### **EFF POST WAR ARMY LIST 0081-0085**

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces Post War (Postwar EFF) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Postwar EFF units - these are described below and referenced on the datasheets.

#### **PRIOR INDICES**

Postwar EFF detachments may include any non-**Character** unit from previous EFF related indices in their army selection, replacing their <Faction> with EFF Post War.

#### **ABILITIES**

The following abilities are common to several EFF Post War units:

#### **Mobile Suit**

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

#### **Core Explodes**

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

#### **Titanic Presence**

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

#### Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

#### **Newtype**

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

#### **NEWTYPE DISCIPLINE**

#### IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

#### **Plot Armor**

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Newtype's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

#### **Combat Hypnosis**

Combat Hypnosis has a warp charge value of 6. If manifested, the Newtype's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Newtype's unit can Charge this turn.

# POWER HUGUES COURAND FA-78-3 M WS BS S T W A Ld SV

#### DAMAGE

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

/ POWER				<b>)</b>	,	shown below:									
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS				
Hugues Courand 525pts	*	* * 8	8	18	4	9	2+	7-12+	12"	2+	2+				
Hugues Courand in the Frwith a Beam Rifle, Beam Beam Guns, three Three 60mm Vulcans. Only one army.	Sabers, a l Shot Missil	Beam Shot Rifle le Launchers, Ti	e, a Coi itanic F	mbat eet,	Shie and	eld, two Twin L	o Small ink	4-6 1-3	9" 5"	3+ 4+	3+ 4+				
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES								
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blas	t.								
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v							
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v							
Beam Shot Rifle	36"	Heavy 2D6	8	-3	3			time you roll a wound roll of 6+ for this ulso inflicts a mortal wound.							
Beam Spray Gun +65	24"	Pistol 3	8	-3	4			oll a wound roll of 6+ for this nflicts a mortal wound.							
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may onl	y be fi	red onc	e per				
Small Beam Gun	24"	Pistol 2	8	-3	2			roll a wound roll o inflicts a mortal v							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blas	t.								
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	for each attack v	vith thi	s weap	on.				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b> I	y.				
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -3</b> ).  This model may take two Grenade Launchers or two Beam Spray Guns ( <b>Power Rating +3 each</b> ).										+3				
		<b>Shield</b> : A model s a 5+ invulnera			bat		ile Suit (p	,	- 0D0"	i					
ABILITIES	Core Exp	olodes (p. 1)				<b>Hit and Run</b> : This unit can move 2D6" in your Charge phase (even if it has not declared a charge).									
FACTION KEYWORDS		, EFF Post War													
KEYWORDS	Character	r, Titanic, Vehicl	e, Mob	ile Sı	uit, S	pace,	Gundam,	Hugues Courand							
<u></u>															

4 POWER		]	ŖŊ.	-X		C	O	RI	E FI	GHTER II	
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv		
FF-XII 175pts	15"-30"	6+	4+	6	5	6	2	7	2+		
This unit contains a single	FF-XII eq	uipped	l with t	wo B	Beam	n Spra	ıy Gı	ıns.			
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES		
Beam Spray Gun	24"	Pis	stol D3	3	8	-3	4		•	u roll a wound roll of 6+ f so inflicts a mortal wound	
	Airborne and can c can Fly, a attacked i can Fly.	nly be ind cai	charg n only	ed by	y un k or	its tha be	it	it on strai afte incre	n the spot ight forwa r the initia ease its M	Each time this model mo up to 90°, then move the ards. Note that it cannot al pivot. When this mode Move characteristic by 15 do not roll any dice.	e model pivot again I Advances,
ABILITIES	Hard to H subtract 1 target this	from I	hit rolls	s for	atta	cks tha			icle Squa	adron (p. 1) ion (p. 1)	
FACTION KEYWORDS	UC, 0083					J   / G				- u/	
KEYWORDS	Fly, Vehic	le, Cor	re Figh	nter, (	Grou	ınd					

14 4		R]R-	XI						RE FIGHTER II			
POWER					TU			BU	JRNERN			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv			
FF-XII-Fb 195pts	20"-40"	6+	4+	6	5	6	2	7	2+			
This unit contains a single	FF-XI-Fb	equipp	ed wit	h tw	о Ве	am S <sub>l</sub>	oray	Guns	S.			
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ILITIES			
Beam Spray Gun	24"	Pis	stol D3		8	-3	4		ch time you roll a wound roll of 6+ for this apon, it also inflicts a mortal wound.			
	and can c can <b>Fly</b> , a	irborne: This model cannot charge, and can only be charged by units that an Fly, and can only attack or be tacked in the Fight phase by units that							personic: Each time this model moves, first pivon the spot up to 90°, then move the model aight forwards. Note that it cannot pivot again or the initial pivot. When this model Advances, rease its Move characteristic by 20" until the end the phase - do not roll any dice.			
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase							, ,				
FACTION KEYWORDS	UC, 0083	, EFF	Post W	/ar								
KEYWORDS	Fly, Vehic	le, Cor	e Figh	iter,	Spac	е						

7 POWER		MS ZAK				2		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F2 145pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F2 is a single mo Shield, Grenades, a Heat			m Mac	hine	Gun	a Coi	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm MMP-70C +10		cking with this ract 1 from all to						the profiles listed b	pelow.	If you c	hoose
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	7	-1	D3	This	weapon m	nay only be fired o	nce p	er battle	).
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast					
Grenades	6"	Grenade 1	6	-1	D3	-					
Heat Hawk	Melee	Melee	+3	-3	6	-					
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fi	red once	e per
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	·.				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	Rating +1 This mode each). This mode This mode	).	ddition ts Grer ocket E	up to nade: Boost	o 2 T s with ter ( <b>F</b>	hree S n Smo <b>Power</b>	Shot Missi ke Grenad			•	
		<b>Shield</b> : A model a 5+ invulnera			nbat	Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					
ABILITIES	Mobile Su		3.3 3av	<u> </u>		Rocket Booster: A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.					
FACTION KEYWORDS	UC, 0083,	EFF Post War									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd					

## MS-14F

**KEYWORDS** 

**DAMAGE** 

Some of this model's characteristics

POWER	GE	LG	00	G	M	A	RI	NE	change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-14F 245pts	*	* *	8	8	15	2	8	3+	8-15+	12"	4+	3+
A MS-14F is a single mod Machine Gun, Beam Sab				n Hand	d Car	nnon	s, a 12	20mm	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pisto	16	5	0	1	-					
90mm MMP-70C +10		_		•					the profiles listed b n.	elow.	If you o	choose
90mm MMP-70C	30"	Assaul	t 12	7	-1	1	-					
Grenade Launcher	30"	Assau	lt 1	6	-1	D3	This	weapon n	nay only be fired o	nce pe	er battle	<b>)</b> .
120mm Machine Gun	30"	Assaul	t 12	6	-1	1	-					
Bazooka -5	48"	Heavy	2D6	8	-2	1	Blast	t.				
Beam Rifle +40	36"	Heav	y 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Mele	e	+6	-3	6		_	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Mele	e	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	a Bazooka	a, or a Be	am Rit	le ( <b>Po</b> v	wer l	Ratir	ng +2)		90mm MMP-70C (I ).	Powe	r Ratin	g <b>+1</b> ),
ABILITIES	Mobile St Core Exp	. ,	1)						<b>d +20</b> : A model wi nerable save.	th a C	ombat	Shield
FACTION KEYWORDS	UC, 0083	, EFF Pos	t War									

Titanic, Vehicle, Mobile Suit, Ground, Space

10 POWER	NRX-044 ASSHI VETERAN M ws bs s t w a								AR	change as it suffers damage, as shown below:					
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	S	ws	BS		
NRX-044 Veteran 200pts	15"-30"	*	*	*	6	15	2	8	3+	8-15+	8	4+	3+		
A NRX-044 Veteran is a s	ingle mode	l equi	oped w	/ith a	a 360'	° Coc	kpit,	a He	avy	4-7	7	5+	4+		
Beam Rifle and Titanic Fe	et.									1-3	6	6+	5+		
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES						
Heavy Beam Rifle	36"	As	sault 3		8	-3	4								
Titanic Feet	Melee	M	1elee		User	-2	2	2 Make 3 hit rolls for each attack with this weapon.							
	Melee Melee User -2 2  360° Cockpit: This unit may reroll a hit roll once per turn.  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 pivorit 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 9" 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.  Mobile Suit (p. 1)							Mobile Suit Mode:Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model							

may fire its Heavy Beam Rifle with a +1 to hit.

**ABILITIES** 

**KEYWORDS** 

FACTION KEYWORDS

Core Explodes (p. 1)

UC, 0085, EFF Post War

Titanic, Vehicle, Mobile Suit, Ground

17 powe		OR GAI						DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	S	ws	BS	
ORX-005 330pt	s 15"-30"	* * *	7	15	2	8	3+	8-15+	8	4+	3+	
An ORX-005 is a single Beam Sabers, Titanic F				oit, tw	/o Be	eam R	ifles,	4-7 1-3	7 6	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith th	is weap	on.	
	Airborne: and can on can Fly, an	oit: This unit return. This model cally be charged dican only atte	innot ch I by unit	narge ts tha	, it	Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.  Supersonic: Each time this model moves, first pivo 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 9" until the end of the phase - do not roll any dice.					ain ces, end	
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)  Core Explodes (p. 1)						Mobile Suit Mode: Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model gains Hit and Run: This unit may move 2D6" in yo Charge phase, even if it has not declared a charge					

**KEYWORDS** 

FACTION KEYWORDS

UC, 0085, EFF Post War

Titanic, Vehicle, Mobile Suit, Ground, Space

18 POWER		YBE RX-(							DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS E	ss s	Т	W	Α	Ld	Sv	REMAINING W	S	WS	BS			
Cyber Newtype 350pts	15"-30"	*	* *	7	15	2	8	3+	8-15+	8	4+	3+			
A Cyber Newtype in an O								Cockpit,	4-7	7	5+	4+			
two Beam Rifles, Beam S				win Cor					1-3	6	6+	5+			
WEAPON	RANGE	TYF	PE	S	AP	D		ITIES							
Beam Rifle	36"	Heav	y 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal W			•			
Beam Sabers	Melee	Mel	ee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Titanic Feet	Melee	Mel	ee	User	-2	2									
	360° Cocl roll once p Airborne: and can o can Fly, a attacked in can Fly.	This mo nly be ch	del ca arged	nnot ch by unit	arge s tha oe	, it	Shields has a 4+ invulnerable save.  Supersonic: Each time this model moves, first pivorit 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 9" until the end of the phase - do not roll any dice.								
ABILITIES	can Fly.  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)  Core Explodes (p. 1)							Mobile Suit Mode:Before the first turn and before this unit moves in the Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", its Toughness characteristic becomes 7, and it loses Supersonic, Airborne, and Hard to Hit. This model gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							
	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis														

**PSYKER** 

**KEYWORDS** 

**FACTION KEYWORDS** 

UC, 0085, EFF Post War

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

is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase.

Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

13 POWER		RO GM CA	GC-			VII		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGC-83 255pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-83 is a single mod								4-6	9"	5+	5+
Cannons, Beam Sabers, Clink 60mm Vulcans.	Chobham <i>A</i>	Armor, Combat	Shield,	Titar	nic F	eet, and	d Twin	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Cannon	36"	Each time you roll a wound roll of 6+ for this 36" Heavy 1 8 -3 6 weapon, it also inflicts a mortal wound.									
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can <b>F</b> l	ly.
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A moderate Armor increase stic by 6, while stic is reduced may be ejected all characteristic my wounds lost Chobham Armo	es their M their M by 3. I d at any cs to th are firs	Woulove The y time	e, nted	Shield <b>Mobil</b>				th a Co	mbat
FACTION KEYWORDS	UC, 0083,	EFF Post War	,								
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Space, Ground									

14 POWER		CHUC RC				Nŧ		DAMAGE Some of this mo- change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Chuck Keith 280pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	2+	
Chuck Keith in an RGC-83 GM Cannon II is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.  WEAPON RANGE TYPE S AP D ABILITIES												
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Cannon	Each time you roll a wound roll of 6+ for this  Heavy 1 8 -3 6 weapon, it also inflicts a mortal wound.											
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll of inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	for each attack v	vith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targ	ets tha	t can <b>F</b>	ly.	
ABILITIES	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly.  Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.  Add 1 to all hit rolls against targets that can Fly.  Combat Shield: A model equipped with a Combat Shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0083, EFF Post War											
KEYWORDS		hicle, Mobile S		ace,	Grou	ınd, C	haracter					

8 POWER		RGI GM T				DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79C 170pts	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+	
A RGM-79C is a single mo		•				•	m	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-						
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
180mm Cannon -5	48"	Heavy 1	8	-3	2D6	-						
Bazooka -5	48"	When targeting units with 5 or more models, ch 48" Heavy 2D6 8 -2 1 Blastweapon's type to Heavy 2D6.								hange		
Beam Carbine +15	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o o inflicts a mortal w				
Beam Spray Gun +25	24"	Pistol 3	8	-3	4		•	roll a wound roll o o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ts tha	t can <b>Fl</b>	у.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun ( <b>Power Rating</b> -1), a 180mm Cannon, a Bazooka, a Beam Carbine ( <b>Power Rating</b> +1), or a Beam Spray Gun ( <b>Power Rating</b> +1).											
ABILITIES		<b>Shield</b> : A model s a 5+ invulneral			nbat		le Suit (p Explode					
FACTION KEYWORDS	UC, 0081	, Postwar EFF										
KEYWORDS	Titanic, V	anic, Vehicle, Mobile Suit, Space, Ground										

9 POWER		RGI SM TY				CI	$\Xi$	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-79C Ace 180pts	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+	
A RGM-79C Ace is a sing Sabers, Titanic Feet, Twin							Beam	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-						
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
180mm Cannon -5	48"	Heavy 1	8	-3	2D6	-						
Bazooka -5	48"	When targeting units with 5 or more models, change 48" Heavy 2D6 8 -2 1 Blastweapon's type to Heavy 2D6.										
Beam Carbine +15	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6		,	roll a wound roll o inflicts a mortal v				
Beam Spray Gun +25	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can <b>Fl</b>	y.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun ( <b>Power Rating</b> -1), a 180mm Cannon, a Bazooka, a Beam Carbine ( <b>Power Rating +1</b> ), or a Beam Spray Gun ( <b>Power Rating +1</b> ).											
ABILITIES		Shield: A model s a 5+ invulneral			nbat		le Suit (p Explode	,				
FACTION KEYWORDS	UC, 0081	, Postwar EFF										
KEYWORDS	Characte	naracter, Titanic, Vehicle, Mobile Suit, Space, Ground										

RGM-79 Powered Barren B	10 POWER	]	R POW	EGM ERI			SM		DAMAGE Some of this mod change as it suffe shown below:				
A RGM-79 Powered GM is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.  Bazooka  RANGE  Melee  M	NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.  TYPE S AP D ABILITIES  90mm Machine Gun 15 24" Rapid Fire 4 6 0 1 - 120mm Machine Gun 30" Assault 12 6 -1 1 - 120mm Machine Gun 30" Assault 12 6 -1 1 - 120mm Machine Gun 5 48" Heavy 2D6 8 -2 1 Blast.  Beam Sabers Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.  Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.  Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly.  WARGEAR OPTIONS This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit, Core Explodes (p. 1)	RGM-79 Powered 210pts	*	* *	8 6	12	2	8	3+	7-12+	12"	4+	3+	
Beam Sabers, Titanic Feet, Twin Link 60mm Vuicans, and a Combat Shield.    1-3   5"   6+ 5+	A RGM-79 Powered GM i	s a single r	nodel equip	ped with a	a 120	mm N	Machine	Gun,	4-6	9"	5+	4+	
90mm Machine Gun 30" Assault 12 6 -1 1 -  120mm Machine Gun 30" Assault 12 6 -1 1 -  Bazooka 5 48" Heavy 2D6 8 -2 1 Blast.  Beam Sabers Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.  Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.  Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly.  WARGEAR OPTIONS This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit, Core Explodes (p. 1)									1-3	5"	6+	5+	
120mm Machine Gun 30" Assault 12 6 -1 1 -  Bazooka 5 48" Heavy 2D6 8 -2 1 Blast.  Beam Sabers Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.  Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.  Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly.  WARGEAR OPTIONS This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit, Core Explodes (p. 1)	WEAPON	RANGE	TYPE	S	AP	D	ABILI	ΓIES					
Bazooka    Bazooka   Sazooka   Bazooka   Bazoo	90mm Machine Gun -15	24"	Rapid Fire	e 4 6	0	1	-						
Beam Sabers  Melee  Mel	120mm Machine Gun	30"	Assault 1	2 6	-1	1	-						
Beam Sabers  Melee  Mel	Bazooka 5	48"	Heavy 2D	06 8	-2	1	Blast.						
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 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  ABILITIES  This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  Mobile Suit, Core Explodes (p. 1)	Beam Sabers	Melee	Melee	+6	-3	6							
WARGEAR OPTIONS  This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9"  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit, Core Explodes (p. 1)	Titanic Feet	Melee	Melee	User	-2	2	Make 3	3 hit rolls	s for each attack v	vith thi	is weap	on.	
Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  ABILITIES  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit, Core Explodes (p. 1)	Twin Link 60mm Vulcans	12"	Rapid Fire	e 4 4	0	2	Add 1	to all hit	rolls against targe	ets tha	ıt can <b>F</b>	ly.	
shield has a 5+ invulnerable save.  Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  ABILITIES  Heavy Thruster Pack: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  Mobile Suit, Core Explodes (p. 1)	WARGEAR OPTIONS	This mode	el may repla	ce its 120	mm l	Mach	ine Gun	with a 9	00mm Machine Gu	un, or	a Bazo	oka.	
declared a charge.  Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.  Mobile Suit, Core Explodes (p. 1)		shield has	a 5+ invuln	ierable sa	ve.		•						
subtract 1 from hit rolls for attacks that  ABILITIES target this model in the Shooting phase. Mobile Suit, Core Explodes (p. 1)		your Charge phase, even if it has not declared a charge.  on the battlefield. At the end of any of your Movement phases, this unit can descend - s											
	ABILITIES	subtract 1 from hit rolls for attacks that											
	FACTION KEYWORDS												
	KEYWORDS				ace.	Grou	nd, Flv.	Jump P	ack				

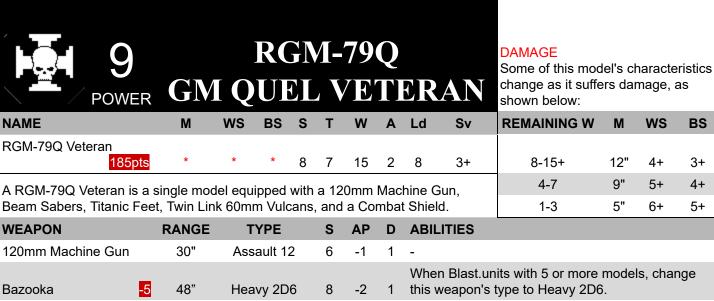
11 POWER	RO	DICK SM-79					ED	DAMAGE Some of this mod change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Dick Allen 225pts	*	* * 8	6	12	3	8	3+	7-12+	12"	3+	3+	
Dick Allen in an RGM-79 I Machine Gun, Beam Sabe Shield. Only one of this ur	ers, Titanic	Feet, Twin Link	k 60mn					4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun -15	24"	Rapid Fire 4	6	0	1	-						
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Bazooka 5	48"	Heavy 2D6	8	-2	1	Blast						
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	I to all hit	rolls against targe	ets tha	t can <b>Fl</b>	y.	
WARGEAR OPTIONS	This mode	el may replace	its 120	mm M	lach	ine Gu	n with a 9	00mm Machine G	un, or	a Bazoo	oka.	
	This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Heavy Thruster Pack: During deployment, you ca set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.											
ABILITIES	subtract 1 from hit rolls for attacks that target this model in the Shooting phase. <b>Mobile Suit, Core Explode</b>											
FACTION KEYWORDS		UC, 0083, EFF Post War										
KEYWORDS		ehicle, Mobile S		ace, (	Grou	nd, Fly	, Jump P	ack, Character				

12 POWER			RG M S							DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-79FP 240pts	*	*	*	8	7	12	3	8	2+	7-12+	12"	3+	4+
A RGM-79FP is a single r										4-6	9"	4+	5+
Sabers, Titanic Feet, Twir Shield.	Beam Spe	ear, Tv	vin Link	k 60r	nm ∨	/ulcar	ıs, a	nd a (	Combat	1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rap	id Fire	6	6	-1	1	-					
Beam Sabers	Melee	N	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	N	1elee	ι	Jser	-2	2	Mak	e 3 hit rolls	s for each attack v	ith thi	s weap	on.
Twin Beam Spear	Melee	M	/lelee		Sx2	-4	6	1 fro	m the Hit i	g with this weapor roll. Each time you eapon, it also inflic	roll a	Wound	roll of
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b> l	ly.
	Combat S shield has						bat			This unit may mov , even if it has not		-	
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)  Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0081, Postwar EFF												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

9 POWER			R(					M		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N 185pts	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N is a single mo	odel equip	oed wi	th a 1:	20mn	n Ma	chine	Gur	ı, Bea	m	4-7	10"	5+	4+
Sabers, Titanic Feet, Twin										1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	ITIES						
120mm Machine Gun	30"	30" Assault 12 6 -1 1 -											
Bazooka -5	48"	When Blast.units with 5 or mo 48" Heavy 2D6 8 -2 1 this weapon's type to Heavy 2										ls, char	nge
Beam Rifle +45	36"	Нє	eavy 3	3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	1elee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	M	1elee	Į	Jser	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	id Fire	e 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b>	ly.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).										er		
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, EFF Post War												
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Space, Ground											

10 POWER		OUTH RG				IN	G	DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
South Burning 200pts	*	* * {	3 7	15	3	8	3+	8-15+	15"	3+	2+		
South Burning in a RGM-7 120mm Machine Gun, Be Combat Shield. Only one	am Sabers	, Titanic Feet,	Twin Lir	nk 60	)mm	Vulcar	ns, and a	4-7 1-3	10" 6"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Bazooka -5	48"	When Blast.units with 5 or more models, change											
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v					
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.		
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, EFF Post War												
KEYWORDS	Character	, Titanic, Vehic	le, Mob	ile S	uit, S	pace,	Ground						

9 POWER			GM-'					DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RGM-79Q 180pts	*	* *	8 7	15	2	7	3+	8-15+	12"	4+	4+		
A RGM-79Q is a single m	odel equipi	ped with a 12	0mm Ma	chine	e Gur	n. Bea	m	4-7	9"	5+	5+		
Sabers, Titanic Feet, Twin								1-3	5"	6+	6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Bazooka -5	48"	When Blast.units with 5 or more models, change											
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b>	ly.		
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0084, EFF Post War												
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground											



WS

4+

5+

6+

BS

3+

4+

5+

8 POWER				IS-1 ZA					DAMAGE Some of this mod change as it suffe shown below:			I
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-106 165pts	*	*	* (	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 is a single mo Cockpit, Beam Sabers, a					hine	Gun	, a 360°	0	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Beam Rifle +45	36"	He	avy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	• • •										
Heat Hawk -20	Melee	М	elee	+1	-2	D3	-					
Three Shot Missile Launcher	60"	Rapid	Fire D	6 6	-1	1	Blast.					
Titanic Feet	Melee	М	elee	User	-2	1	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode each).	el may t <b>must</b> el may	replace replace take in	its 120n its Bear addition	nm N m Sa up to	/lachi abers o 2 T	ne Gur with a hree SI	n with a E Heat Ha not Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating le Launchers (Pow nbat Shields (Pow	r Ratii g -1). ver Ra	ating +1	I
	This model may replace its Combat Shield with Twin Combat Shields ( <b>Power Rating +1</b> ). <b>360° Cockpit</b> : This unit may reroll a hit roll once per turn. <b>Combat Shield</b> : A model with a combat shield has a 5+ invulnerable save.											l has
ABILITIES	Mobile Suit (p. 1)  Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.											
FACTION KEYWORDS	UC, 0084, EFF Post War											
KEYWORDS	Titanic, Ve	ehicle,	Mobile	Suit, Spa	ace,	Grou	nd					

9 POWER		RM HIZA						DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
RMS-106 Ace 175pts	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-106 Ace is a single Cockpit, Beam Sabers, a					hine	Gun, a	a 360°	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o				
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee H6 -3 6 weapon, it also inflicts a mortal wound.											
Heat Hawk -20	Melee	Melee	+1	-2	D3	-						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	1	Make	3 hit roll	s for each attack v	with this	s weap	on.	
WARGEAR OPTIONS	This mode does so, in This mode each).	el may replace it t <b>must</b> replace i el may take in a	ts 120r its Bea ddition	nm N m Sa up to	Mach abers o 2 T	ine Gu with a hree S	n with a Heat Ha hot Miss	wk ( <b>Power Ratin</b> Beam Rifle ( <b>Powe</b> awk ( <b>Power Ratin</b> ile Launchers ( <b>Power</b> nbat Shields ( <b>Pow</b>	er Ratir g -1). wer Ra	iting +	1	
	This model may replace its Combat Shield with Twin Combat Shields ( <b>Power Rating +1</b> ).  360° Cockpit: This unit may reroll a hit roll once per turn.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)											
ABILITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.											
FACTION KEYWORDS	•	, EFF Post War										
KEYWORDS		r, Titanic, Vehicle	e, Mob	ile Sı	uit, S	pace,	Ground					

11 POWER		RI GAL	MS-1 BAI			β		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-117 210pts	*	* *	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with a Bea	am Rifle, I	Bean	n Sa	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laur						,		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o			
Grenade Launcher	30"	Assault 1	6	-1	D3			weapons may only	be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
	Mobile Su	<b>iit</b> (p. 1)				Com	ıbat Shiel	<b>d</b> : A model with a	comb	at shiel	d has
ABILITIES	Core Exp	<b>lodes</b> (p. 1)				a 5+	invulneral	ole save.			
FACTION KEYWORDS	UC, 0084,	EFF Post W	/ar								
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	ınd					

RM								DY							
М	ws	BS	S T	٧	٧	Α	Ld	Sv	REMAINING W	M	ws	BS			
*	*	*	8 7	1	2	2	8	3+	7-12+	12"	4+	3+			
ingle mode	l equip	ped v	vith a Be	am	Rif	le, B	eam S	Sabers, a	4-6	9"	5+	4+			
-		-				,		,	1-3	5"	6+	5+			
RANGE	T	YPE	S	Α	Р	D	ABIL	ITIES							
36"	He	avy 3	8	-;	3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Melee	M	elee	+6	; <b>-</b> ;	3	6		•							
30"	Ass	ault 1	6		1	D3			weapons may onl	y be fi	red onc	e per			
Melee	M	elee	Use	er -2	2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.			
Mobile Su	iit (p. 1	1)					0	hat Ohial	ماند الماند الماند الماند الماند		-4 -1-1-1	-l l			
Core Exp	lodes	(p. 1)								comb	at sniei	u nas			
UC, 0084,	EFF F	Post V	Var												
Titanic, Ve	hicle, I	Mobil	e Suit, S	pace	е, С	Grou	nd								
	M * ingle mode ade Launch RANGE 36" Melee 30" Melee Mobile Su Core Expl	M WS  * *  ingle model equip ade Launchers, ar  RANGE TV  36" He  Melee M  30" Ass  Melee M  Mobile Suit (p. 1)  Core Explodes  UC, 0084, EFF F	M WS BS  * * *  ingle model equipped water Launchers, and Tital RANGE TYPE  36" Heavy 3  Melee Melee  30" Assault 1  Melee Melee  Mobile Suit (p. 1)  Core Explodes (p. 1)  UC, 0084, EFF Post V	M WS BS S T  * * * 8 7  ingle model equipped with a Be ade Launchers, and Titanic Fee BANGE TYPE S  36" Heavy 3 8  Melee Melee +6  30" Assault 1 6  Melee Melee Use BANGE Use BANGE TYPE Use BANGE U	M WS BS S T W * * * 8 7 1  ingle model equipped with a Beam ade Launchers, and Titanic Feet.  RANGE TYPE S A  36" Heavy 3 8 - 4  36" Heavy 3 8 - 4  Melee Melee +6 - 4  Melee Melee User - 5  Mobile Suit (p. 1)  Core Explodes (p. 1)  UC, 0084, EFF Post War	M WS BS S T W  * * * 8 7 12  ingle model equipped with a Beam Rife ade Launchers, and Titanic Feet.  RANGE TYPE S AP  36" Heavy 3 8 -3  Melee Melee +6 -3  30" Assault 1 6 -1  Melee Melee User -2  Mobile Suit (p. 1)  Core Explodes (p. 1)  UC, 0084, EFF Post War	M WS BS S T W A  * * * 8 7 12 2  ingle model equipped with a Beam Rifle, B ade Launchers, and Titanic Feet.  RANGE TYPE S AP D  36" Heavy 3 8 -3 4  Melee Melee +6 -3 6  30" Assault 1 6 -1 D3  Melee Melee User -2 2  Mobile Suit (p. 1)  Core Explodes (p. 1)  UC, 0084, EFF Post War	M WS BS S T W A Ld  * * * 8 7 12 2 8  Ingle model equipped with a Beam Rifle, Beam S ade Launchers, and Titanic Feet.  RANGE TYPE S AP D ABIL  Each 36" Heavy 3 8 -3 4 weap  Each Melee Melee +6 -3 6 weap  Each 30" Assault 1 6 -1 D3 battle Melee Melee User -2 2 Make  Mobile Suit (p. 1)  Com Core Explodes (p. 1)	M WS BS S T W A Ld Sv  * * * 8 7 12 2 8 3+  Ingle model equipped with a Beam Rifle, Beam Sabers, a ade Launchers, and Titanic Feet.  RANGE TYPE S AP D ABILITIES  Each time you weapon, it also bear time you weapon, it also bear time you weapon, it also bear time you have a feach of these solutions.  Melee Melee User -2 2 Make 3 hit rolls  Mobile Suit (p. 1)  Combat Shiel a 5+ invulneral UC, 0084, EFF Post War	B VETERAN  Some of this mode change as it sufficiency in the sum of the sum o	Some of this model's change as it suffers dar shown below:  M WS BS S T W A Ld Sv REMAINING W M  * * * 8 7 12 2 8 3+ 7-12+ 12"  ingle model equipped with a Beam Rifle, Beam Sabers, a decleaunchers, and Titanic Feet.  RANGE TYPE S AP D ABILITIES  Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound.  Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound.  Each of these weapons may only be firm 30" Assault 1 6 -1 D3 battle.  Melee Melee User -2 2 Make 3 hit rolls for each attack with thit Mobile Suit (p. 1)  Combat Shield: A model with a combination of the com	M WS BS S T W A Ld SV REMAINING W M WS  * * * 8 7 12 2 8 3+ 7-12+ 12" 4+  Ingle model equipped with a Beam Rifle, Beam Sabers, a de Launchers, and Titanic Feet.  RANGE TYPE S AP D ABILITIES  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.  Each of these weapons may only be fired one battle.  Melee Melee User -2 2 Make 3 hit rolls for each attack with this weap Mobile Suit (p. 1)  Combat Shield: A model with a combat shield a 5+ invulnerable save.  UC, 0084, EFF Post War			

11 POWER		MS-	~	P/R M		M	-79	9R	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R 220pts	*	*	* 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R	is a single	model e	quippe	d with a	a 360	)° Co	ckpit,	a Beam	4-6	9"	5+	5+
Rifle, Beam Sabers, a Co	mbat Shield	d, Titanio	Feet,	and Tw	/in Li	ink 60	)mm	Vulcans.	1-3	5"	6+	6+
WEAPON	RANGE	TY	PE	S	AP	D	ABII	LITIES				
90mm Machine Gun -60	24"	Rapid F	Fire D3	6	0	1	-					
180mm Cannon -50	48"	Hea	vy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy	/ 2D6	8	-2	1	Blas	t				
Beam Rifle	36"	Hea	vy 3	8	-3	4			roll a wound roll of inflicts a mortal v			
Beam Sabers	Melee	Me	lee	+6	-3	6		•	roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	Me	lee	User	-2	2	Mak	e 3 hit rolls	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS									hine Gun ( <b>Power</b> <b>2</b> ).	Ratin	g -3), 1	80mm
	Cannon (Power Rating -2), or Bazooka (Power Rating -2).  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)											
ABILITIES	360° Cockpit: This unit may reroll a hit roll once pe turn.											
FACTION KEYWORDS	UC, 0084,	EFF Po	st War									
KEYWORDS	Titanic, Ve	hicle, M	lobile S	uit, Spa	ace,	Grou	nd					

12 POWER	RI	MS-179 GM					PR	DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179 Ace 230pts	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace is a singl Beam Sabers, a Combat S								4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid Fire D3	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast	t				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	for each attack v	vith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS		el may replace it Power Rating -2						hine Gun ( <b>Power</b> <b>2</b> ).	Ratin	<b>g -3</b> ), 18	30mm
	Mobile S	 <b>uit</b> (p. 1)				a 5+	invulneral	<b>d</b> : A model with a ole save. This unit may rere			
ABILITIES	Core Exp	lodes (p. 1)				turn.	Cockpit.	This unit may let	JII A III	t TOIL OIL	e hei
FACTION KEYWORDS	UC, 0084	, EFF Post War									
KEYWORDS	Character	, Titanic, Vehicle	e, Mobi	le S	uit, S	pace,	Ground				

14 POWER		R GUN	RMV ITA		<b>\</b>			DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS				
RMV-1 225pts	*	* *	7 7	12	2	7	3+	7-12+	10"	4+	4+				
A RMV-1 is a single mode two 120mm Low Recoil C Smoke Launchers.					4-6 1-3	7" 4"	5+ 6+	5+ 6+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES								
80mm Anti-Personnel Machine Gun	12"	Pistol 12	5	0	1	-									
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.									
Crushing Treads	Melee	Melee	User	-2	2	Make	2 hit rolls	s for each attack v	vith thi	s weap	on.				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast									
ABILITIES	Core Explodes (p. 1)  Mobile Tank: Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in the unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred the hit roll as if firing an Assault weapon. Models this unit only gain a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains Titanic Presence (p. 4)														
FACTION KEYWORDS															
KEYWORDS	Titanic, Ve	hicle, Mobile	Tank, G	round											

16 POWER	GI	ORGI RX	O I K-78		EL	DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS					
Giorgio Miguel 340pst	*	* * {	8	18	3	8	2+	7-12+	12"	3+	2+					
Giorgio Miguel in the RX-7								4-6	9"	4+	3+					
Beam Rifle, Beam Sabers and a Combat Shield. On							ulcans,	1-3	5"	5+	4+					
WEAPON	RANGE	TYPE	S	AP	ITIES											
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	Blast.										
Beam Sabers	Each time you roll a wound roll of 6+ for this  Melee															
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v								
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	is weap	on.					
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	ıt can <b>F</b> l	ly.					
WARGEAR OPTIONS							•	<b>Power Rating -3</b> ). sazooka ( <b>Power R</b>	ating	<b>+1</b> ).						
		Shield: A mode a 5+ invulnera uit (p. 1)			bat	reduce exploining Fight the F wher	ced to 0 Wode), the per and co F-X7 Core te the prior	At any time, included wounds (as long as billot may eject in a ntinue fighting. The Fighter unit, place model was. The the game. The new the game.	s it do FF-X ne pilo cing it prior	es not 7 Core ot now u within 1 model is	ses " of					
ABILITIES	Core Exp	lodes (p. 1)					dered part of the o			.01						
FACTION KEYWORDS	UC, 0083,	Postwar EFF														
KEYWORDS	Character	, Titanic, Vehic	le, Mob	ile Su	uit, S	pace,	Ground									

14 POWER	HU	GUE R	S C( X-78	ND	DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Hugues Courand 290pts	*	* *	8 8	18	4	9	2+	7-12+	12"	2+	2+	
Hugues Courand in the R								4-6	9"	3+	3+	
Beam Rifle, Beam Sabers Vulcans. Only one unit wi								1-3	5"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.					
Beam Sabers	Each time you roll a wound roll of 6+ for this  Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.											
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Grenade Launcher +5	30"	Assault 1	6	-1	D3			weapons may only	y be fi	red onc	e per	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b> l	ly.	
WARGEAR OPTIONS		el may replac el may take u						ower Rating -3).				
ABILITIES	Mobile Suit (p. 1) Combat Shield: A model with a combat shield has Core Explodes (p. 1) a 5+ invulnerable save.											
FACTION KEYWORDS	UC, 0081, EFF Post War											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand											

14 POWER		KOU RX-						DAMAGE Some characteristics ch damage, as show	nange	as it su			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Kou Uraki 270pts	*	* * {	8	18	2	8	2+	10-18+	12"	3+	3+		
Kou Uraki in the RX-78GF with a 90mm Machine Gu Feet, and Twin Link 60mn	n, Beam S	abers, a Core	t Shiel	d, Titanic	5-9	9"	4+	4+					
for your army.								1-4	5"	5+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
90mm Machine Gun	24"	Rapid Fire 4	6	0	1	-							
180mm Cannon +10	48" Heavy 1 8 -3 2D6 -												
Beam Rifle +60	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v					
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll c inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>Fl</b>	y.		
WARGEAR OPTIONS		el may replace ating +3).	its 90m	m M	achin	e Gur	with a 18	30mm Cannon or a	a Bear	n Rifle			
ABILITIES	shield has	Shield: A mode s a 5+ invulnera uit (p. 1)			nbat	reduce explored fight the F mode game	ced to 0 Wode), then er II and c F-XII unit, el was. Th	At any time, includence of the pilot may eject continue fighting.  I placing it within the prior model is rew Core Fighter model unit.	s it doo t in a l The pi " of w emove	es not FF-XII ( lot now here the ed from	Core uses e prior the		
FACTION KEYWORDS	UC, 0083	, EFF Post Wa	r										
KEYWORDS	· · · · · · · · · · · · · · · · · · ·	UC, 0083, EFF Post War Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Kou Uraki											

14 POWER		KOU RX-7						DAMAGE Some characteristics ch damage, as show	nange	as it su		
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kou Uraki 350pts	*	* *	8 8	18	3	8	2+	10-18+	15"	3+	2+	
Kou Uraki in the RX-78GF model equipped with a Be Titanic Feet, and Twin Lin taken for your army.	am Rifle, B	eam Sabers,	Comb	at Shield,	5-9 1-4	10" 6"	4+ 5+	3+ 4+				
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add ′	I to all hit	rolls against targe	ets tha	t can <b>Fl</b>	y.	
	in your Ch declared a	s <b>hield</b> : A mod a 5+ invulne	even if it del with a	has r	not	reduction reduct	ced to 0 W de), the p er II Full E now uses ere the pi	At any time, included to the Amay time, included to the Amay eject in a Burnern and conting the FF-XII-Fb unition model was. The game. The new Amay the game.	s it doe FF-XI nue fig t, placi he prid	es not II-Fb Co hting. ng it wi or mode	ore The thin 1"	
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.											
FACTION KEYWORDS	UC, 0083, EFF Post War											
KEYWORDS	Character	Titanic, Veh	icle, Mob	ile Sı	uit, G	Gundan	n, Space,	Kou Uraki				

14 POWER		KOU RX-7						DAMAGE Some characteristics ch damage, as show	ange	as it su			
NAME	M	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Kou Uraki 325pts	*	* * {	8	18	4	9	2+	10-18+	15"	2+	2+		
Kou Uraki in the RX-78GF equipped with a 360° Coo Titanic Feet. Only one un	kpit, a Bear	n Rifle, Beam	omb	at Shie		5-9 1-4	10" 6"	3+ 4+	3+ 4+				
WEAPON	RANGE	TYPE	S	AP	D	ABIL	TIES						
Bazooka -50, then +25	48"	Heavy 2D6	8	-2	1	Blast.							
Beam Rifle	36"	1 /											
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee												
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	(Power Ra	ating -1).					•	Power Rating -3) of the results of t		Bazool	kas		
	roll once p		·					<b>\rms</b> : A model ma ms to add up to 3'			roll.		
		<b>un</b> : This unit r arge phase, e charge.				Fighte	er may, at	•20: A model equi tany time, includir lounds (as long as	ng if th	e mode			
	shield has	<b>hield</b> : A mode a 5+ invulner			bat	explo II Full uses	de), eject Burnern the FF-XI	the pilot in a FF-> and continue fight I-Fb unit, placing i	(II-Fb ing. T t withi	Core Fi he pilo n 1" of	t now where		
ABILITIES	Mobile Su	odes (p. 1)				from t	he game	l was. The prior n . The new Core F t of the original ur	ighter				
FACTION KEYWORDS		EFF Post Wa	ır										
KEYWORDS		Titanic, Vehic		ile Sı	uit. G	Gundam	n. Space.	Kou Uraki					
	J		-,		, -		,						

16	ZF			IUF					DAMAGE Some characteristics ch							
POWER		K	X-/	<b>78G</b>	PU	4	J		damage, as show			11013				
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS				
Zero Murasame 310pts	*	*		8 8	18	3	8	2+	10-18+	15"	3+	2+				
Zero Murasame in the RX- with a Beam Carbine, Bea of this unit may be taken for	m Sabers	, a Com	nbat Sh	ield, and	l Tita	nic F	eet. C	only one	5-9	10"	4+	3+				
army as Cima Garahau in	the AGX-0	)4.							1-4	6"	5+	4+				
WEAPON	RANGE	T	YPE	S	AP	D		ITIES								
Beam Carbine	30"															
Beam Sabers	Melee	М	elee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.									
Mega Particle Cannon +25	48"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w							
Titanic Feet	Melee	М	elee	User	-2	2	Make	3 hit rolls	for each attack w	ith this	s weapo	on.				
Titanic Feet Melee User -2 2 Make 3 hit rolls for each attack with this weapon.  This model may replace its Beam Carbine with a Mega Particle Cannon (Power Rating +1).  WARGEAR OPTIONS This model may take up to 3 Boost Pods (Power Rating +1 each).																
	Hit and R in your Ch declared	narge p	hase, e	-			may a	activate e ur Movem	5: A model equipp ach one once at the lent phases. Each your Movement c	ne beg n activa	inning o	of any ost				
	Combat S shield has					bat	Boos <b>Fly</b> a	t Pods are nd <b>Hard t</b>	e currently activate • <b>Hit:</b> Your oppon • attacks that targe	ed, the ent mu	model ust subt	gains tract 1				
ABILITIES	Mobile S						Shoo of you	ting phase ur next Mo	e. This bonus lasts ovement phase, a	s until t which	the beg	jinning				
	of your next Movement phase, at which point the activated Boost Pod is exhausted.  Cyber Newtype: A Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp															
FACTION KEYWORDS	UC, 0083	, Postw	ar EFF													
KEYWORDS	Character	, Titani	c, Vehic	cle, Mob	ile Sı	uit, C	Sundan	n, Space,	Newtype, Psyker							

			RX-										
13 POWER			ALE UL						DAMAGE Some characteristics chamage, as show	ange	as it su	-	
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
RX-80PR-3 255pts	*	*	* 8	8	18	3	8	2+	10-18+	12"	3+	2+	
A RX-80PR-3 is a single model equipped with a Heat Lance, Massive Shield, Titanic Feet, and two Twin Link 60mm Vulcans. Only one of this unit may be taken for your army.  5-9 9" 4+ 1-4 5" 5+													
WEAPON	RANGE	T	/PE	S	AP	D	ABII	LITIES					
Bazooka +25	48"	Heav	/y 2D6	8	-2	1	Blas	t.					
Heat Lance	Melee	Me	elee	Sx2	-4	6	1 fro	m the Hit r	g with this weapon roll. If you charged y reroll any Hit rol ase.	in yo	ur Char	ge	
Titanic Feet	Melee	Me	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapio	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b> l	y.	
WARGEAR OPTIONS	This mode	el may t	take a B	azooka	(Po	ver	Ratin	g +1).					
	Core Exp	lodes (	(p. 1)				ile Suit (p	. 1)					
ABILITIES	Massive Shield: A model with a Massive Shield has a 4+ invulnerable save. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge												
FACTION KEYWORDS	UC, 0081, Postwar EFF												
KEYWORDS	Character	, Titanio	c, Vehicl	e, Mob	ile Sι	ıit, G	round	d, Space					

16 POWER	P	RX- PALE I					I	DAMAGE Some characteristics chamage, as show	ange	as it su				
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS			
RX-80PR-4 325pts	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+			
Heavy Beam Rifle, Titanic	A RX-80PR-4 is a single model equipped with Beam Sabers, a Combat Shield, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be taken for your army.  Selection 15-9  9" 4+ 3+ 1-4  5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Beam Sabers	Melee	·												
Heavy Beam Rifle	36"	Each time you roll a wound roll of 6+ for this												
Combined Beam Launcher "Shekinah" +120	choose m	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.												
Giant Gatling	36"	Assault 12	8	-2	2	-								
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast								
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all hit	rolls against targe	ts tha	t can <b>FI</b>	у.			
WARGEAR OPTIONS		el may replace ating +6).	its Hea	ıvy B	eam	Rifle w	rith a Com	nbined Beam Laun	icher "	Shekin	ah"			
	Core Exp	olodes (p. 1)				Mobi	le Suit (p	. 1)						
ABILITIES	Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge)													
FACTION KEYWORDS	UC, 0084, EFF Post War													
KEYWORDS	Characte	, Titanic, Vehic	le, Mob	ile S	uit, G	round	, Space							

13 POWER		WES		/IU -12			łΥ		DAMAGE Some of this mo change as it suff shown below:					
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Wes Murphy 265pts	*	* *	8	7	15	3	8	3+	8-15+	15"	3+	2+		
Wes Murphy in a RX-121- equipped with a 360° Coo Link 60mm Vulcans. Only	kpit, a Bea	m Rifle, Be	eam S	Sabers	, Tita	nic F	eet, ar		4-7 1-3	10" 6"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	=	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy	3	8	-3	4		-	roll a wound roll o inflicts a mortal					
Beam Sabers	Melee													
Titanic Feet	Melee	Mele	Э	User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add 1	1 to all hit	rolls against targ	ets tha	t can <b>F</b>	ly.		
WARGEAR OPTIONS	This mode	This model may take a Combat Shield ( <b>Power Rating +1</b> ).  This model may take up to 3 Boost Shields ( <b>Power Rating +1 each</b> ). If this model takes three Boost Shields, it may not also take a Combat Shield.  Boost Shield +30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost												
	Combat S save.  Twin Com Twin Com invulnerab	hield has a nbat Shiel bat Shield	a 5+ iı <b>ds</b> : A	nvulne mode	rable		Each Move Shield Hard hit rol Shoo	Boost Shement cha ds in Boo to Hit: Y lls for atta ting phas	r Boost mode and nield in Boost moderacteristic. If a most mode, that moder that model that the life a model has fode, that model of	de add: nodel h del gain nst subi is mod any Bo	s 3" to y as any ns <b>Fly</b> a tract 1 f el in the post Sh	your Boost and from e ields		
	Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							oat Shield t Shield ir d in Shiel		more tl it has mbat S	han one a Boos	e t		
	Core Exp	lodes (p.	1)				360°	Cocknit.	This unit may rer	oll a bi	t roll on	ica ner		
ABILITIES	Mobile Su	uit (p. 1)					turn.	oockpit.	THIS WHILE HEAVE	on a III	t IOII OII	ice hei		
FACTION KEYWORDS	UC, 0084,	EFF Post	War											
KEYWORDS	Character	, Titanic, V	ehicle	e, Mob	ile Sı	uit, S	pace, (	Ground, 0	Gundam					

14 POWER	E	LIAI R		) H -12				$\mathbf{R}$	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Eliard Hunter 280pts	*	* *	8	7	15	3	8	3+	8-15+	21"	3+	2+	
a 120mm Machine Gun, E	RX-121-2 Gundam TR-1 Hazel II is a single model equipped with Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin s. Only one unit with <b>Eliard Hunter</b> may be included in your												
army.									1-3	12"	5+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABI	LITIES					
120mm Machine Gun	30"	Assault	12	6	-1	1	-						
Beam Rifle +45	36"	Heavy	3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	)	+3	-3	2D3		•	roll a wound roll c inflicts a mortal v				
Titanic Feet	Melee	Melee	)	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fi	e 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.	
WARGEAR OPTIONS	This mode	el may repl	ace i	ts 120r	nm N	Mach	ine G	un with a E	Beam Rifle ( <b>Powe</b>	r Ratii	ng +2).		
		<b>Shield</b> : A n a 5+ invul					<b>s</b> (p. 1)  our opponent mus  s that target this m			om hit			
ABILITIES	Mobile Suit (p. 1) Shooting phase.												
FACTION KEYWORDS	UC, 0084, EFF Post War												
KEYWORDS	Character	, Titanic, V	ehicle	e, Mob	ile S	uit, S	pace,	Ground, C	Gundam, Eliard Ηι	unter, l	Fly		

11	131	LIARI	H	W	N		R	DAMAGE				
								Some of this mod change as it suffe				
POWER		RX-	11/4		A			shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Eliard Hunter 250pts	*	* * 8	7	15	3	8	3+	8-15+	15"	3+	2+	
Eliard Hunter in a RX-121 equipped with a 120mm Nand Twin Link 60mm Vulc	/lachine Gu	n, Beam Sabei	rs, two	Sub	Arms	s, Titan	ic Feet,	4-7	10"	4+	3+	
your army.								1-3	6"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun +30	30"	Assault 12	6	-1	1	-						
Beam Rifle +45 / +75 for sub arms	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.	
WARGEAR OPTIONS	This mode	el may take a B	eam R	ifle ( <b>F</b>				Beam Rifle ( <b>Powe</b> l <b>ch</b> ) or a 120mm M				
ABILITIES	Rating +2 each) for each Sub Arm.  Boost Shield +30: A model equipped with any Boost Shields may, at the beginning of the game and each of your Movement phases, set each Boost Shield to either Boost mode and Shield mode.  Combat Shield has a 5+ invulnerable save.  Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.  Twin Combat Shields has a 4+ invulnerable save.  Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Core Explodes (p. 1)  Boost Shield +30: A model equipped with any Boost Shield in Boost mode and Shield in Boost mode and Shield in Boost mode and shield in Boost mode, that model gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. If a model has any Boost Shields Shield Mode, that model counts as having a Comb Shield. If a model has more than one Boost Shield Mode and a Combat Shield, that model gains Twin Combat Shields.  Core Explodes (p. 1)  Sub Arms: Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Su Arm, subtract 1 from all Ranged hit rolls this phase											
FACTION KEYWORDS		EFF Post War										
KEYWORDS	Character	Titanic, Vehicl	e, Mob	ile Su	uit, S	pace, (	Ground, (	Gundam, Eliard Hເ	unter			