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

Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain 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				Z I -78	DAMAGE Some characteristics chamage, as show	ange	as it su					
NAME	M	WS BS	s s	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Heinz Baer 465pts	*	* *	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	Missile	Lau	nche	ers, a	Combat	5-10	9"	4+	3+
included in your army. WEAPON	RANGE	TYPE	_	S	AP	D	4 5 11	LITIES	1-4	5"	5+	4+
240mm Cannon	84"	Heavy		8	-3	2		t. This wea	apon can target ur	its no	t visible	to the
Beam Sabers	Melee	Mele	е	+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	е	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	is weap	on.
Twin 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	ıt can F l	ly.
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 tak	e a Tv	vin Bea	am R	ifle (Powe	r Rating +	-5).			
ABILITIES	shield has	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Fighter (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Space											



FF-X7 CORE FIGHTER

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

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

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. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Bupersonic: 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. ABILITIES ABILITIES Launchers Alrborne: This model cannot charge, and can only attack or be attacked in the Fight phase by units that can Fly. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)		•		,			,
Twin Link X7 Missile Launchers 30" Assault 2 6 0 D3 Add 1 to all hit rolls against targets that can Fly. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Bupersonic: 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. ABILITIES Add 1 to all hit rolls against targets that can Fly. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)	WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Launchers 30" Assault 2 6 0 D3 Add 1 to all hit rolls against targets that can Fly. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. ABILITIES Add 1 to all hit rolls against targets that can Fly. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. ABILITIES Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)							
and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)	Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
subtract 1 from hit rolls for attacks that ABILITIES subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Vehicle Squadron (p. 1) Core Explosion (p. 1)		and can o can Fly , a attacked in can Fly .	nly be charged l nd can only atta n the Fight phas	by uni ack or se by i	its that be units	at	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
FACTION KEYWORDS UC, 0079, EFF	ABILITIES	subtract 1	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that				Vehicle Squadron (p. 1)
	FACTION KEYWORDS	UC, 0079,	EFF				



KEYWORDS

FF-X7-Bst CORE BOOSTER

NAME		М	ws	BS	S	Т	W	Α	Ld	Sv
FF-X7-Bst	205pts	20"-40"	6+	4+	6	6	9	2	7	2+

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

Fly, Vehicle, Aircraft, Core Fighter, Space, Ground

additional FF-X7-Bst (Pov	ver Rating	+10) or an addi	tional	two F	·⊢-X	7-Bst (Power Rating +20).				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
ABILITIES	and can of can Fly, a attacked in can Fly. Hard to Hisubtract 1	This model can nly be charged l nd can only atta n the Fight phas it: Your oppone from hit rolls for model in the Sh	by unition to by unition to be by uniting the multiple of the by uniting the by u	its that be units t st cks tha	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. Vehicle Squadron (p. 1) Core Explosion (p. 1)				
FACTION KEYWORDS	UC, 0079	EFF								
KEYWORDS	UC, 0079, EFF Fly, Vehicle, Aircraft, Core Fighter, Core Booster, Space, Ground									



SAYLA MASS FF-X7-Bst

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv	
Savla Mass	245pts	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 of can Fly, a attacked in can Fly. Hard to Ha	This model can nly be charged nd can only atta n the Fight phas it: Your oppone from hit rolls for	by un ack or se by t nt mu r attac	its that be units the state that the	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.				
ABILITIES	target this	model in the Sh	nootin	g pha	se.	Core Explosion (p. 1)				
PSYKER	psychic po in each er manifestir	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	DS UC, 0079, EFF									
KEYWORDS	Character	, Fly, Aircraft, Ve	ehicle	, Core	Figl	nter, Core Booster, Psyker, Newtype, Space, Ground				

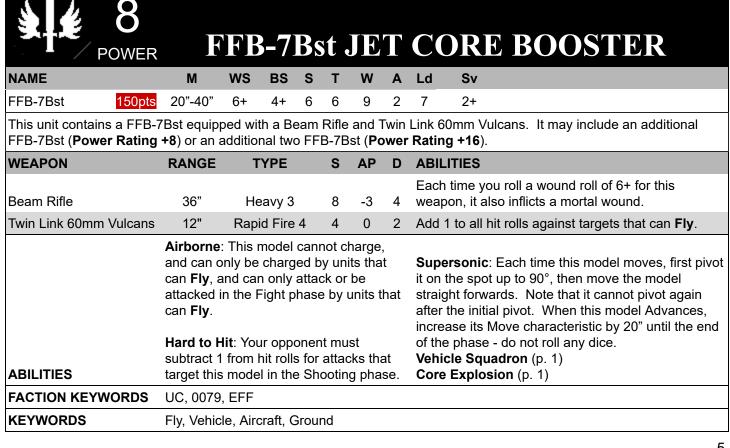


SLEGGAR LAW FF-X7-Bst

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
Sleggar Law	205pts	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.

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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.						
ABILITIES	and can c can Fly, a attacked i can Fly. Hard to H subtract 1	This model car nly be charged and can only atta n the Fight phas lit: Your oppone from hit rolls fo model in the SI	by un ack or se by t ent mu r attac	its that be units the state of	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, Aircraft, Ve	nter, Core Booster, Space, Ground									



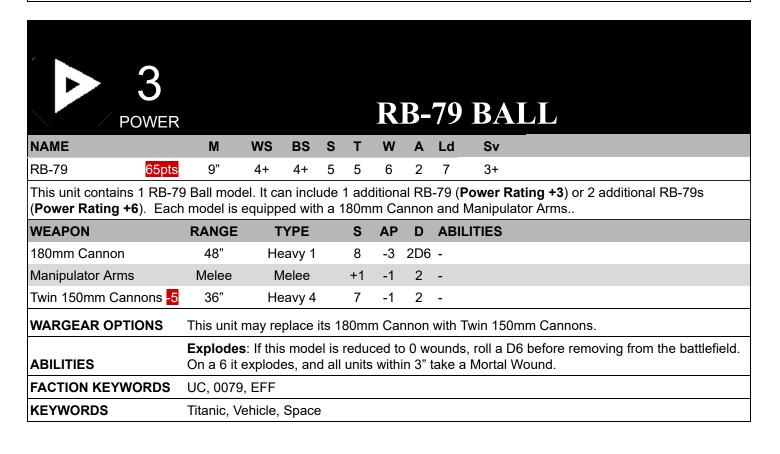


M61A5 TYPE 61 MAIN BATTLE TANK

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
M61A5	65pts	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.

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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 Gr Shooting subtract 1	aunchers: Once shooting any wo 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 to n use it ext t must anged	he its	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 225pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-80 is a single mod	lel equippe	d with a Beam	Spray (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	ABII	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 F l	ly.
ABILITIES Combat Shield: A model with a combat shield has a 5+ invulnerable save.							oile Suit (p	,			

FACTION KEYWORDS

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 suffishown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79 140pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79 is a single mod	lel equippe	d with	a 90n	nm N	//achir	ne Gı	un, B	eam S	Sabers,	4-6	9"	5+	5+
Titanic Feet, Twin Link 60	nm Vulcan	s, and	a Cor	mbat	t 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 o inflicts a mortal v			
Titanic Feet	Melee	М	elee		User	-2	2	Make	e 3 hit rolls	for each attack v	vith 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	This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).											eam	
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Sui Core Explo									•			
FACTION KEYWORDS	UC, 0079, EFF												
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Su	it, Spa	ace, (Grou	nd					

8 POWER		RO	GM	[-79	A	C	E		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
RGM-79 Ace 150pts	*	*	*	7 6	12	2	8	3+	7-12+	12"	3+	3+
A RGM-79 Ace is a single	model equ	iipped w	vith a 9	00mm M	achir	ne Gi	ın, Bea	am	4-6	9"	4+	4+
Sabers, Titanic Feet, Twir									1-3	5"	5+	5+
WEAPON	RANGE	TY	PΕ	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid	Fire 4	6	0	1	-					
100mm Machine Gun +10	24"	Rapid	Fire 6	6	-1	1	-					
Bazooka +10	48"	Heav	y 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Me	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Beam Spray Gun +50	24"	Pist	tol 3	8	-3	4		,	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ме	elee	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	I to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).											
ABILITIES	Combat Shield : A model with a combat shield has a 5+ invulnerable save. Mobile Suit Core Explo								,			
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Character,	, Titanic	, Vehic	cle, Mob	ile Sı	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] 165pts	*	* *	7 7	12	2	7	2+	7-12+	12"	4+	4+	
A RGM-79[G] is a single r	nodel equip	oped with a 1	00mm Ma	achir	ne Gu	ın, Bea	am	4-6	9"	5+	5+	
Sabers, Titanic Feet, and	a Combat	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 6	-2	1	Blast	Ē					
Beam Rifle +50	36"	Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w		r this		
Missile Launcher	72"	Heavy D6	8	-2	2	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith this	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		Shield: A mo			bat	le Suit (p Explode	,					
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound								

10 POWER					I-7 ER					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-79[G] 170pts	*	*	*	7	7	12	2	8	2+	7-12+	12"	4+	3+
A RGM-79[G] Veteran is a	single mo	del eq	uipped	d wi	th a 10)0mr	n Ma	chine	Gun,	4-6	9"	5+	4+
Beam Sabers, Titanic Fee	t, and a Co	mbat	Shield	l.						1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapi	id Fire	6	6	-1	1	-					
180mm Cannon	48"	Нє	eavy 1		8	-3	2D6	-					
Bazooka	48"	Hea	avy 2D	6	8	-2	1	Blas	st.				
Beam Rifle +50	36"	Each time you roll a wound roll of 6+ for this											
Beam Sabers	Melee	M	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Missile Launcher	72"	Hea	avy D6	6	8	-2	2	Blas	st.				
Titanic Feet	Melee	M	1elee		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).												/lissile
ABILITIES									oile Suit (p e Explode	,			
FACTION KEYWORDS	UC, 0079,	EFF				_							
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground												

15 POWER			M-'					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	Т	
RGM-79[G] Sniper 300pts	*	6+ *	7 *	12	1	8	2+	7-12+	12"	2+	7	
A RGM-79[G] Sniper is a	single mod	el equipped	with Bea	am Sa	bers	, a Cor	mbat	4-6	9"	3+	6	
Shield, a Long Beam Rifle	e, and Titan	ic Feet.						1-3	5"	4+	5	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Beam Sabers	Melee	Melee	+6	i -3	6		•	roll a Wound roll o inflicts a Mortal V				
Long Beam Rifle	A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding moveme phase. Subtract 2 from any target unit's Invulne Save. Each time you roll a Wound roll of 6+ wi weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. time you select a target for this weapon, you can 84" Heavy 3D3 9 -4 4 ignore the Look Out, Sir rule.									ent erable th this Each		
Titanic Feet	Melee	Melee	Use	er -2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.	
ABILITIES	the Long I hit rolls we Suppleme causing D within 6".	ental Gener Beam Rifle, ere 1, roll a l ental Genera 3 Mortal wo The Long B if the Suppl	if any un D6. On itor explo unds to seam Rif	modif a 6, th odes, every le can	ied e unit no	a 5+	ibat Shiel invulnera ile Suit (p	o. 1)	comba	at shield	I has	
FACTION KEYWORDS	UC, 0079,	, EFF										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Ground											

8 POWER	Т	M-79I DISTR						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-79D 150pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A RGM-79D is a single me	odel equipr	ped 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		When attacking with this weapon, choose one or both of the profiles listed below. If you chooth, subtract 1 from all to hit rolls made with this weapon.										
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-						
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	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 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		el may replace (Power Ratinç		ım M	achir	ne Gur	with a 90	mm Machine Gur	ı w/ Gı	renade		
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,		_	_	

FACTION KEYWORDS UC, 0079, EFF

Titanic, Vehicle, Mobile Suit, Ground

KEYWORDS

8 POWER		M-79I AF	L G			IG		DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	М	ws	BS		
RGM-79L 180pts	*	* *	7 6	12	2	7	4+	7-12+	15"	4+	3+		
A RGM-79L is a single mo	odel equipp	ed with a Bea	m Gun,	Bear	n Sa	bers, a	and	4-6	10"	5+	4+		
Titanic Feet.						,		1-3	5"	6+	5+		
WEAPON	RANGE TYPE S AP D ABILITIES												
Beam Gun	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 Spray Gun -10	24"	Pistol 3	8	-3	4		•	roll a wound roll o o inflicts a mortal w					
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o o inflicts a mortal w					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit roll	s 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	y Gun (Power Rat	ing -1).			
ABILITIES	Mobile Su	uit (p. 1)	es (p. 1)										
FACTION KEYWORDS	UC, 0079, EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

POWER		COM-7						DAMAGE Some of this mode change as it suffer shown below:							
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS				
RGM-79G/Gs 160pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	3+				
	A RGM-79G/Gs is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. 1-3 5" 6+ 5+														
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES								
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-									
Beam Gun +60	Each time you roll a wound roll of 6+ for this														
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 hi	t rolls against targe	ets tha	t can F	ly.				
WARGEAR OPTIONS	This mode	el may replace i	ts 90m	m Ma	achir	ne Gun	with a B	eam Gun (Power	Rating	y +3).					
ABILITIES		Shield : A mode a 5+ invulnera		le Suit (¡ Explode	•										
FACTION KEYWORDS	UC, 0079,	EFF													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground														

14 RGM-79SC CM CNIDER CUSTOM change as it suffers damage, as

DAMAGE

Some of this model's characteristics

\ POWER				אוע		U	ЭI		shown below:				
NAME	M	WS E	s s	Т	W	Α	Ld	Sv	REMAINING W	М	BS	Т	
RGM-79SC 285pts	*	6+	* 8	*	12	1	8	3+	7-12+	12"	2+	7	
A RGM-79SC is a single r	nodel equi	oped with	n Beam	n Sabe	rs, a	Long	Bear	n Rifle,	4-6	9"	3+	6	
and Titanic Feet.	•	•			,			,	1-3	5"	4+	5	
WEAPON	RANGE	TYF	Έ	S	AP	D	ABII	LITIES					
Beam Sabers	Melee	Mele	ее	+6	-3	2D3		•	roll a Wound roll o inflicts a Mortal V				
Beam Spray Gun +65	24"	Pisto	ol 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V				
Long Beam Rifle	84"	Heavy	3D3	9	-4	4	weapon, it also inflicts a Mortal Wound. A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.						
Titanic Feet	Melee	Mele	ee	User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith this	weapo	n.	

WARGEAR OPTIONS This unit may additionally take a Beam Spray Gun (Power Rating +3).

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

FACTION KEYWORDS UC, 0079, EFF

KEYWORDS Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground

10 POWER		RGI GM S						DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	BS	Т	
RGM-79SP 190pts	*	6+ * 8	3 *	12	1	8	3+	7-12+	12"	2+	7	
A RGM-79SP is a single r Sniper Rifle, and Titanic F		pped with Bear	m Sabe	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			roll a Wound roll o o inflicts a Mortal V				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll o o inflicts a Mortal V				
Long Beam Rifle +115	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 Invulneral Save. Each time you roll a Wound roll of 6+ with the weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can										erable th this Each	
Sniper Rifle	72"	Heavy 2	8	-3	6	Station subtra targe	nary in tl act 1 fron	arrying the Sniper I he preceding Move n the hit roll. Each weapon, you can iç	ement time y	Phase, /ou sele	ct a	
Titanic Feet	Melee	Melee	User	-2	2			s for each attack w	ith thi	s weapo	n.	
WARGEAR OPTIONS		may replace the ver Rating +2)				h a 90r	nm Macl	nine Gun (Power R		•		
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						le Suit (p Explode	,				
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground											

13 POWER		PR	OI	75 N DUC NTA			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 265pts	*	*	*	7 7	12	2	7	2+	7-12+	10"	4+	4+
A RX-75 is a single mode	l equipped	S.	4-6	7"	5+	5+						
Crushing Treads, and two								,	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	s	AP	D	ABIL	LITIES				
120mm Low Recoil Cannon	96"	Hea	vy D6	9	-3	2		t. This wea	apon may target u	nits no	ot visibl	e to
Crushing Treads	Melee	M	elee	User	-2	2	Make	e 2 hit rolls	s for each attack w	ith thi	is weap	on.
Missile Launcher	72"	Hea	vy D6	8	-2	2	Blas	t.				
ABILITIES	Mobile Ta	nk (p.	1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079	, EFF										
KEYWORDS	Titanic, Ve	ehicle, I	Mobile	Tank, S	oace.	Gro	und					

14 POWER		YATO R	KO X-7:			YA	SHI	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 <mark>280pts</mark>	*	* *	7 7	12	2	7	2+	7-12+	10"	4+	3+		
Hayato Kobayashi in the f 120mm Low Recoil Canno one unit with Hayato Kob	ons, Crushi		4-6 1-3	7" 4"	5+ 6+	4+ 5+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2		. This we	apon may target u	nits no	ot visibl	e to		
Crushing Treads	Melee	Melee	User	-2	2	Make	2 hit roll	s for each attack w	ith thi	s weap	on.		
Missile Launcher	72"	Heavy D6	8	-2	2	Blast							
ABILITIES	Mobile Tank (p. 1) Core Fighter (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079,	EFF							_				
KEYWORDS	Character, Titanic, Vehicle, Mobile Tank, Hayato Kobayashi, Space, Ground												

15 POWER		R GUN	X-7			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-77-2 240pts	*	* *	7 7	15	2	7	2+	8-15+	10"	4+	4+		
A RX-77-2 is a single model equipped with two 240mm Cannons, a Core Fighter, 4-7 7" 5+ 5+													
Titanic Feet, and Twin Lin	<i>J</i> ,	1-3	4"	6+	6+								
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES						
240mm Cannon	Blast. This weapon can target units not visible to th 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 -25	72"	Rapid Fire	D6 7	-2	1	Blas	st.						
Titanic Feet	Melee	Melee	Use	r -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 FI	y.		
WARGEAR OPTIONS	Rating -3	• •						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, Vo	Titanic, Vehicle, Mobile Suit, Space, Ground											

16 POWER	HAY	SHI	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 <mark>250pts</mark>	*	* * 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	LITIES						
240mm Cannon	84"	Heavy D6	8	-3	2	Blas bear		apon can target ur	nits no	t visible	to the		
Beam Rifle +75	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w					
Spray Missile Launcher -25	72"	Rapid Fire D6	7	-2	1	Blas	t.						
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 l	ly.		
WARGEAR OPTIONS	Rating -3	• •						Spray Missile Laun	chers	(Powe	r		
ABILITIES	Mobile So				e Explode	e s (p. 1)							

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

UC, 0079, EFF

FACTION KEYWORDS

KEYWORDS

17 POWER		KAI S RX				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		
Kai Shiden 270pts	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	3+		
Kai Shiden in the RX-77-2								4-7	7"	5+	4+		
240mm Cannons, a Core one of this unit may be inc	•		Iwin Li	nk 6()mm	Vulcan	is. Only	1-3	4"	6+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES						
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. beare		apon can target ur	nits no	t visible	to the		
Beam Rifle +75	36"	• • • • • • • • • • • • • • • • • • • •											
Spray Missile Launcher -25	72"	Rapid Fire D6	7	-2	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	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 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, l	Newtype,	Space, Ground					

11 POWER]	RX-77- GUNC					7	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-77-3 215pts	*	* * 7	7	15	2	7	2+	8-15+	10"	4+	4+				
A RX-77-3 is a single mod	lel equippe	d with two 240	mm Ca	nnon	s. Gı	renade	es.	4-7	7"	5+	5+				
Titanic Feet, and Twin Lin	,	1-3	4"	6+	6+										
WEAPON	RANGE	TYPE	S	AP	D	D ABILITIES									
240mm Cannon	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	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 l	ly.				
WARGEAR OPTIONS	This model may take a Beam Rifle (Power Rating +3).														
ABILITIES	Mobile Su	uit (p. 1)				Explode	s (p. 1)								
FACTION KEYWORDS	UC, 0079,	, EFF													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground														

7 POWER		R. GUNC	X-7' AN			NI		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-77-4 140pts	*	* *	7 7	15	2	7	2+	8-15+	10"	4+	4+	
A RX-77-4 is a single mod	lel equippe	ed with a Bear	n Canno	n Re	peate	er. Ser	sor	4-7	7"	5+	5+	
Targeter, Grenades, Titan						,		1-3	4"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Cannon Repeater	48"	Each time you roll a wound roll of 6+ for this 48" Rapid Fire 2 8 -2 3 weapon, it also inflicts a mortal wound.										
Beam Rifle +75	36"	Heavy 3	8	-3	4			ı roll a wound roll o o inflicts a mortal v				
Grenades	6"	Grenade 1	6	-1	D3	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	vith th	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	1 4	0	2	Add	1 to all hit	t rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	This mode	el may take a	Beam Ri	ifle (F	Powe	r Rati	ng +3).					
ABILITIES	Sensor Targeter: Add 1 to all hit rolls made for the Beam Cannon Repeater. Mobile Suit (p.1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

10 POWER			RX-' UNC						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
RX-77D 195pts	*	*	* 7	7 7	12	2	7	3+	7-12+	10"	4+	4+
A RX-77D is a single mod	el equippe	d with t	two 240i	mm Cai	nnons	, Tit	anic F	eet, and	4-6	7"	5+	5+
Twin Link 60mm Vulcans.						,		,	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
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	ıvy D6	8	-3	2	Blast bear		apon can target un	its no	t visible	to the
Titanic Feet	Melee	М	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).											
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079, EFF											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

19 power		AMU R	RO X-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		
Amuro Ray 345pts	*	* *	8 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	,			a Co	mba	t Shield.	Only	1-3	5"	4+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TIES						
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	Blast.							
Beam Sabers	Melee												
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this											
Titanic Feet	Melee	Melee	User	-2	2	Make 3	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). sazooka (Power R	ating	+1).			
ABILITIES		shield: A mode a 5+ invulner ster (p. 1)			ıbat		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,	Character, Titanic, Vehicle, Mobile Suit, Amuro Ray, Psyker, Newtype, Space, Ground											

15 POWER		LUCI R	E KA X-78			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			
Luce Kassel 295pts	*	* *	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 Li	ink 60mm	ı Vulc				4-6 1-3	9" 5"	4+ 5+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES							
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.								
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee													
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this								
+140 Mega Beam Launcher	72"	Heavy 3D3	3 9	A model can only fire the Mega Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once in a battle.										
Ancillary Targets	72"	Heavy 1	9	-4	3	within autom includ can F	1" of a li natically h ing friend ly . 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 the mail the ma	to the ta lassive lodels to oll of 6	arget is beam, hat			
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		l may take a l may replac						ı Beam Launcher (Powe	er Ratin	ng +7).			
ABILITIES	Beam Lau roll a D6. Generator wounds to	,	hit rolls v Supplem ausing 2D	vere nenta	1, I	a 5+ in BST F gains	nvulneral Pack <mark>+20</mark> Hit and l	d: A model with a ble save. A model equippe Run: This unit can	ed with	n a BS1 e 2D6" i	Г Pack in your			
FACTION KEYWORDS	Core Explodes (p. 1) Charge phase (even if it has not declared a charge). UC, 0079, EFF													
			iolo Mah	ilo S:	uit C	nacc								
KEYWORDS	onaracter,	Titanic, Veh	icie, iviob	iie St	uit, S	pace								

14 POWER	OW	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		
Ford Romfellow 285pts	*	* * 8	8	18	3	8	2+	7-12+	12"	3+	2+		
Ford Romfellow in the RX-78-5 Gundam is a single model equipped with Beam Sabers, a Heavy Beam Rifle, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one 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 ABILITIES												
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.												
Giant Gatling +25	36"	Assault 12	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	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 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 tit (p. 1) lodes (p. 1)			bat	gain	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,	EFF						`					

Character, Titanic, Vehicle, Mobile Suit, Space

KEYWORDS

21 POWER			GA 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	
Agar 420pts	*	* * 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	Blast. This weapon can target models not visible to 84" Heavy D6 8 -3 2 the 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	l to all hit	rolls against targe	ts tha	t can FI	y.	
WARGEAR OPTIONS	Machine (el may replace Gun (Power Ra el may take a B	ating -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, Vehic	le, Mob	ile Sı	uit, S	pace, (Ground					

		CHR	ISI	VI	NA	4							
20 POWER		MAC RX-						DAMAGE Some of this mod change as it suffor shown below:					
NAME	M	WS BS S	5 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Christina Mackenzie 400pts	*	* * {	3 8	18	4	9	2+	10-18+	15"	2+	2+		
Christina Mackenzie in the RX-78 NT-1 "Alex" is a single model equipped with two 90mm Gatling Guns, Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army. 5-9 10" 3+ 3+ 1-4 6" 4+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
90mm Gatling Gun	24"	Assault 12	6	-1	1	-							
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast	t.						
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v					
Beam Rifle	36"	Heavy 3	8	-3	4			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	with 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								Power Rating -3). Armor (Power R		+1).			
	Chobham	Armor +40: A Armor increas stic by 6, while	es their	Wor			bat Shiel invulnera	d : A model with a ble save.	comb	at shield	d has		
	characteristic is reduced by 3. The Chobham may be ejected at any time,												
	values. Any wounds lost are first lost Charge pha from the Chobham Armor.							even if it has not					
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079,	EFF											
KEYWORDS	Character	, Titanic, Vehic	le, Mob	ile Si	uit, G	round	, Space						



RX-79[G] GUNDAM GROUND TYPE

DAMAGE

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

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

Gun, Beam Sapers, a Multilauncher, Titanic Feet, and a Compat Shield.										5+		
WEAPON	RANGE	TYPE	S	ΑP	D	ABILITIES						
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit	rolls against targ	ets that	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		u roll a wound roll of 6+ for this so inflicts a mortal wound.					
Beam Sabers	Melee	Melee	+6	-3	6	•	u roll a wound roll of 6+ for this so inflicts a mortal wound.					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Multi Launcher	12"	Grenade 1	*	*	*	target. Instead Launchers, you	oes not inflict an l, if a unit is hit by ur opponent mus unit until the end	y any M t subtra	ulti ct 1 fro			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls	for each attack	with this	s weap	on.		
WARGEAR OPTIONS		l may replace i annon, or a Bea					Bazooka, a Missi	le Laun	cher, a			
ABILITIES		hield : A mode a 5+ invulnera			nbat	Mobile Suit (p Core Explode	,					
FACTION KEYWORDS	UC, 0079,	EFF										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Gui	ndar	n, Gro	ound						

12 POWER		RX-	79	[G]	P	4 C	Œ		DAMAGE Some characteristics chamage, as show	ange	as it suf			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
RX-79[G] Ace 235pts	*	* *	8	8	18	2	7	2+	10-18+	12"	3+	3+		
A RX-79[G] Ace is a single	e model eq	uipped with	n a 60	0mm V	ulca	n, a ′	100mm		5-9	9"	4+	4+		
Machine Gun, Beam Sabo	ers, a Multil	auncher, T	itanic	Feet,	and	a Co	mbat S	Shield.	1-4	5"	5+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES						
60mm Vulcan	12"	Rapid Fir	e 2	4	0	2	Add 1	to all hit	rolls against targe	ts that	t can Fl y	y.		
100mm Machine Gun	24"	Rapid Fir	e 6	6	-1	1	-							
180mm Cannon	48"	Heavy	1	8	-3	2D6	-							
Bazooka	48"	Heavy 2	D6	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		time you roll a wound roll of 6+ for this on, it also inflicts a mortal wound.						
Missile Launcher	72"	Heavy D	06	8	-2	2	Blast.	•						
Multi Launcher	12"	Grenade	e 1	*	*	*	target.	. Instead hers, you	oes not inflict any l, if a unit is hit by ur opponent must unit until the end	any M subtra	ulti ct 1 fror			
Titanic Feet	Melee	Melee		User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	n.		
WARGEAR OPTIONS		el may repla annon, or a							Bazooka, a Missile	Laun	cher, a			
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0079,	EFF												
KEYWORDS	Character	, Titanic, Ve	ehicle	, Mobi	le S	uit, G	undam	, Ground						

SHIRO AMADA **DAMAGE** Some of this model's characteristics change as it suffers **POWER** damage, as shown below: **REMAINING W** NAME M Sv WS BS 8 Shiro Amada 255pts 8 18 4 9 2+ 10-18+ 12" 3+ 2+ Shiro Amada in the RX-79[G] EZ-8 is a single model equipped with a 60mm 5-9 9" 4+ 3+ Vulcan, a 100mm Machine Gun, Beam Sabers, a Multilauncher, Titanic Feet, and a Combat Shield. Only one model of this type may be included in your army. 1-4 5" 5+ 4+ WEAPON RANGE **TYPE** S AP **D** ABILITIES 60mm Vulcan 12" Rapid Fire 2 2 Add 1 to all hit rolls against targets that can Fly. 4 0 100mm Machine Gun 24" Rapid Fire 6 -1 180mm Cannon 8 -3 2D6 -48" Heavy 1 Bazooka 48" Heavy 2D6 -2 Blast. Each time you roll a wound roll of 6+ for this Beam Rifle +50 -3 weapon, it also inflicts a mortal wound. 36" Heavy 3 8 Each time you roll a wound roll of 6+ for this Beam Sabers weapon, it also inflicts a mortal wound. Melee -3 6 Melee +6 72" Missile Launcher Heavy D6 -2 Blast. 8 This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Multi Launchers, your opponent must subtract 1 from all 12" hit rolls for that unit until the end of the turn. Multi Launcher Grenade 1 Titanic Feet Melee Melee User -2 Make 3 hit rolls for each attack with this weapon.

180mm Cannon, or a Beam Rifle (Power Rating +3).

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

Combat Shield: A model with a combat

shield has a 5+ invulnerable save.

UC, 0079, EFF

WARGEAR OPTIONS

FACTION KEYWORDS

ABILITIES

KEYWORDS

This model may replace its 100mm Machine Gun with a Bazooka, a Missile Launcher, a

Mobile Suit (p. 1)

Core Explodes (p. 1)

15		YUU						DAMAGE Some						
POWER		RX-	79F	BD	A	-		characteristics ch damage, as show			ffers			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Yuu Kajima 290pts	*	* * 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 5-9 9" 4-Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only										4+	4+			
one model with Yuu Kajir	1-4	5"	5+	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		•	u roll a wound roll of 6+ for this so inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1	6	-1	D3		Each of this weapon may only be fired once per battle.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack 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 F	ly.			
ABILITIES	Mobile Suit (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save.													
PSYKER	Exam System :A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0079	, EFF												
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile S	uit, Y	uu Kaj	ima, Psyk	er, Newtype, Grou	und					

16		YUU						DAMAGE Some characteristics ch						
POWER NAME	M	RX-	/ 9 F	W	A	Ld	Sv	damage, as show	-		BS			
Yuu Kajima 300pts	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+			
Yuu Kajima in the RX-79BD-3 Gundam Blue Destiny Unit 3 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, two Grenade Launchers, Titanic Feet, and Twin Link 60mm								5-9	9"	4+	3+			
Vulcans. Only one model		Kajima may be		1-4	5"	5+	4+							
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 Rifle +50	36"	Heavy 3	8	-3	4		•	u roll a wound roll of 6+ for this so inflicts a mortal wound.						
Beam Sabers	Melee	Melee	+6	-3	6		_	you roll a wound roll of 6+ for this t also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1	6	-1	D3			of this weapon may only be fired once per						
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	у.			
WARGEAR OPTIONS	This mode	el may replace i	it's 100ı	mm l	Mach	ine Gı	un with a l	Beam Rifle (Powe	r Rati	ng +3).				
	Mobile Su	uit (p. 1)												
ABILITIES	Core Exp	lodes (p. 1)					bat Shiel d invulnerat	d : A model with a ble save.	comba	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 Space	, Titanic, Vehicl	e, Mobi	ile Sı	uit, G	iundan	n, Yuu Ka	jima, Psyker, New	type,	Ground	,			

16 POWER	₹	CHLOI RX-				CE	1	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			
Chloe Croce 325pts		* * 8	8	18	3	8	2+	10-18+	12"	3+	2+			
Chloe Croce in the RX-80 Machine Gun, Beam Sab Feet, and Twin Link 60m your army.	ers, a Com	bat Shield, two S	Small E	3ean	n Gur	ns, Tita	ınic	5-9 1-4	9" 5"	4+ 5+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
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	o inflicts a mortal wound.						
Giant Gatling +75	36"	Assault 12	8	-2	2									
Heavy Beam Rifle +55	36"	Assault 3	8	-3	4	weap	on, it also	roll a wound roll on inflicts a mortal w	vound					
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 F I	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 Su						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						22.11490		5111					
KEYWORDS			e Mobi	ile Si	uit P	svker	Newtyne	Ground Space						
	On landotter	Character, Titanic, Vehicle, Mobile Suit, Psyker, Newtype, Ground, Space												