										
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES		
Missile Launcher	72"		Heavy D6		8	-2	2	Blast.		
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.								
PSYKER		Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS		PD, PD323, Mercenaries, Tekkadan								
KEYWORDS		Vehicle, Ground, Space, Psyker								



4

POWER

AKIHIRO ALTLAND

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Akihiro Altland	90pts	6"	3+	2+	5	5	6	3	7	3+	
Akihiro Altland in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one unit with Akihiro Altland may be included in your army.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
30mm Machine Gun	24"	Rapid Fire 4	6	0	1	-					
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.										
	Crushing: Any Tekkadan unit within 6" may reroll failed Wound rolls.										
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan										
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Akihiro Altland										



4

POWER

BISCUIT GRIFFON

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Biscuit Griffon	90pts	6"	4+	3+	5	5	6	2	7	3+
Biscuit Griffon in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one of this unit may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-			
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.									
	Logistics: Any Tekkadan unit within 6" may reroll 1s on Advance or Charge rolls.									
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan									
KEYWORDS	Vehicle, Ground, Space, Psyker, Character									



5
POWER

ORGA ITSUKA

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Orga Itsuka	100pts	6"	3+	2+	5	5	6	3	9	3+
Orga Itsuka in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one unit with Orga Itsuka may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-			
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. Inspiring: Any Tekkadan Unit within 6" may reroll failed hit rolls.									
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan									
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Orga Itsuka									



5
POWER

EUGENE SEVENSTARK

TK-53/C

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Eugene Sevenstark	100pts	6"	3+	2+	5	5	6	3	8	3+
Eugene Sevenstark in a TK-53/c CGS Mobile Worker Command Type is a single model equipped with two 30mm Machine Guns. Only one unit with Eugene Sevenstark may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
30mm Machine Gun	24"	Rapid Fire 2		6	0	1	-			
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.									
	Tactical Genius: Any Tekkadan unit within 6" may reroll failed Charge rolls.									
PSYKER	Alaya-Vijnana: A model that has an Alaya-Vijnana system is considered a psyker. This model can attempt to manifest up to 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	PD, PD323, Mercenaries, Tekkadan									
KEYWORDS	Vehicle, Ground, Space, Psyker, Character, Eugene Sevenstark									



20

POWER

KUDAL CADEL

ASW-G-11

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		
Kudal Cadel	400pts	*	*	*	8	10	18	3	9	2+	10-18+	14"	2+	3+	
Kudal Cadel in an ASW-G-11 Gundam Gusion is a single model equipped with 400mm Buster Anchors, Grenades, a Gusion Chopper, Gusion Hammer, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Gusion may be included in your army.										5-9	10"	3+	4+		
										1-4	7"	4+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
90mm Submachine Gun	+25	24"	Rapid Fire 4		6	-1	1	-							
400mm Buster Anchors	48"	Heavy 4		8	-3	2D3	-								
Grenades	When attacking with this weapon, choose one of the profiles listed below:														
---- Frag	6"	Grenade D6		6	-1	1	Blast.								
---- Krak	6"	Grenade 1		6	-1	D3	-								
Gusion Chopper	Melee	Melee		+3	-3	6	-								
Gusion Hammer	Melee	Melee		Sx2	-4	9	Subtract 1 from all hit rolls made with this weapon.								
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 unit may take a 90mm Submachine Gun (Power Rating +1).														
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1), Mobile Suit (p. 1) Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.														
FACTION KEYWORDS	PD, PD323, Mercenaries, Brewers														
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Space, Character, Gundam, Gusion														

<div><div><div>12 POWER</div></div><div>MASAHIRO ALTLAND UGY-R41</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																													
NAME											M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS																	
Masahiro Altland											250pts	*	*	*	7	9	15	3	8	3+	8-15+	14"	3+	3+																
Masahiro Altland in a UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this unit may be included in your army.															4-7	10"	4+	4+																						
															1-3	7"	5+	5+																						
WEAPON											RANGE		TYPE		S	AP	D	ABILITIES																						
90mm Submachine Gun											24"		Rapid Fire 4		6	-1	1	-																						
Grenades											When attacking with this weapon, choose one of the profiles listed below:																													
---- Frag											6"		Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.																						
---- Krak											6"		Grenade 1		6	-1	D3	-																						
Hammer Chopper											Melee		Melee		+3	-3	6	-																						
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											<div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div> <div>Core Explodes (p. 1)</div> <div>Mobile Suit (p. 1)</div> <div>Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.</div> <div>Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.</div>																													
											PSYKER											Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.																		
																						FACTION KEYWORDS											PD, PD323, Mercenaries, Brewers							
KEYWORDS											Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker, Character																													



12

POWER

ASTON ALTLAND

UGY-R41

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	
Aston Altland	250pts	*	*	*	7	9	15	3	8	3+	8-15+	14"	3+	3+
Aston Altland in a UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw. Only one of this unit may be included in your army.										4-7	10"	4+	4+	
										1-3	7"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
90mm Submachine Gun	24"	Rapid Fire 4		6	-1	1	-							
Grenades	When attacking with this weapon, choose one of the profiles listed below:													
---- Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
---- Krak	6"	Grenade 1		6	-1	D3	-							
Hammer Chopper	Melee	Melee		+3	-3	6	-							
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 .							
						Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.								
						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
						Core Explodes (p. 1)								
ABILITIES						Mobile Suit (p. 1)								
						Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.								
PSYKER														
FACTION KEYWORDS		PD, PD323, Mercenaries, Brewers												
KEYWORDS		Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker, Character												



DERMA ALTLAND
UGY-R41

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

13



11

POWER

UGY-R41 MAN RODI

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	
UGY-R41	230pts	*	*	*	7	9	15	3	8	3+	8-15+	14"	4+	4+
A UGY-R41 Man Rodi is a single model equipped with a 90mm Submachine Gun, Grenades, a Hammer Chopper, Titanic Feet, Twin Link 60mm Vulcans, and a Wire Claw.										4-7	10"	5+	5+	
										1-3	7"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
90mm Submachine Gun	24"	Rapid Fire 4		6	-1	1	-							
Grenades	When attacking with this weapon, choose one of the profiles listed below:													
---- Frag	6"	Grenade 3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.							
---- Krak	6"	Grenade 1		6	-1	D3	-							
Hammer Chopper	Melee	Melee		+3	-3	6	-							
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 .							
							Wire Claw: A model with a Wire Claw may activate it to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase. The Wire Claw provides a 6+ Invulnerable Save.							
							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							
							Core Explodes (p. 1)							
ABILITIES							Mobile Suit (p. 1)							
							Alaya-Vijnana: A model that is a Alaya-Vijnana is considered a psyker. This model can attempt to manifest up to one 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 Alaya-Vijnana Discipline (p. 1) when manifesting. Note - Alaya-Vijnana units do not know Smite, and do not damage other models from Perils of the Warp.							
PSYKER														
FACTION KEYWORDS							PD, PD323, Mercenaries, Brewers							
KEYWORDS							Fly, Titanic, Vehicle, Mobile Suit, Space, Psyker							



16

POWER

MONTAG
V08-1228

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	
Montag	320pts	*	*	*	8	8	18	6	9	3+	10-18+	15"	2+	2+
Montag in a V08-1228 Grimgerde is a single model equipped with two Light Shields, Titanic Feet, and Twin Valkyrie Swords. Only one unit with Grimgerde may be taken for your army. This unit may not be taken in the same army as a unit with McGillis Fareed .										5-9	10"	3+	3+	
										1-4	6"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Grimgerde Rifle		+40	36"	Assault 12		6	-1	1	-					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Valkyrie Swords		Melee		Melee		+3	-4	6	-					
WARGEAR OPTIONS		This model may take a Grimgerde Rifle (Power Rating +2).												
ABILITIES		Two Light Shields: A Unit with two Light Shields has a 5+ invulnerable save.												
		Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.								Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.				
		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								Mobile Suit (p. 1)				
FACTION KEYWORDS		Core Explodes (p. 1)												
KEYWORDS		PD, PD323, Mercenaries, Montag Company												
		Titanic, Vehicle, Mobile Suit, Space, Ground, Psyker, Character, Grimgerde												

<div><div><div><div></div><div>11</div><div>POWER</div></div></div><div>STH-05</div><div>HYAKUREN</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																									
<table><tr><th>NAME</th><th></th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>STH-05</td><td>225pts</td><td>*</td><td>*</td><td>*</td><td>6</td><td>8</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME		M	WS	BS	S	T	W	A	Ld	Sv	STH-05	225pts	*	*	*	6	8	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+
NAME		M	WS	BS	S	T	W	A	Ld	Sv																																										
STH-05	225pts	*	*	*	6	8	12	2	7	3+																																										
REMAINING W	M	WS	BS																																																	
7-12+	12"	4+	4+																																																	
4-6	9"	5+	5+																																																	
1-3	5"	6+	6+																																																	
An STH-05 Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.																																																				
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																											
120mm Machine Gun		30"		Assault 12		6	-1	1	-																																											
Battle Blade		Melee		Melee		+3	-3	6	-																																											
Bazooka		-5 48"		Heavy 2D6		8	-2	1	Blast.																																											
Knuckle Guards		Melee		Melee		+1	-2	2	Make 2 hit rolls for each attack with this weapon.																																											
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.																																																		
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.									Core Explodes (p. 1) Mobile Suit (p. 1)																																									
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines																																																		
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground																																																		



12

POWER

STH-05 HYAKUREN VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
STH-05 Veteran	235pts	*	*	*	6	8	12	2	8	3+	7-12+	12"	4+	3+
An STH-05 Hyakuren Veteran is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Battle Blade	Melee	Melee		+3	-3	6	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Knuckle Guards	Melee	Melee		+1	-2	2	Make 2 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace the 120mm Machine Gun with a Bazooka.													
ABILITIES	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Core Explodes (p. 1) Mobile Suit (p. 1)													
FACTION KEYWORDS	PD, PD323, Mercenaries, Turbines													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



12

POWER

STH-05 HYAKUREN ACE

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS	
STH-05 Ace	245pts	*	*	*	6	8	12	3	8	3+	7-12+				12"	3+	2+	
An STH-05 Hyakuren Ace is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards.											4-6				9"	4+	3+	
											1-3				5"	5+	4+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES									
120mm Machine Gun		30"		Assault 12		6	-1	1	-									
Battle Blade		Melee		Melee		+3	-3	6	-									
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.								
Knuckle Guards		Melee		Melee		+1	-2	2	Make 2 hit rolls for each attack with this weapon.									
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.																
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Core Explodes (p. 1) Mobile Suit (p. 1)																
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines																
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character																



14

POWER

AZEE GURUMIN

STH-05

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
Azee Gurumin	245pts	*	*	*	6	8	12	4	8	3+	7-12+	12"	3+	2+
Azee Gurumin in an STH-05 Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards. Only one unit with Azee Gurumin may be taken for your army.											4-6	9"	4+	3+
											1-3	5"	5+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Battle Blade		Melee		Melee		+3	-3	6	-					
Bazooka		-5	48"	Heavy 2D6		8	-2	1	Blast.					
Knuckle Guards		Melee		Melee		+1	-2	2	Make 2 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.												
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks. Core Explodes (p. 1) Mobile Suit (p. 1)												
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Azee Gurumin												



13

POWER

AMIDA ARCA

STH-05/AC

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	
Amida Arca	255pts	*	*	*	6	8	15	4	9	3+	8-15+	12"	2+	2+
Amida Arca in an STH-05/AC Amida's Hyakuren is a single model equipped with a 120mm Machine Gun, a Battle Blade, and Knuckle Guards. Only one unit with Amida Arca may be taken for your army.										4-7	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
120mm Machine Gun		30"	Assault 12	6	-1	1	-							
Battle Blade		Melee	Melee	+3	-3	6	-							
Bazooka		-5 48"	Heavy 2D6	8	-2	1	Blast.							
Knuckle Guards		Melee	Melee	+2	-2	3	Make 2 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace the 120mm Machine Gun with a Bazooka.												
										Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.				
										Core Explodes (p. 1)				
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.										Mobile Suit (p. 1)		
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Amida Arca												



14

POWER

AZEE GURUMIN

STH-05R

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	
Azee Gurumin	275pts	*	*	*	6	8	15	4	8	3+	8-15+	12"	3+	2+	
Azee Gurumin in an STH-05R Rouei is a single model equipped with a 80mm Short Rifle, a Battle Club, a Boost Pack, and Titanic Feet. Only one unit with Azee Gurumin may be taken for your army.											4-7	9"	4+	3+	
											1-3	5"	5+	4+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
80mm Short Rifle		18"		Pistol 12		6	-1	1	-						
120mm Machine Gun		+5	30"		Assault 12		6	-1	1	-					
Battle Club		Melee		Melee		x2	-4	6	Subtract 1 from all hit rolls with this weapon. If any Wound rolls are 6+, deal a Mortal Wound to the target.						
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka.													
										Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.					
										Core Explodes (p. 1)					
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.								Mobile Suit (p. 1)					
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Azee Gurumin, Fly													



14

POWER

LAFTER FRANKLAND

STH-05R

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		
Lafter Frankland	275pts	*	*	*	6	8	15	4	9	3+	8-15+	12"	3+	2+	
Lafter Frankland in an STH-05R Rouei is a single model equipped with a 80mm Short Rifle, a Battle Club, a Boost Pack, and Titanic Feet. Only one unit with Lafter Frankland may be taken for your army.										4-7	9"	4+	3+		
										1-3	5"	5+	4+		
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
80mm Short Rifle		18"		Pistol 12		6	-1	1	-						
120mm Machine Gun		+5	30"		Assault 6		12	-1	1	-					
Battle Club		Melee		Melee		x2	-4	6	Subtract 1 from all hit rolls with this weapon. If any Wound rolls are 6+, deal a Mortal Wound to the target.						
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace the 80mm Short Rifle with a 120mm Machine Gun or a Bazooka.													
									Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.						
									Core Explodes (p. 1)						
ABILITIES		Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.							Mobile Suit (p. 1)						
FACTION KEYWORDS		PD, PD323, Mercenaries, Turbines													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lafter Frankland, Fly													



16

POWER

LAFTER FRANKLAND

STH-14S

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	
Lafter Frankland	330pts	*	*	*	6	6	15	4	8	4+	8-15+	15-36"	3+	3+
Lafter Frankland in a STH-14S Hyakuri is a single model equipped with two 120mm Machine Guns, a Boost Pack, Knuckle Shields, and Titanic Feet. Only one unit with Lafter Frankland may be taken for your army.										4-7	15-30"	4+	4+	
										1-3	15"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	When attacking with this weapon, you may make one additional attack with this weapon.							
Knuckle Shields	Melee	Melee		+3	-3	6								
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace any 120mm Machine Gun with a Bazooka.													
ABILITIES	Knuckle Shields: A model equipped with Knuckle Shields gains a 5+ invulnerable save.													
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
	Airborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be attacked in the Fight phase by units that can FLY .													
	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and 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 a dice.													
	Boost Pack: A model equipped with a boost pack may move up to 2D6" in the charge phase, even if it has not declared a charge.													
FACTION KEYWORDS	Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 15" until the end of the phase, and it loses the Airborne , Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.													
	Nanolaminate Armor: This unit gains a 3+ invulnerable save against Beam and Laser shooting attacks. This unit gains a 4+ invulnerable save against Kinetic shooting attacks.													
	Core Explodes (p. 1)													
KEYWORDS	Mobile Suit (p. 1)													
PD, PD323, Mercenaries, Turbines														
Titanic, Vehicle, Mobile Suit, Space, Fly, Character, Lafter Frankland														

MERCENARIES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05 Ace	1	200

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05	1	180
TK-53 / TK-53/S	1-3	55
UGY-R41	1	190

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
TK-53 / TK-53/S Rear Support	1-3	55

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
STH-05 Veteran	1	190

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Mikazuki Augus, ASW-G-08	1	325
Kudal Cadel, ASW-G-11	1	260
Akihiro Altland, ASW-G-11 Rebake	1	280
Akihiro Altland, EB-06/tc	1	190
Norba Shino, EB-06/tc2	1	190
Nadi Yukinojo Kassapa, JEE-M103	1	60
Azee Gurumin, STH-05	1	200
Amida Arca, STH-05/AC	1	220
Azee Gurumin, STH-05R	1	210
Lafter Frankland, STH-05R	1	210
Lafter Frankland, STH-14S	1	220
Akihiro Altland, TK-53/C	1	65
Biscuit Griffon, TK-53/C	1	55
Orga Itsuka, TK-53/C	1	75
Eugene Sevenstark, TK-53/C	1	75
Masahiro Altland, UGY-R41	1	200
Aston Altland, UGY-R41	1	195
Derma Altland, UGY-R41	1	195
Montag, V08-1228	1	255