

ORB CE71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your United Emirates of Orb (Orb Union, Orb) 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 Orb units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **CE**, **CE71**, **Orb**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE71** as the year the unit was deployed, and **Orb** as the Orb Union Army faction. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Orb 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.

Striker Pack System

Models that have the **Striker Pack System** can take as optional equipment a **Striker Pack** model. The Striker Pack is considered part of the model that takes it. The Striker Pack provides additional weapons, abilities, and keywords, but may come with other equipment restrictions.

Core Explodes

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

Weapon Types

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

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

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

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

SEED Factor

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

SEED FACTOR DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the SEED Factor's unit may immediately move as if it were the Move phase. If the SEED Factor's unit Advanced or Advances this turn, it may still charge in the Charge phase.

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 SEED Factor'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 SEED Factor'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 SEED Factor's unit can Charge this turn.



5
POWER

FX-550 SKYGRASPER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FX-550	15"-30"	6+	4+	6	5	6	2	7	3+
This unit contains a single FX-550 equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. It may include an additional single FX-550 (Power Rating +5) or an additional two FX-550 (Power Rating +10).									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Twin Link Anti Ship Missiles	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Cannons	30"	Assault 2		7	-1	2	Add 1 to all hit rolls against targets that can Fly .		
WARGEAR OPTIONS	This model may take a Striker Pack.								
	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.			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Vehicle Squadron (p. 1)			
ABILITIES	Striker Pack System (p. 1)					Core Explosion (p. 1)			
FACTION KEYWORDS	CE, CE71, Orb								
KEYWORDS	Fly, Vehicle, Striker Pack System, Ground								



6

POWER

CAGALLI YULA ATHHA

FX-550

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cagalli Yula Athha	15"-30"	4+	3+	6	5	6	3	8	3+
Cagalli Yula Athha in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with Cagalli Yula Athha may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Twin Link Anti Ship Missiles	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Cannons	30"	Assault 2		7	-1	2	Add 1 to all hit rolls against targets that can Fly .		
WARGEAR OPTIONS	This model may take a Striker Pack.								
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.		
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						Core Explosion (p. 1)		
	Striker Pack System (p. 1)						Vehicle Squadron (p. 1)		
PSYKER	SEED Factor: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.								
	Natural SEED: This model subtracts 1 from all psyker rolls.								
FACTION KEYWORDS	CE, CE71, Orb								
KEYWORDS	Character, Fly, Vehicle, Striker Pack System, Cagalli Yula Athha, Psyker, SEED Factor, Ground								



6
POWER

MWU LA FLAGA

FX-550

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mwu La Flaga	15"-30"	4+	2+	6	5	6	4	9	3+
Mwu La Flaga in a FX-550 Skygrasper is a single model equipped with a Beam Cannon, Twin Link Anti Ship Missiles, Twin Link CIWS, and Twin Link Small Cannons. Only one model with Mwu La Flaga may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
Twin Link Anti Ship Missiles	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
Twin Link CIWS	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link Small Cannons	30"	Assault 2		7	-1	2	Add 1 to all hit rolls against targets that can Fly .		
WARGEAR OPTIONS	This model may take a Striker Pack.								
		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.		
		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Vehicle Squadron (p. 1)		
ABILITIES	Striker Pack System (p. 1)					Core Explosion (p. 1)			
FACTION KEYWORDS	CE, CE71, Orb								
KEYWORDS	Character, Fly, Vehicle, Striker Pack System, MwU La Flaga, Ground								



10
POWER

MWU LA FLAGA GAT-X105

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
Mwu La Flaga	*	*	*	8	7	18	4	9	3+	10-18+	12"	2+	2+
Mwu La Flaga in the GAT-x105 Strike Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with Mwu La Flaga may be taken for your army. Only one model with GAT-x105 may be taken for your army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Anti Ship Sword	Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Armor Schneider	Melee		Melee		+1	-1	2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).												
	Mwu La Flaga: Does not gain Fortification .												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
	Phase Shift A model equipped with a Phase Shift system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 3+ invulnerable save against Kinetic attacks.												
FACTION KEYWORDS	CE, CE71, Orb												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Striker Pack System, GAT-x105, Mwü La Flaga, Gundam, Space, Ground												

<div><div><div><div></div><div>10</div><div>POWER</div></div></div><div><div>CAGALLI YULA</div><div>ATHHA</div><div>MBF-02</div></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
Cagalli Yula Athha	*	*	*	8	7	18	4	9	3+	10-18+	12"	3+	2+
Cagalli Yula Athha in the MBF-02 Strike Rouge Gundam is a single model equipped with two Armor Schneiders, Titanic Feet, and Twin Link CIWS. Only one model with Cagalli Yula Athha may be taken for your army. Only one model with MBF-02 may be taken for your army.										5-9	9"	4+	3+
										1-4	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Anti Ship Sword	Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Armor Schneider	Melee		Melee		+1	-1	2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4).													
This unit may take a Striker Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take an Anti Ship Sword (Power Rating +1), a Bazooka (Power Rating +1), or a Beam Rifle (Power Rating +4													



12

POWER


MBF-M1

M1 ASTRAY

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	
MBF-M1	*	*	*	7	6	12	2	7	3+	7-12+	15"	4+	4+	
A MBF-M1 is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.										4-6	12"	5+	5+	
										1-3	8"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Anti Ship Sword	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Anti Ship Swords	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.							
Twin CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This unit may take an Anti Ship Sword (Power Rating +1) or Twin Anti Ship Swords (Power Rating +2).													
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
ABILITIES	Core Explodes (p. 1)										Mobile Suit (p. 1)			
FACTION KEYWORDS	CE, CE71, Orb													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Fly, Space, Ground													

<div>13 POWER</div> <div>MBF-M1 M1 ASTRAY VETERAN</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv										REMAINING WMWSBS			
MBF-M1 Veteran* * * 7 6 12 2 8 3+										7-12+ 15" 4+ 3+			
A MBF-M1 Veteran is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.										4-6 12" 5+ 4+			
										1-3 8" 6+ 5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES				
Anti Ship Sword		Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.				
Beam Rifle		36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Sabers		Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Titanic Feet		Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
Twin Anti Ship Swords		Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.				
Twin CIWS		12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly.				
WARGEAR OPTIONS		This unit may take an Anti Ship Sword (Power Rating +1) or Twin Anti Ship Swords (Power Rating +2).											
		Combat Shield: A model with a combat shield has 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.				
ABILITIES		Core Explodes (p. 1)							Mobile Suit (p. 1)				
FACTION KEYWORDS		CE, CE71, Orb											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Fly, Space, Ground											



13

POWER


MBF-M1

M1 ASTRAY 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	
MBF-M1 Ace	*	*	*	7	6	12	2	8	3+	7-12+	15"	3+	3+	
A MBF-M1 Ace is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS.										4-6	12"	4+	4+	
										1-3	8"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Anti Ship Sword	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Anti Ship Swords	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.							
Twin CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This unit may take an Anti Ship Sword (Power Rating +1) or Twin Anti Ship Swords (Power Rating +2).													
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
ABILITIES	Core Explodes (p. 1)										Mobile Suit (p. 1)			
FACTION KEYWORDS	CE, CE71, Orb													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Fly, Space, Ground													

<div><div><div>13 POWER</div></div><div>RONDO GINA SAHAKU MBF-P01</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>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>Rondo Gina Sahaku</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>15</td><td>3</td><td>8</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	Rondo Gina Sahaku	*	*	*	7	7	15	3	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>12"</td><td>3+</td><td>3+</td></tr></table>				REMAINING W	M	WS	BS	8-15+	12"	3+	3+																																
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																																
Rondo Gina Sahaku	*	*	*	7	7	15	3	8	3+																																																																
REMAINING W	M	WS	BS																																																																						
8-15+	12"	3+	3+																																																																						
Rondo Gina Sahaku in a MBF-P01 Gundam Astray Gold Frame is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS. Only one model with Rondo Gina Sahaku may be taken for your army.										<table><tr><td>5-8</td><td>9"</td><td>4+</td><td>4+</td></tr></table>				5-8	9"	4+	4+																																																								
										5-8	9"	4+	4+																																																												
<table><tr><td>1-4</td><td>5"</td><td>5+</td><td>5+</td></tr></table>				1-4	5"	5+	5+																																																																		
1-4	5"	5+	5+																																																																						
<table><tr><th>WEAPON</th><th>RANGE</th><th colspan="2">TYPE</th><th>S</th><th>AP</th><th>D</th><th colspan="3">ABILITIES</th></tr><tr><td>Bazooka</td><td>48"</td><td colspan="2">Heavy 2D3</td><td>8</td><td>-2</td><td>1</td><td colspan="3">When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.</td></tr><tr><td>Beam Rifle</td><td>36"</td><td colspan="2">Heavy 3</td><td>8</td><td>-3</td><td>4</td><td colspan="3">Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td colspan="2">Melee</td><td>+3</td><td>-3</td><td>2D3</td><td colspan="3">Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td colspan="2">Melee</td><td>User</td><td>-2</td><td>D3</td><td colspan="3">Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin CIWS</td><td>12"</td><td colspan="2">Rapid Fire 2</td><td>4</td><td>0</td><td>2</td><td colspan="3">Add 1 to all to hit rolls against targets that can Fly.</td></tr></table>										WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.			Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			Twin CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																																																																		
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.																																																																		
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																																																		
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																																																		
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																																																		
Twin CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .																																																																		
<table><tr><td>WARGEAR OPTIONS</td><td colspan="9">This unit may take Bazooka (Power Rating -3).</td></tr></table>										WARGEAR OPTIONS	This unit may take Bazooka (Power Rating -3).																																																														
WARGEAR OPTIONS	This unit may take Bazooka (Power Rating -3).																																																																								
<table><tr><td>ABILITIES</td><td colspan="6">Core Explodes (p. 1)</td><td colspan="4">Mobile Suit (p. 1)</td></tr></table>										ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)																																																								
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)																																																																		
<table><tr><td>FACTION KEYWORDS</td><td colspan="9">CE, CE71, Orb</td></tr></table>										FACTION KEYWORDS	CE, CE71, Orb																																																														
FACTION KEYWORDS	CE, CE71, Orb																																																																								
<table><tr><td>KEYWORDS</td><td colspan="9">Titanic, Vehicle, Mobile Suit, Character, Rondo Gina Sahaku, Gundam, Space, Ground</td></tr></table>										KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Rondo Gina Sahaku, Gundam, Space, Ground																																																														
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Rondo Gina Sahaku, Gundam, Space, Ground																																																																								



16
POWER

RONDO GINA SAHAKU MBF-P01-ReAMATU

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
Rondo Gina Sahaku	*	*	*	7	7	15	4	9	3+	8-15+	12"	2+	3+
Rondo Gina Sahaku in a MBF-P01-ReAMATU Gundam Astray Gold Frame Amatsu is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Three Heavy Darts, Titanic Feet, and Twin Link CIWS. Only one model with Rondo Gina Sahaku may be taken for your army. This model may not be taken in the same army with Nicol Amalfi in the GAT-X207.										5-8	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Dart	48"		Heavy 1		8	-2	D6	Each of this weapon may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
<p>Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Core Explodes (p. 1)</p> <p>Infiltration: During deployment, you may activate Mirage Colloid rather than placing this model on the battlefield. At the end of any of your movement phases, you may set up this model anywhere on the battlefield, more than 9" from any enemy model.</p>								<p>Phase Shift Shield A model equipped with a Phase Shift Shield system may activate it at any time, and the effects last until the beginning of your next movement phase. When activating, the model takes a Mortal Wound. While active, the model gains a 4+ invulnerable save against Kinetic attacks.</p>					
								<p>Energy Absorption Claw: You may forgo one of your attacks in the Fight Phase to drain power from your enemy. Deal 1 mortal wound to regain 1 wound lost in this battle; you may not go above your starting Wounds characteristic.</p>					
								<p>Mobile Suit (p. 1)</p>					
								<p>Mirage Colloid: This model may activate Mirage Colloid at any time by taking a mortal wound. The Mirage Colloid remains active until it is turned off. Activating Phase Shift automatically disables Mirage Colloid, and activating Mirage Colloid disables Phase Shift. When Mirage Colloid is active, all ranged attacks against this model are resolved as if an Overwatch shot, and will only hit on a 6+.</p>					
								ABILITIES					
FACTION KEYWORDS		CE, CE71, Orb											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Character, Rondo Gina Sahaku, Gundam, Space, Ground											



29
POWER

ATHRUN ZALA ZGMF-X09A

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
Athrun Zala	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Fatum-00	24"	6+	4+	4	5	6	1	9	4+	5-9	10"	3+	3+
Athrun Zala in the ZGMF-X09A Justice Gundam is a single model equipped with two Beam Boomerangs, a Beam Rifle, a Combat Shield, Titanic Feet, a Twin Beam Saber, and Twin Link CIWS. The Fatum-00 is equipped with two Beam Cannons, Twin CIWS, and Twin Link Small Cannons. Only one model with Athrun Zala may be taken for your army.										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Saber	Melee	Melee	S+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .

ABILITIES	<p>Fatum-00: This model may detach or attach the Fatum-00 unit at the beginning of any of your Movement phases, as long as the Fatum-00 unit is within 3" of this model. When detached, the Fatum-00 is treated as a separate unit for all rules purposes. When attached to Athrun Zala in the ZGMF-X09A, Athrun Zala gains two Beam Cannons, but the other weapons cannot be used. Also, when attached, Athrun Zala gains Fly and Hard to Hit.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>	<p>Whirling Dervish: This model may reroll attacks in the Fight phase if it charged in the Charge phase.</p> <p>Saviour Protocols: If a Fatum-00 unit is within 3" of this model, you can choose to allocate any wounds to the Fatum-00 unit instead of this model.</p> <p>Neutron Jammer Cancellor Phase Shift: A model equipped with a Neutron Jammer Cancellor Phase Shift system always has 3+ invulnerable save against Kinetic attacks.</p> <p>Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.</p> <p>Mobile Suit (p. 1), Core Explodes (p. 1)</p>

PSYKER	<p>SEED Factor: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know <i>Smite</i>, and do not damage other models from Perils of the Warp.</p>
--------	---

FACTION KEYWORDS	CE, CE71, Orb
------------------	---------------

KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Gundam, Psyker, SEED Factor, Athrun Zala, Fly, Space, Ground
----------	--



32

POWER

KIRA YAMATO

ZGMF-X10A

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
Kira Yamato	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Kira Yamato in the ZGMF-X10A Freedom Gundam is a single model equipped with a Beam Rifle, a Combat Shield, two Plasma Cannons, two Railguns, Titanic Feet, Twin Beam Sabers, and Twin Link CIWS. Only one model with Kira Yamato may be taken for your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Railgun	48"	Heavy 1	8	-3	2D3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.							
Twin Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
Ultimate Coordinator: This model may reroll ranged attacks in the Shooting phase if it did not move in the Movement phase. Combat Shield: A model with a combat shield has a 5+ invulnerable save.										Mobile Suit (p. 1)			
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Neutron Jammer Cancellor Phase Shift: A model equipped with a Neutron Jammer Cancellor Phase Shift system always has 3+ invulnerable save against Kinetic attacks.			
ABILITIES										Core Explodes (p. 1)			
PSYKER										SEED Factor: 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 SEED Factor Discipline (p. 1) when manifesting. Note - SEED Factors do not know Smite, and do not damage other models from Perils of the Warp.			
FACTION KEYWORDS										CE, CE71, Orb			
KEYWORDS										Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Kira Yamato, Gundam, Fly, Space, Ground			

4

POWER

AQM/E-X01 AILE STRIKER

The AQM/E-X01 is equipped with Beam Sabers. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
WARGEAR OPTIONS	The model taking this pack may take a Beam Rifle (Power Rating +4). The model taking this pack may take a Combat Shield (Power Rating +1). The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this model in the Shooting phase. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Phase Shift Battery: If the model equipped with this pack has Phase Shift , then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.					
FACTION KEYWORDS	CE, CE71, Orb					
GRANTED KEYWORDS	Fly					

6

POWER

AQM/E-X02 SWORD STRIKER

The AQM/E-X02 is equipped with a Beam Anti Ship Sword, a Beam Boomerang, and a Small Shield. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase. If a model has the Supersonic ability, it may instead turn up to 90° after moving and declare a charge in the Charge phase. If a model has the Airborne ability, it may attack models without Fly in the Fight phase. Small Shield: A model with a combat shield has a 6+ invulnerable save. Phase Shift Battery: If the model equipped with this pack has Phase Shift , then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.					
FACTION KEYWORDS	CE, CE71, Orb					

13

POWER

AQM/E-X03 LAUNCHER STRIKER

The AQM/E-X03 is equipped with a Beam Launcher and a Combo Weapon Pod. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the 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 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combo Weapon Pod	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 120mm Gatling	30"	Assault D6	7	-1	1	-
--- Twin Gun Launcher	30"	Assault 2	6	-1	D3	-
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	<p>Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p> <p>Long Shot: If the model equipped with this pack has Supersonic, then it may fire the Beam Launcher if it moved only its minimum speed.</p>					
FACTION KEYWORDS	CE, CE71, Orb					

21
POWER

AQM/E-YM1 PERFECT STRIKER

The AQM/E-YM1 is equipped with a Beam Anti Ship Sword, a Beam Boomerang, a Beam Launcher, Beam Sabers, a Combo Weapon Pod, and a Small Shield. This model must be taken as a Striker Pack Option for **Mobile Suit** models only.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the 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 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combo Weapon Pod	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 120mm Gatling	30"	Assault D6	7	-1	1	-
--- Twin Gun Launcher	30"	Assault 2	6	-1	D3	-
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options .					
GRANTED ABILITIES	<p>Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p> <p>Rocket Anchors: A model may activate it's Rocket Anchors to add up to 6" to a charge roll. If the model uses this ability, it subtracts 1 from it's Attack characteristic until the next Charge phase.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p> <p>Small Shield: A model with a combat shield has a 6+ invulnerable save.</p>					
FACTION KEYWORDS	CE, CE71, Orb					
GRANTED KEYWORDS	Fly					

9 POWER P202QX INTEGRATED WEAPONS STRIKER PACK (IWSP)

The P202QX is equipped with a 120mm Gatling, a Beam Boomerang, a Combat Shield, two Railguns, Twin Anti Ship Swords, and Twin Link Small Cannons. This model must be taken as a Striker Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Railgun	48"	Heavy 1	8	-3	2D3	-
Twin Anti Ship Swords	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .
WARGEAR OPTIONS	The model taking this pack may not take any optional weapons from it's Wargear Options except a Beam Rifle.					
GRANTED ABILITIES	<p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If the model already has Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p> <p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>Phase Shift Battery: If the model equipped with this pack has Phase Shift, then the first time Phase Shift is activated in a battle, do not take the Mortal Wound.</p>					
FACTION KEYWORDS	CE, CE71, Orb					
GRANTED KEYWORDS	Fly					

ORB 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)
Ace, MBF-M1	1	110

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MBF-M1	1	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MBF-M1	1	100

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FFX-550	1-3	40

STRIKER PACKS AND SUPPORT UNITS	
PACK	POINTS PER PACK (DOES NOT INCLUDE WARGEAR)
AQM/E-X01	35
AQM/E-X02	15
AQM/E-X03	5
AQM/E-YM1	45
P202QX	35
Fatum-00	35

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Cagalli Yula Athha, FFX-550	1	70
Mwu La Flaga, FFX-550	1	70
Mwu La Flaga, GAT-X105	1	160
Cagalli Yula Athha, MBF-02	1	165
Rondo Gina Sahaku, MBF-P01	1	115
Rondo Gina Sahaku, MBF-P01-ReAMATU	1	165
Athrun Zala, ZGMF-X09A	1	235
Kira Yamato, ZGMF-X10A	1	270

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
120mm Gatling	30
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Launcher	200
Beam Rifle	75
Combo Weapons Pod	45
Heavy Dart	6
Plasma Cannon	85
Railgun	25
Twin Link Anti Ship Missiles	20
Twin Link CIWS	10
Twin Link Small Cannons	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Anti Ship Sword	20
Armor Schneider	15
Beam Anti Ship Sword	40
Beam Sabers	40
Titanic Feet	0
Twin Anti Ship Swords	30
Twin Beam Sabers	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Small Shield	10

ORB WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Gatling	30"	Assault D6	7	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Launcher	60"	Heavy 2D3	9	-4	4	A model can only fire the 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 3 times in a battle.
--- Sniper Mode	60"	Heavy 2	9	-4	4	When the Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combo Weapons Pod	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 120mm Gatling	30"	Assault D6	7	-1	1	-
--- Twin Gun Launchers	30"	Assault 2	6	-1	D3	-
Heavy Dart	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Plasma Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Rail Gun	48"	Heavy 1	8	-3	2D3	-
Twin Link Anti Ship Missiles	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly .
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Link Small Cannons	30"	Assault 2	7	-1	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti Ship Sword	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Armor Schneider	Melee	Melee	+1	-1	2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Anti Ship Swords	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR

Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
---------------	--

Small Shield	A model with a Small Shield has a 6+ invulnerable save.
--------------	---

MERCENARY CE71 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your miniatures from various CE Mercenary groups. 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 Mercenary units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **CE**, **CE71**, **Mercenary**, **<Group>**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE71** as the year the unit was deployed, **Mercenary** as the Mercenary faction, and **<Group>** as the particular Mercenary group that the unit belongs to. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

<Group>

Several different Mercenary groups were operating in CE71. These groups often worked with and against each other, so while the **Mercenary** faction may contain them all, certain abilities may affect only units from a given group such as **Junk Guild** or **Serpent Tail**. If a unit has **<Group>** in the keywords, it may be used for any **Mercenary** group, and gains the appropriate keyword when the army is built.

ABILITIES

The following abilities are common to several Mercenary units:

Mobile Suit

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

Core Explodes

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



POWER

LOWE GULE

MBF-P02

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
Lowe Guele	*	*	*	7	7	15	3	8	3+	8-15+	12"	3+	3+
Lowe Guele in a MBF-P02 Gundam Astray Red Frame is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, a Small Beam Gun, Titanic Feet, and Twin Link CIWS. Only one model with Lowe Guele may be taken for your army.										5-8	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Gerbera Straight	Melee	Melee		Sx2	-4	2D3	-						
Small Beam Gun	12"	Pistol 2		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.						
Twin CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This unit may take a Gerbera Straight (Power Rating +2).												
	This unit may replace its Combat Shield with Twin Beam Sabers (Power Rating +2).												
ABILITIES	This unit may take an Astray Flight Pack (Power Rating +2).												
	Mobile Suit (p. 1)						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
	Astray Flight Pack: When equipped, this model gains Fly and adds 1 to the penalty for attacks targeting this model in the shooting phase (to -2).						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
FACTION KEYWORDS	CE, CE71, Mercenary, Junk Guild												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Lowe Guele, Gundam, Space, Ground												



14

POWER

GAI MURAKAMO

MBF-P03

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
Gai Murakamo	*	*	*	7	7	15	5	9	3+	8-15+	12"	2+	2+
Gai Murakamo in a MBF-P03 Gundam Astray Blue Frame is a single model equipped with Beam Sabers, a Beam Rifle, a Combat Shield, Titanic Feet, and Twin Link CIWS. Only one model with Gai Murakamo may be taken for your army.										5-8	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit may replace the Beam Rifle with a Bazooka (Power Rating -3). This unit may replace the Combat Shield with a Bazooka. This unit may take a Missile Launcher (Power Rating +1). This unit may take one Three Shot Missile Launcher (Power Rating +1) or two Three Shot Missile Launchers (Power Rating +2).												
ABILITIES	Mobile Suit (p. 1)												
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1)												
FACTION KEYWORDS	CE, CE71, Mercenary, Serpent Tail												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Gai Murakamo, Gundam, Space, Ground												



14

POWER

GAI MURAKAMO

MBF-P03secondL

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
Gai Murakamo	*	*	*	7	7	15	5	9	3+	8-15+	12"	2+	2+
Gai Murakamo in a MBF-P03secondL Gundam Astray Blue Frame Second L is a single model equipped with two Armor Schneiders, the Tactical Arms, Titanic Feet, and Twin CIWS. Only one model with Gai Murakamo may be taken for your army.										5-8	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Armor Schneider	Melee		Melee		+1	-1	1	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.					
Tactical Arms 120mm Gatling	30"		Assault 2D6		7	-1	1	-					
Tactical Arms Sword	Melee		Melee		Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the hit roll.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin CIWS	12"		Rapid Fire 2		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
<div>Tactical Arms: This system may be reconfigured at the beginning of each of your movement phases to Sword Mode, Gun Mode, or Flight Mode.</div> <div>Small Shield: A model with a small shield has a 6+ invulnerable save.</div> <div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div> <div>Core Explodes (p. 1)</div> <div>Mobile Suit (p. 1)</div> <div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div>										Sword Mode: The Tactical Arms forms the massive Tactical Arms Sword, usable as a makeshift shield. It can split apart so the Tactical Arms 120mm Gatling can be used in the Shooting Phase as well, but subtract 1 from all hit rolls. Treat it as having a Small Shield.			
										Gun Mode: The Tactical Arms focuses on the Tactical Arms 120mm Gatling, but provides shielding for the model. Treat it as having a Combat Shield, but the Tactical Arms Sword may not be used in the Fight Phase.			
										Flight Mode: The Tactical Arms forms a flight pack, granting Fly and adds 1 to the penalty for attacks targeting this model in the shooting phase (to -2). The Tactical Arms 120mm Gatling may be used only to shoot at units behind this model, and the Tactical Arms Sword may not be used in the Fight Phase.			
ABILITIES													
FACTION KEYWORDS	CE, CE71, Mercenary, Serpent Tail												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Gai Murakamo, Gundam, Space, Ground												

<div><div><div></div></div><div>6</div><div>POWER</div></div> <div>ZGMF-1017 GINN</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
ZGMF-1017	*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1017 is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heavy Machine Gun	30"	Assault 6		6	-1	1	-						
Heavy Missile Launcher	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.						
Heavy Sword	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers.													
This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).													
WARGEAR OPTIONS		Core Explodes (p. 1)					Mobile Suit (p. 1)						
ABILITIES													
FACTION KEYWORDS		CE, CE71, Mercenary, <Group>											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											



6
POWER

ZGMF-1017 GINN 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
ZGMF-1017 Veteran	*	*	*	7	7	12	2	8	3+	7-12+	15"	4+	3+
A ZGMF-1017 Veteran is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	5+	4+
										1-3	6"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heavy Machine Gun	30"	Assault 6		6	-1	1	-	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.					
Heavy Missile Launcher	48"	Heavy 1		8	-2	D6							
Heavy Sword	Melee	Melee		+1	-2	D3	-	Make 3 hit rolls for each attack with this weapon.					
Titanic Feet	Melee	Melee		User	-2	D3							
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers.												
	This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).												
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	CE, CE71, Mercenary, <Group>												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



7
POWER

ZGMF-1017 GINN 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
ZGMF-1017 Ace	*	*	*	7	7	12	2	8	3+	7-12+	15"	3+	3+
A ZGMF-1017 Ace is a single model equipped with a Heavy Machine Gun, a Heavy Sword, and Titanic Feet.										4-6	11"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heavy Machine Gun	30"	Assault 6		6	-1	1	-						
Heavy Missile Launcher	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.						
Heavy Sword	Melee	Melee		+1	-2	D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
WARGEAR OPTIONS	This model may replace the Heavy Machine Gun with a Bazooka, a Beam Cannon, or two Heavy Missile Launchers.												
	This model may take up to two Three Shot Missile Launchers (Power Rating +1 each).												
ABILITIES	Core Explodes (p. 1)						Mobile Suit (p. 1)						
FACTION KEYWORDS	CE, CE71, Mercenary, <Group>												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												

MERCENARY 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)
Ace, ZGMF-1017	1	85

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, ZGMF-1017	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-1017	1	75

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Lowe Gule, MBF-P02	1	115
Gai Murakamo, MBF-P03	1	135
Gai Murakamo, MBF-P03secondL	1	135

SUPPORT UNITS	
UNIT	POINTS PER PACK (DOES INCLUDE WARGEAR)
Astray Flight Pack	30
Tactical Arms	100

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bazooka	25
Beam Cannon	25
Beam Rifle	75
Heavy Machine Gun	30
Heavy Missile Launcher	15
Missile Launcher	25
Small Beam Gun	25
Three Shot Missile Launcher	25
Twin Link CIWS	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Armor Schneider	15
Beam Sabers	40
Gerbera Straight	40
Heavy Sword	15
Titanic Feet	0
Twin Beam Sabers	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20

MERCENARY WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Machine Gun	30"	Assault 6	6	-1	1	-
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each one of this weapon may only be fired twice per battle. When targeting units with Immobile or with 5 or more units, change this weapon's type to Heavy 3.
Missile Launcher	72"	Heavy 3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Small Beam Gun	12"	Pistol 2	8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Tactical Arms 120mm Gatling	30"	Assault 2D6	7	-1	1	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Schneider	Melee	Melee	+1	-1	D2	If attacking with two Armor Schneiders, each time this model fights it may make an additional attack with them.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Gerbera Straight	Melee	Melee	Sx2	-4	2D3	-
Heavy Sword	Melee	Melee	+1	-2	D3	-
Tactical Arms Sword	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the hit roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. When attacking with this weapon, you may make an additional attack in the Fight phase.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.