

EARTH FEDERATION FORCES - THUNDERBOLT ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces - Thunderbolt (EFF-TB) 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-TB 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 **UC-TB**, **EFF-TB**, **<Year>**, **Ground**, **Aquatic**, and **Space**. **UC-TB** defines the particular universe of Gundam that these suits fall into (Universal Century - Thunderbolt), **EFF-TB** as the Earth Federation Forces - Thunderbolt, and **<Year>** as the year the unit was deployed. 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 EFF-TB 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.

Escape Vehicle - <Unit Type>

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 <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

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.

Alternate Terrain

Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and are a subset of the rules that are found in the GundamHammer 40k Codex.

Open Space

Battles in **Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit, and the unit may move no more than 3". Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.

Lunar Surface

Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

Debris Field

As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls more than its LD, it must take a Mortal Wound.



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POWER

IO FLEMING FA-78

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
Io Fleming	*	*	*	8	9	21	4	9	2+	11-21+	15"	3+	2+
Io Fleming in the FA-78 Full Armor Gundam Thunderbolt is a single model equipped with Beam Sabers, a Mega Particle cannon, a Missile Launcher, two Three Shot Missile Launchers, Titanic Feet, and Twin Shields. Only one model with Io Fleming may be included in your army.										5-10	10"	4+	3+
										1-4	6"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
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.					
Mega Particle 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.					
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 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.					
WARGEAR OPTIONS	This model may take a Twin Beam Rifle (Power Rating +6).												
	This model may take a Missile Launcher (Power Rating +1).												
	This model may replace its Twin Shields with Quad Shields (Power Rating +2).												
ABILITIES	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.					
	Twin Shields: A model with Twin Shields has a 4+ invulnerable save.							Armor Eject: At any time, the vast array of weapons and armor may be ejected. All weapons are lost except the Beam Sabers and Titanic Feet; all equipment is lost except a single Combat Shield. If					
	Quad Shields: A model with Quad Shields has a 3+ invulnerable save.							damaged, the unit may regain Wounds up to a max of 8 remaining Wounds.					
	Escape Vehicle - FF-X7 Core Fighter (p. 1)							Mobile Suit (p. 1); Core Explodes (p. 1)					
FACTION KEYWORDS	UC-TB, 0079, EFF-TB												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Io Fleming												



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POWER

FF-X7 CORE FIGHTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-X7	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-X7 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. It may include an additional single FF-X7 (Power Rating +4) or an additional two FF-X7 (Power Rating +8).									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Twin Link X7 Missile Launchers	30"	Assault 2		6	0	D3	Add 1 to all hit rolls against targets that can Fly .		
ABILITIES	Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .						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)		
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
FACTION KEYWORDS	UC-TB, 0079, EFF-TB								
KEYWORDS	Fly, Vehicle, Core Fighter, Space, Ground								




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FF-X7-C CORE POD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-X7-C	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-X7-C.									
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)		
FACTION KEYWORDS	UC-TB, 0079, EFF-TB								
KEYWORDS	Fly, Vehicle, Core Fighter, Space								

<div>12 POWER</div> <div>RGC-80 GM CANNON</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
RGC-80	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-80 GM Cannon is a single model equipped with a Beam Spray Gun, a 240mm Cannon, Twin Link 60mm Vulcans, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
240mm Cannon	84"		Heavy D6		8	-3	2	This weapon can target units not visible to the bearer.					
Beam Spray Gun	24"		Pistol D3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This model may take a Combat Shield (Power Rating +1).												
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.										Escape Vehicle - FF-X7 Core Fighter (p. 1)		
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.										Mobile Suit (p. 1)		
											Core Explodes (p. 1)		
FACTION KEYWORDS	UC-TB, 0079, EFF-TB												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space												

<div><div><div></div></div><div>9</div><div>POWER</div></div> <div>RGM-79 GM</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
RGM-79	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A RGM-79 is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-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 Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Spray Gun	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS		This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).											
		This model may replace its Combat Shield with Twin Shields (Power Rating +1).											
ABILITIES		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
		Escape Vehicle - FF-X7-C Core Pod (p. 1)											
FACTION KEYWORDS		Mobile Suit (p. 1), Core Explodes (p. 1)											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space											



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POWER

BIANCA CARLYLE

RGM-79

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
Bianca Carlyle	*	*	*	7	6	12	3	8	3+	7-12+	12"	3+	3+
Bianca Carlyle in a RGM-79 GM is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-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 Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Spray Gun	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).												
	This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
ABILITIES	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).												
	This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
ABILITIES	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).												
	This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
FACTION KEYWORDS	UC-TB, 0079, EFF-TB												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space												



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POWER

RGM-79 ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGM-79 Ace	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
A RGM-79 Ace is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
90mm Machine Gun	24"	Rapid Fire D3	6	0	1								
100mm Machine Gun	24"	Rapid Fire 2D3	6	-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 Saber	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).												
	This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	Twin Shields: A model with Twin Shields has a 4+ invulnerable save.												
	Escape Vehicle - FF-X7-C Core Pod (p. 1)												
FACTION KEYWORDS	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
	Mobile Suit (p. 1), Core Explodes (p. 1)												
KEYWORDS	UC-TB, 0079, EFF-TB												
	Character, Titanic, Vehicle, Mobile Suit, Space												



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POWER


IO FLEMING

RGM-79

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
Io Fleming	*	*	*	7	6	12	3	9	3+	7-12+	12"	3+	2+
Io Fleming in a RGM-79 GM is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model with Io Fleming may be included in your army.										4-6	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-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 Saber	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Spray Gun	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a Bazooka (Power Rating +1), a Beam Spray Gun (Power Rating +3), or a 100mm Machine Gun (Power Rating +1).												
	This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	Escape Vehicle - FF-X7-C Core Pod (p. 1)												
	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC-TB, 0079, EFF-TB												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Io Fleming												

<div>12 POWER</div> <div>RX-77-2 GUNCANNON</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
RX-77-2	*	*	*	7	7	15	2	7	2+	8-15+	10"	4+	4+
A RX-77-2 is a single model equipped with two 240mm Cannons, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	7"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
240mm Cannon	84"	Heavy D6		8	-3	2	This weapon can target units not visible to the bearer.						
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.						
Spray Missile Launcher	72"	Rapid Fire D6		7	-2	1	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace both 240mm Cannons with two Spray Missile Launchers (Power Rating -3).												
	This model may take a Beam Rifle (Power Rating +3).												
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	Mobile Suit (p. 1)						Escape Vehicle - FF-X7 Core Fighter (p. 1)						
FACTION KEYWORDS	Core Explodes (p. 1)												
	UC-TB, 0079, EFF-TB												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space												

EFF-TB 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)
RGM-79 Ace	1	95

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FF-X7	1-3	45
FF-X7-C	1	40

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGM-79	1	85

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGC-80	1	95
RX-77-2	1	100

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Titanic Feet	0

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Io Fleming, FA-78	1	300
Bianca Carlyle, RGM-79	1	95
Io Fleming, RGM-79	1	105

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
90mm Machine Gun	15
100mm Machine Gun	25
240mm Cannon	65
Bazooka	25
Beam Rifle	75
Beam Spray Gun	55
Mega Particle Cannon	85
Missile Launcher	25
Spray Missile Launcher	40
Three Shot Missile Launcher	25
Twin Beam Rifle	130
Twin Link 60mm Vulcans	10
Twin X7 Missile Launchers	20

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Quad Shields	60
Twin Shields	30

EFF-TB WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.
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+ with this weapon, it also inflicts a Mortal Wound.
Beam Spray Gun	24"	Pistol D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Mega Particle 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.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Spray Missile Launcher	72"	Rapid Fire D6	7	-2	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 Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.

OTHER WARGEAR

Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Quad Shields	A model with Quad Shields has a 3+ invulnerable save.
Twin Shields	A model with Twin Shields has a 4+ invulnerable save.