ZAFT CE 73 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Zodiac Alliance of Freedom Treaty (ZAFT) miniatures from CE 73. 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 ZAFT 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**, **CE73**, **ZAFT**, **Ground**, and **Space**. **CE** defines the particular universe of Gundam that these suits fall into, **CE73** as the year the unit was deployed, and **ZAFT** as the ZAFT Army. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

ZAFT (CE 73) detachments may include any non-**Character** unit from previous ZAFT related indices in their army selection.

ABILITIES

The following abilities are common to several ZAFT 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.

Mobile Tank

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. 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.

Wizard Pack System

Models that have the **Wizard Pack System** can take as optional equipment a **Wizard Pack** model. The **Wizard Pack** is considered part of the model that takes it. The **Wizard 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.

7 POWER	Т	TMF BUCU)	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
TMF/A-802W2	*	* *	7 7	12	2	8	3+	7-12+	12"	3+	3+
A TMF/A-802W2 is a sing	le model e	quipped with	Titanic F	eet a	and a	Twin	Beam	4-6	9"	4+	4+
Saber.								1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	wea	pon, it also	roll a Wound roll on inflicts a Mortal Worts, it can make one on.	Vound	l. Each	time
WARGEAR OPTIONS	This mode	el may take a	a Wizard	Pack							
	Leap: This model may charge and attack units that can Fly, even though this model does not. High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In High Speed Mode, this model loses it's Titanic Ferour Charge phase (even if it did not declare a charge). High Speed Transformation: This model may transform to or from a High Speed mode at the beginning of each of your movement phases. In Twin Beam Saber, and Hit and Run, and it's Movement characteristic doubles.										
ABILITIES	Core Exp	lodes (p. 1)				Mot	oile Tank (p. 1)			

Titanic, Vehicle, Mobile Tank, Ground, Wizard Pack System

FACTION KEYWORDS

KEYWORDS

CE, CE73, ZAFT



YFX-M56 CORE SPLENDOR

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv
YFX-M56	15"-30"	6+	4+	6	5	6	2	7	2+

This unit contains a single YFX-M56 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. Only one model with **ZGMF-X56S** may be taken for your army.

	-		-			
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 Small Missile Launchers	le 30" Assault 2 6 0				D3	Add 1 to all hit rolls against targets that can Fly .
ABILITIES	and can of can Fly, a attacked if can Fly. Hard to Ha	This model can nly be charged I nd can only atta n the Fight phas lit: Your oppone from hit rolls for model in the Sh	oy uni ick or e by u nt mu r attac	ts that be units steks the	at that at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Core Explosion (p. 1)
FACTION KEYWORDS	CE, CE73	, ZAFT				
KEYWORDS	Flv. Vehic	le. Space. Grour	nd. Z0	GMF-	X56S	

17 POWER		ZGN GU	IF-			2		DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
ZGMF-601R	*	* *	8 7	15	2	8	3+	8-15+	15"	3+	3+
A ZGMF-601R is a single	model eau	ipped with Bea	e. a	4-7	11"	4+	4+				
Combat Shield, two Railg			,	1-3	6"	5+	5+				
WEAPON	RANGE	TYPE	S	AP	D	LITIES					
Beam Claws	Melee	Melee	+3	-3	2D3		•	ı roll a wound roll o o inflicts a mortal v			
Beam Rifle	36"	Heavy 3	8	-3	4		_	ı roll a wound roll o o inflicts a mortal v			
Railgun	48"	Heavy 1	8	-3	2D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack w	vith thi	is weap	on.
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	rgets t	hat car	r Fly.
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)				l d : A model equipp 5+ invulnerable sa		th a Co	mbat		
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou						

M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	*	* 8	3 7	15	3	8	3+	8-15+	15"	2+	3+
ngle mode	l equipp	ed with	Beam	Clav	vs, a l	Beam	Rifle, a	4-7	11"	3+	4+
-								1-3	6"	4+	5+
RANGE	TY	PE	S	AP	D	ABIL	LITIES				
Melee	Мє	elee	+3	-3	2D3		•				
36"	Hea	avy 3	8	-3	4						
48"	Hea	avy 1	8	-3	2D3	-					
Melee	Me	elee	User	-2	D3	Make	e 3 hit rolls	s for each attack	with thi	s weap	on.
12"	Rapid	l Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
-	•	. ,								th a Co	mbat
CE, CE73	B, ZAFT										
Character	, Titanic	c, Vehicl	e, Mob	ile S	uit, S	pace,	Ground				
	mgle mode uns, Titanio RANGE Melee 36" 48" Melee 12" Core Exp Mobile Si CE, CE73	M WS * * Ingle model equippouns, Titanic Feet, and the second of the s	M WS BS S * * * 8 Ingle model equipped with uns, Titanic Feet, and Twi RANGE TYPE Melee Melee 36" Heavy 3 48" Heavy 1 Melee Melee 12" Rapid Fire 4 Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	M WS BS S T * * * 8 7 Ingle model equipped with Beam uns, Titanic Feet, and Twin Link (Inc.) RANGE TYPE S Melee Melee +3 48" Heavy 1 8 Melee Melee User 12" Rapid Fire 4 4 Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	M WS BS S T W * * * 8 7 15 Ingle model equipped with Beam Claver of the country	M WS BS S T W A * * * 8 7 15 3 Ingle model equipped with Beam Claws, a Runs, Titanic Feet, and Twin Link CIWS. RANGE TYPE S AP D Melee Melee +3 -3 2D3 36" Heavy 3 8 -3 4 48" Heavy 1 8 -3 2D3 Melee Melee User -2 D3 12" Rapid Fire 4 4 0 2 Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	* * * * 8 7 15 3 8 Ingle model equipped with Beam Claws, a Beam Claws, Titanic Feet, and Twin Link ClWS. RANGE TYPE S AP D ABILE Each Melee H3 -3 2D3 weap Each Sa" Heavy 3 8 -3 4 weap 48" Heavy 1 8 -3 2D3 - Melee Melee User -2 D3 Make 12" Rapid Fire 4 4 0 2 Add Core Explodes (p. 1) Mobile Suit (p. 1) Shie CE, CE73, ZAFT	M WS BS S T W A Ld SV * * * 8 7 15 3 8 3+ Ingle model equipped with Beam Claws, a Beam Rifle, a cuns, Titanic Feet, and Twin Link CIWS. RANGE TYPE S AP D ABILITIES Each time you Melee Melee +3 -3 2D3 weapon, it also Each time you 36" Heavy 3 8 -3 4 weapon, it also 48" Heavy 1 8 -3 2D3 - Melee Melee User -2 D3 Make 3 hit rolls 12" Rapid Fire 4 4 0 2 Add 1 to all to Core Explodes (p. 1) Mobile Suit (p. 1) Combat Shiel Shield gains a	GUAIZR ACE M WS BS S T W A Ld SV * * * 8 7 15 3 8 3+ 8-15+ Ingle model equipped with Beam Claws, a Beam Rifle, a large and Twin Link ClWS. RANGE TYPE S AP D ABILITIES Each time you roll a wound roll of weapon, it also inflicts a mortal of the large and the large	GUAIZR ACE M WS BS S T W A Ld Sv REMAINING W M * * * * 8 7 15 3 8 3+ 8-15+ 15" Ingle model equipped with Beam Claws, a Beam Rifle, a uns, Titanic Feet, and Twin Link CIWS. 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 48" Heavy 1 8 -3 2D3 - Melee Melee User -2 D3 Make 3 hit rolls for each attack with thin 12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets to Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	GUAIZ R ACE M WS BS S T W A Ld SV * * * 8 7 15 3 8 3+ * * * 8 7 15 3 8 3+ * * * 8 7 15 3 8 3+ * * * 8 7 15 3 8 3+ * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * 8 7 15 3 8 3+ * * * * * * * 8 7 15 3 8 3+ * * * * * * * 8 7 15 3 8 3+ * * * * * * * 8 7 15 3 8 3+ * * * * * * * * * * * * * * * * * * *

7 POWER		ZGN Z	IF- AK)0(change as it suffers damage, shown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ZGMF-1000	*	* * 7	7	12	2	7	3+	7-12+	15"	4+	4+
A ZGMF-1000 is a single Shield, Grenades, and Tit		pped with a Be	am Tor	naha	awk, a	a Com	bat	4-6 1-3	11" 6"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1	this v	veapon's	g units with 5 or m type to Heavy 2D6	8.		change
Beam Tomahawk	Melee	Melee	+3	-3	2D3		_	roll a wound roll o o inflicts a mortal v			
Grenades	When atta	cking with this	weapo	n, ch	oose	f the prof	iles listed below.				
Cracker	12"	Grenade D6	*	*	t. Instead ades, you	does not inflict any d, if a unit is hit by ur opponent must s t unit until the end	any C subtra	racker ct 1 fro			
Frag	6"	Grenade 3	6	-1	1			g units with 5 or m type to Grenade 6		odels,	change
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You r	may only	use this profile one	ce per	battle.	
Smoke	-	Grenade 1	-	_	-	your	next show act 1 fron	use this profile ond oting phase, your c n all ranged attack	ppone	ent mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4		-	roll a wound roll o o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS		el may take a H el may take a W	-			(Pow	er Rating	յ +4) or Bazooka (Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						l d : A model equipp 5+ invulnerable sa		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd, Wi	zard Pac	k System.			

8 POWER	DI	N	DAMAGE Some of this mode change as it suffer shown below:								
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Dearka Elsman	*	* * 7	7	12	2	8	3+	7-12+	15"	4+	3+
Dearka Elsman in a ZGM Tomahawk, a Combat Sh Dearka Elsman can be c	ield, Grenad	des, and Titanio						4-6 1-3	11" 6"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			ng units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Tomahawk	Melee	Melee	+3	-3	2D3			u roll a wound roll o o inflicts a mortal w			
Grenades	When atta	cking with this	weapo	n, ch	oose	one of	f the pro	files listed below.			
Cracker	12"	Grenade D6	*	*	*	target Grena	t. Instea ades, yo	does not inflict any d, if a unit is hit by ur opponent must s at unit until the end	any C subtra	racker ct 1 fror	
Frag	6"	Grenade 3	6	-1	1			ng units with 5 or m type to Grenade 6		odels, c	hange
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You n	nay only	use this profile one	e per	battle.	
Smoke	-	Grenade 1	-	-	-	your i	next sho	use this profile ond oting phase, your o m all ranged attack	ppone	ent mus	
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	ı roll a wound roll o o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rol	ls for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may take a H el may take a W	-			(Powe	er Ratin	g +4) or Bazooka (I	Powei	r Ratino	; +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						l d : A model equipp a 5+ invulnerable sa		th a Cor	nbat

Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Dearka Elsman

FACTION KEYWORDS

KEYWORDS

CE, CE73, ZAFT



ZGMF-1000 ZAKU VETERAN

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

NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
ZGMF-1000 Veteran	*	* *	7	7	12	2	8	3+	7-12+	15"	3+	3+
A ZGMF-1000 Veteran is	a single mo	odel equipp	ed w	ith a E	Beam	Tom	ahawk	., a	4-6	11"	4+	4+
Combat Shield, Grenades	, and Titan	ic Feet.							1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2	D3	8	-2	1			units with 5 or mo ype to Heavy 2D6		odels, c	hange
Beam Tomahawk	Melee	Melee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Grenades	When atta	acking with	this v	veapo	n, ch	oose	one o	f the profil	es listed below.			
Cracker	12"	When targeting units with 5 or more models, or										
Frag	When targeting units with 5 or more models, cl 6" Grenade 3 6 -1 1 this weapon's type to Grenade 6.									hange		
Krak	6"	Grenade	1	6	-1	D3	-					
Melta	4"	Grenade	1	8	-4	D6	You r	nay only ເ	ise this profile onc	e per	battle.	
Smoke	-	Grenade	· 1	_	-	-	your	next shoo act 1 from	ise this profile ond ting phase, your o all ranged attack	ppone	nt mus	
Heavy Beam Rifle	36"	Assault	3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee		User	-2	D3	Make	3 hit rolls	for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.									g +1).		
ABILITIES	Core Exp Mobile St	lodes (p. 1 uit (p. 1))						d: A model equipp 5+ invulnerable sa		h a Coi	mbat
FACTION KEYWORDS	CE, CE73	3, ZAFT										
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System.										



8 LUNAMARIA HAWKE Some of this model's characteristics **ZGMF-1000 POWER**

change as it suffers damage, as shown below:

NAME	M	WS E	3S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lunamaria Hawke	*	*	*	7 7	12	2	8	3+	7-12+	15"	3+	4+
Lunamaria Hawke in a ZC Tomahawk, a Combat Sh Lunamaria Hawke can b	ield, Grena	des,and	Titan						4-6 1-3	11" 6"	4+ 5+	5+ 6+
WEAPON	RANGE	TYF		S	AP	D	ABIL	LITIES				
Bazooka	48"	Heavy	[,] 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels,	change
Beam Tomahawk	Melee	Mel	ee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Grenades	When atta	acking wi	th thi	s weapo	n, ch	noose	one o	of the profi	les listed below.			
Cracker	12"	Grenad	de D6	, *	*	*	targe Gren	et. Instead nades, you	oes not inflict any I, if a unit is hit by Ir opponent must : unit until the end	any C subtra	racker ct 1 fro	
Frag	6"	Grena	ide 3	6	-1	1			g units with 5 or m type to Grenade 6		odels,	change
Krak	6"	Grena	ide 1	6	-1	D3	-					
Melta	4"	Grena	ide 1	8	-4	D6	You	may only ເ	use this profile on	ce per	battle.	
Smoke	-	Grena	ıde 1	-	_	_	your	next shoo ract 1 from	use this profile on ting phase, your on all ranged attack	oppone	ent mus	st
Heavy Beam Rifle	36"	Assa	ult 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Mel	ee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	•		•			(Pow	er Rating	+4) or Bazooka (Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su		. 1)						d ։ A model equipp 5+ invulnerable s		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT										
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Lunamaria Hawke											

9 POWER		ALE ZGI						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
Alex Dino	*	* *	7 7	12	5	9	3+	7-12+	15"	2+	2+
Alex Dino in a ZGMF-100 Combat Shield, Grenades for your army. This mode	s, and Titan	ic Feet. Only	one of t	his n	nodel	may b	e taken	4-6 1-3	11" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	change
Beam Tomahawk	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Grenades	When atta	cking with this	s weapo	n, ch	noose	one o	f the profi	les listed below.			
Cracker	12"	Grenade D6) *	*	*	targe Grena	t. Instead ades, you	oes not inflict any I, if a unit is hit by r opponent must s unit until the end	any C subtra	racker ct 1 fro	
Frag	6"	Grenade 3	6	-1	1			g units with 5 or m Type to Grenade 6		odels, d	change
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You r	nay only ເ	use this profile on	ce per	battle.	
Smoke	_	Grenade 1	-	-	-	your	next shoo act 1 from	use this profile ond ting phase, your o all ranged attack	ppone	ent mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		el may take a el may take a				(Pow	er Rating	+4) or Bazooka (Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						d : A model equipp 5+ invulnerable sa		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace,	Grou	nd, Wi	zard Pacl	k System, Charac	ter		



SHIHO HAHNENFUSS DAMAGE Some of this model's characteristics **ZGMF-1000** POWER

change as it suffers damage, as shown below:

NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Shiho Hahnenfuss	*	* *	7 7	12	3	8	3+	7-12+	15"	3+	3+
Shiho Hahnenfuss in a Z0 Tomahawk, a Combat Sh Shiho Hahnenfuss can b	ield, Grenad	des, and Tita	nic Feet.					4-6 1-3	11" 6"	4+ 5+	4+ 5+
								1-3	0	J+	J+
WEAPON	RANGE	TYPE	S	AP	D		ITIES				
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, (change
Beam Tomahawk	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Grenades	When atta	cking with th	is weapo	n, cł	noose	one o	of the profi	les listed below.			
Cracker	12"	Grenade D	6 *	*	*	targe Gren	et. Instead ades, you	oes not inflict any I, if a unit is hit by Ir opponent must : I unit until the end	any C subtra	racker ct 1 fro	
Frag	6"	Grenade 3		-1	1	Whe	n targeting	g units with 5 or materials of the state of	ore m		change
Krak	6"	Grenade ²	1 6	-1	D3		·				
Melta	4"	Grenade ²	1 8	-4	D6	You r	may only ເ	use this profile on	ce per	battle.	
Smoke	_	Grenade ´	1 -	-	-	your	next shoo act 1 from	use this profile on ting phase, your on all ranged attack	ppone	ent mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a wound roll o			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		el may take a el may take a				(Pow	er Rating	+4) or Bazooka (Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						d : A model equipp 5+ invulnerable s		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System, Shiho Hahnenfuss										



9

ZGMF-1001 ZAKU PHANTOM

DAMAGE

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

M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	*	*	7 7	15	2	8	3+	8-15+	15"	3+	3+
intom is a s	ingle m	nodel e	quippe	d with	a Be	am To	omahawk,	4-7	11"	4+	4+
							,	1-3	6"	5+	5+
RANGE	T	/PE	S	AP	D	ABI	LITIES				
48"	Heav	vy 2D3	8	-2	1					odels, d	change
Melee	Me	elee	+3	-3	2D3						
When atta	cking v	with thi	s weap	on, cl	noose	one	of the profi	les listed below.			
12"	Grena	ade D6	S *	*	*	targe Gree	et. Instead nades, you	I, if a unit is hit by r opponent must s	any C subtrac	racker ct 1 fro	
6"	Grer	nade 3	6	-1	1					odels, d	change
6"	Grer	nade 1	6	-1	D3	-					
4"	Grer	nade 1	8	-4	D6	You	may only ເ	use this profile on	ce per	battle.	
-	Grer	nade 1	-	_	_	your subt	next shootract 1 from	ting phase, your o	ppone	ent mus	st
36"	Ass	ault 3	8	-3	4						
Melee	Me	elee	Use	r -2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
This model may take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power Rating +1). This model may take a Wizard Pack.											
										h a Co	mbat
CE, CE73	, ZAFT	-									
Titanic, Ve	ehicle, I	Mobile	Suit, S	pace,	Grou	nd, W	/izard Pacl	k System			
	* antom is a s les, and Tita RANGE 48" Melee When atta 12" 6" 6" 4" - 36" Melee This mode This mode This mode Core Exp Mobile St CE, CE73	* * * Intom is a single males, and Titanic Ference RANGE TY 48" Heart Melee Melee Melee Melee Melee Melee Green	* * * * Intom is a single model et les, and Titanic Feet. RANGE TYPE 48" Heavy 2D3 Melee Melee When attacking with thi 12" Grenade D6 6" Grenade 1 4" Grenade 1 - Grenade 1 36" Assault 3 Melee Melee This model may take a This model may take a This model may take a Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	* * * 7 7 Intom is a single model equipped les, and Titanic Feet. RANGE TYPE S 48" Heavy 2D3 8 Melee Melee +3 When attacking with this weap 12" Grenade D6 * 6" Grenade 1 6 4" Grenade 1 8 - Grenade 1 - 36" Assault 3 8 Melee Melee Use This model may take a Heavy This model may take a Wizard Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	* * * 7 7 15 Intom is a single model equipped with les, and Titanic Feet. RANGE TYPE S AP 48" Heavy 2D3 8 -2 Melee Melee +3 -3 When attacking with this weapon, che 12" Grenade D6 * * 6" Grenade 3 6 -1 6" Grenade 1 6 -1 4" Grenade 1 8 -4 - Grenade 1 8 -4 - Grenade 1 36" Assault 3 8 -3 Melee Melee User -2 This model may take a Heavy Beam This model may take a Wizard Pack Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	* * * 7 7 15 2 Intom is a single model equipped with a Beles, and Titanic Feet. RANGE TYPE S AP D 48" Heavy 2D3 8 -2 1 Melee Melee +3 -3 2D3 When attacking with this weapon, choose 12" Grenade D6 * * * 6" Grenade 1 6 -1 D3 4" Grenade 1 8 -4 D6 - Grenade 1 8 -4 D6 - Grenade 1 36" Assault 3 8 -3 4 Melee Melee User -2 D3 This model may take a Heavy Beam Rifle This model may take a Wizard Pack. Core Explodes (p. 1) Mobile Suit (p. 1) CE, CE73, ZAFT	* * * 7 7 15 2 8 Intom is a single model equipped with a Beam Tolles, and Titanic Feet. RANGE TYPE S AP D ABI Whe 48" Heavy 2D3 8 -2 1 this Eacl Melee Melee +3 -3 2D3 wea When attacking with this weapon, choose one of the start of t	* * * 7 7 15 2 8 3+ Intom is a single model equipped with a Beam Tomahawk, les, and Titanic Feet. RANGE TYPE S AP D ABILITIES When targeting this weapon's in this weapon's in this weapon's in this weapon, it also weapon, weapon, it also weapon, it als	* * * * 7 7 15 2 8 3+ 8-15+ Intom is a single model equipped with a Beam Tomahawk, les, and Titanic Feet. **RANGE** TYPE** S AP** D ABILITIES** When targeting units with 5 or m this weapon's type to Heavy 2D6 Each time you roll a wound roll of weapon, it also inflicts a mortal weapon, when the profiles listed below. When attacking with this weapon, choose one of the profiles listed below. This weapon does not inflict any target. Instead, if a unit is hit by Grenades, your opponent must shit by Grenades, your opponent must shit rolls for that unit until the end When targeting units with 5 or m this weapon's type to Grenade 6 6 Grenade 1 6 -1 D3 - 4"** Grenade 1 8 -4 D6 You may only use this profile one your next shooting phase, your opponent must shooting phase, your opponent must shooting phase, your opponent must shit weapon's type to Grenade 6 Grenade 1 6 -1 D3 - 4"** Grenade 1 8 -4 D6 You may only use this profile one your next shooting phase, your opponent must shit by Grenade 6 Grenade 1 6 -1 D3 - 4"** Grenade 1 8 -4 D6 You may only use this profile one your next shooting phase, your opponent must shooting phase, your opponent must should be subtract 1 from all ranged attack we weapon, it also inflicts a mortal weapon must shooting phase, your opponent must should be weapon, it also inflicts a mortal weapon must shooting phase, your opponent must should be weapon, it also inflicts a mortal weapon must shooting phase, your opponent must should be weapon, it also inflicts a mortal weapon must shoot must shoot must should be weapon. Grenade 1	* * * 7 7 15 2 8 3+ 8-15+ 15" Introm is a single model equipped with a Beam Tomahawk, les, and Titanic Feet. RANGE TYPE S AP D ABILITIES When targeting units with 5 or more methis weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ fe weapon, it also inflicts a mortal wound. When attacking with this weapon, choose one of the profiles listed below. This weapon does not inflict any dama target. Instead, if a unit is hit by any C Grenade A it rolls for that unit until the end of the when targeting units with 5 or more methis weapon's type to Grenade 6. Grenade 1 6 -1 D3 - 4" Grenade 1 8 -4 D6 You may only use this profile once per your next shooting phase, your oppones subtract 1 from all ranged attacks again rehicle. Grenade 1 Weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this this model may take a Heavy Beam Rifle (Power Rating +4) or Bazooka (Power This model may take a Wizard Pack. Core Explodes (p. 1) Mobile Suit (p. 1) Combat Shield: A model equipped with Shield gains a 5+ invulnerable save.	* * * * 7 7 15 2 8 3+ 8-15+ 15" 3+ Introm is a single model equipped with a Beam Tomahawk, les, and Titanic Feet. **RANGE** TYPE** S** AP** D** ABILITIES** When targeting units with 5 or more models, and this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. When attacking with this weapon, choose one of the profiles listed below. This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from hit rolls for that unit until the end of the turn. When targeting units with 5 or more models, and the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from hit rolls for that unit until the end of the turn. When targeting units with 5 or more models, and the target in the profile once per battle. You may only use this profile on



KEYWORDS

ZGMF-1001 ZAKU PHANTOM ACE

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

/ I OWLIN								Snown below.			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ZGMF-1001 Ace	*	* *	7 7	15	3	8	3+	8-15+	15"	3+	3+
A ZGMF-1001 ZAKU Pha	ntom Ace is	s a single mod	lel equip	ped	with	a Bean	1	4-7	11"	4+	4+
Tomahawk, a Combat Sh		•						1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	hange
Beam Tomahawk	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Grenades	When atta	cking with this	s weapo	n, cł	noose	one of	the profi	les listed below.			
Cracker	12"	Grenade D6	*	*	*	target Grena	. Instead ades, you	oes not inflict any l, if a unit is hit by r opponent must s unit until the end	any C subtrac	racker ct 1 fror	
Frag	6"	Grenade 3	6	-1	1			g units with 5 or m type to Grenade 6		odels, d	hange
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You m	nay only ເ	use this profile ond	e per	battle.	
Smoke	-	Grenade 1		-	_	your r	next shoo act 1 from	use this profile ond ting phase, your o all ranged attack	ppone	nt mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may take a l el may take a \				(Powe	er Rating	+4) or Bazooka (I	Power	Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						d : A model equipp 5+ invulnerable sa		h a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									

Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Wizard Pack System

10 POWER	R	EY ZA ZGN					Ĺ	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
Rey Za Burrel	*	* * 7	7 7	15	5	9	3+	8-15+	15"	2+	2+
Rey Za Burrel in a ZGMF- Beam Tomahawk, a Comb with Rey Za Burrel may b	bat Shield,	Grenades, and						4-7 1-3	11" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Tomahawk	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Grenades	When atta	cking with this	weapo	n, ch	noose	one o	f the profi	iles listed below.			
Cracker	12"	Grenade D6	*	*	*	targe Gren	t. Instead ades, you	loes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtra	racker ct 1 fro	
Frag	6"	Grenade 3	6	-1	1			g units with 5 or m type to Grenade 6		odels, d	change
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You r	may only i	use this profile on	ce per	battle.	
Smoke	-	Grenade 1	-	-	-	your	next shoc act 1 from	use this profile ond oting phase, your c n all ranged attack	ppon	ent mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS		el may take a H el may take a V	•			(Pow	er Rating) +4) or Bazooka (Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						d : A model equipp 5+ invulnerable sa		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Sp	ace,	Grou	nd, W	izard Pac	k System, Charac	ter, Re	ey Za B	urrel

9 POWER		YZAK ZGM						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
Yzak Joule	*	* * 7	7	15	4	9	3+	8-15+	15"	2+	3+
Yzak Joule in a ZGMF-10 Beam Tomahawk, a Com with Yzak Joule may be	bat Shield,	Grenades, and						4-7 1-3	11" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Tomahawk	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Grenades	When atta	cking with this	weapo	n, ch	noose	one of	the profi	les listed below.			
Cracker	12"	Grenade D6	*	*	*	target Grena	. Instead ades, you	oes not inflict any I, if a unit is hit by ir opponent must s unit until the end	any C subtra	racker ct 1 fror	
Frag	6"	Grenade 3	6	-1	1			g units with 5 or m type to Grenade 6		odels, d	hange
Krak	6"	Grenade 1	6	-1	D3	-					
Melta	4"	Grenade 1	8	-4	D6	You m	nay only ι	use this profile ond	e per	battle.	
Smoke	-	Grenade 1	-	-	-	your r	next shoo act 1 from	use this profile ond ting phase, your c a all ranged attack	ppone	ent mus	st
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may take a H el may take a W				(Powe	er Rating	+4) or Bazooka (l	Powe	r Ratin	g +1).
ABILITIES	Core Exp Mobile Su	lodes (p. 1) uit (p. 1)						d : A model equipp 5+ invulnerable sa		th a Co	mbat
FACTION KEYWORDS	CE, CE73	, ZAFT									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, Wiz	zard Pacl	k System, Charact	er, Yz	ak Joul	e

17 POWER		ZO		IF- OU					DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
ZGMF-2000	*	* *	8	7	15	3	8	3+	8-15+	15"	3+	3+	
A ZGMF-2000 GOUF is a	•							ombat	4-7	11"	4+	4+	
Shield, two Four Barrelled		ns, a Hea	Rod,	, and T		Fee			1-3	6"	5+	5+	
WEAPON	RANGE	TYP	E	S	AP	D	ABI	LITIES					
Bazooka	48"	Heavy :	2D3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	change	
Beam Sabers	Melee	Each							roll a wound roll o inflicts a mortal w				
Four Barrelled Beam Gun	12"	Pistol	4	8	-3	2		•	rime you roll a wound roll of 6+ for this on, it also inflicts a mortal wound.				
Heat Rod	Melee	Mele	e	+1	-3	D3	wea wea	pon, it also pon may o	roll a Wound roll on the roll of the roll of the roll of the roll of the resurt of the result of the	Vound per Fi	l. This ght pha	ıse.	
Titanic Feet	Melee	Mele	е	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode	This model may take a Bazooka (Power Ra											
ABILITIES	Combat S a Combat save. Mobile Su	Shield ga					rolls Sho					om hit	
FACTION KEYWORDS	CE, CE73	, ZAFT						<u> </u>	·· ,				
KEYWORDS	CE, CE73, ZAFT Character, Titanic, Vehicle, Mobile Suit, 9							Ground, F	Fly				

				VE							
17 POWER		WESTI ZGM						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Heine Westenfluss	*	* * 8	7	15	4	9	3+	8-15+	15"	2+	3+
Heine Westenfluss in a Z Beam Sabers, a Combat Titanic Feet. Only one m	Shield, two	Four Barrelled	Beam	Gun	s, a ⊦	leat R		4-7 1-3	11" 6"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels,	change
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Four Barrelled Beam Gun	12"	Pistol 4	8	-3	2		•	roll a wound roll o inflicts a mortal v			
Heat Rod	Melee	Melee	+1	-3	D3	weap	oon, it also oon may o	roll a Wound roll on inflicts a Mortal Very land to the used once the dots 2" to the resurted.	Vound per Fi	l. This ght pha	ase.

User -2

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

This model may take a Bazooka (**Power Rating +1**).

D3 Make 3 hit rolls for each attack with this weapon.

rolls for attacks that target this model in the

Shooting phase.

Core Explodes (p. 1)

Hard to Hit: Your opponent must subtract 1 from hit

Titanic Feet

ABILITIES

KEYWORDS

WARGEAR OPTIONS

FACTION KEYWORDS

Melee

save.

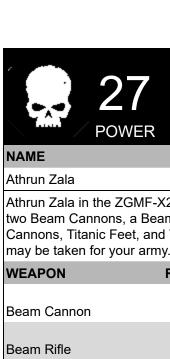
Mobile Suit (p. 1)

CE, CE73, ZAFT

Melee

Combat Shield: A model equipped with

a Combat Shield gains a 5+ invulnerable



ATHRUN ZALA ZGMF-X23S

DAMAGE

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Athrun Zala	*	*	*	8	7	18	5	9	3+	10-18+	12"	2+	2+
Athrun Zala in the ZGMF-X					_					5-9	9"	3+	3+
two Beam Cannons, a Bear Cannons, Titanic Feet, and													
may be taken for your army	′ .									1-4	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Beam Sabers	Melee	Melee	S+3	-3	2D3	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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each 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 .

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.

PSYKER

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 12" 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.

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**.

Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.

Mobile Armor Transformation: This unit may transform into a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic doubles. It may not use Beam Sabers or Titanic Feet while transformed.

Variable Phase Shift A model equipped with a Variable 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. The first time it is activated in a battle, do not take the Mortal Wound. While active, the model gains a 3+ invulnerable save against **Kinetic** attacks.

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

FACTION KEYWORDS CE, CE73, ZAFT

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

	40
T	POWER

M

WS

BS

S

8

NAME

Shinn Asuka

SHINN ASUKA ZGMF-X42S

7

18

Ld

9

5

Sv

3+

DAMAGE

REMAINING W

10-18+

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

15"

WS

2+

BS

2+

Shinn Asuka in the ZGMI a Beam Anti-Ship Sword, Shields, a Heavy Beam F	two Beam	Boomerangs, a	ncher	, Beam	5-9	10"	3+	3+					
CIWS. Only one model w							1-4	6"	4+	4+			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Anti-Ship Sword	Melee	Melee	Sx2	-3	2D3		g with this weap oll. Each time y apon, it also infl	ou roll a	Wound	d roll of			
Beam Boomerang	24"	Assault D3	8	-3	2D3	Each time you weapon, it also	roll a Wound ro inflicts a Morta			5			
Beam Launcher	60"	Heavy 2D3	9	-4	4	remained static phase. Subtract Save. Each time weapon, it also	nly fire the Bear onary in the prec ot 2 from any tar ne you roll a Wo o inflicts a Morta nly be fired 3 tin	ceding maget unit and roll wound to the contraction of the contraction	novemes Invulrof 6+ work.	ent nerable			
Ancillary Targets	60"	Heavy 2	9	-4	4	1" of a line draw automatically h including friend can Fly . Each	m Launcher is fi wn from the fire hit by the edges fly units but exc time you roll a valso inflicts a M	r to the t of the m luding m Wound r	arget is assive lodels tollof 6	beam, that			
Heavy Beam Rifle	36"	Assault 3	8	-3	4		roll a wound rol inflicts a morta						
Small Beam Gun	12"	Pistol 2	8	-3	2	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	for each attack	with thi	s weap	on.			
Twin Link CIWS	12"	Rapid Fire 2	4	0	2		hit rolls against						
	attempt to Three Tim	n Engine: This manifest the p es Faster durin nase in addition ower.	syker p ig each	owe r frie	er ndly	distance rolls. Hard to Hit: You	is model may re our opponent mu s that target this	ust subtr	act 1 fr	rom hit			
		elds : A model s a 4+ invulner				Shooting phase	-			model			
ABILITIES	Core Exp	lodes (p. 1)				equipped with	a Neutron Jamn ways has 3+ in\	ner Can	celler P	hase			
PSYKER	SEED Fac psychic po in each en when man	etor: This mode ower in each fri demy psychic p	endly p hase.	sycł It ma	nic ph ay use	psyker. This mase, and can attended any power fron do not know Sm	nodel can attemptempt to deny and the SEED Fac	single p tor Disc	sychic ipline (լ	power p. 1)			

FACTION KEYWORDS CE, CE73, ZAFT

Titanic, Character, Vehicle, Mobile Suit, Psyker, SEED Factor, Shinn Asuka, Gundam, Fly, Space, Ground **KEYWORDS**

11 POWER		NAMA ZGI					KE	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
Lunamaria Hawke	*	* *	8 7	18	3	8	3+	10-18+	12"	3+	3+
Lunamaria Hawke in the 2 with two Armor Schneider Lunamaria Hawke may be may be taken for your arm	rs, Titanic F oe taken for	eet, and Twir	n Link CI	WS.	Only	model	with	5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Armor Schneider	Melee	Melee	+1	-1	D2		nodel figh	h two Armor Schn ts it may make an			
Beam Rifle	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link CIWS	12"	Rapid Fire	2 4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat car	r Fly.
WARGEAR OPTIONS	This unit r	nay take a Si nay take a Co nay take a Bo	ombat Sl	nield	(Pow						
	the model long as it pilot may continue f YFX-M56 within 1" o The prior game. Th considere	endor: At any is reduced to does not expect in a Corighting. The Core Splend of where the pmodel is remained and the Core Splend of part of the Shield: A model is A model is the Core Splend of the Core S	o 0 Wour lode), the re Splenc pilot now or unit, p orior mod oved fror Splendor original u	nds (appended to the control of the	as e nd es the eg it as. e	Silho equip Silho that ta addition may of Varial Varial	uette Pa ment a S uette Pa akes it. T onal wea come with ble Phase	ck System: Mode ck System can ta ilhouette Pack m ck is considered p The Silhouette Pa pons, abilities, and nother equipment se Shift: A model of E Shift system may effects last until the	ke as nodel. part of ck prod keyv restricted to the control of the	optiona The the mo ovides vords, b ctions. ped with	al del out n a t any
ABILITIES	shield has	a 5+ invulne			iibut	next r takes in a b active	movemer a Mortal attle, do e, the mod	of phase. When a Wound. The first not take the Morta del gains a 3+ invite attacks.	ctivatii time i il Wou	ng, the t is acti nd. Wi	model vated nile
FACTION KEYWORDS	CE, CE73	., ,									
KEYWORDS	Titanic, Cl	<u> </u>			Suit, S	ilhouet	te Pack S	System, Gundam,	Space	e, Grou	nd,

12 POWER	change as it suffers damage, a shown below:													
NAME	M	WS E	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Shinn Asuka	*	*	* 8	7	18	3	8	3+	10-18+	12"	3+	3+		
Shinn Asuka in the ZGMF two Armor Schneiders, Tit Asuka may be taken for y taken for your army.	tanic Feet,	and Twin	Link C	CIWS.	Only	mod	el with	Shinn	5-9 1-4	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES						
Armor Schneider	Melee	Mele	ee	+1	-1	attacking with two Armor Schneiders, each time is model fights it may make an additional attack th them.								
Beam Rifle	36" Heavy 3 8 -3 4 wea							_	roll a wound roll o inflicts a mortal w					
Titanic Feet	Melee	Melee Melee User -2 D3 Make							s for each attack w			on.		
Twin Link CIWS	12"	12" Rapid Fire 2 4 0 2 Add 1 to							to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This unit n This unit n	This unit may take a Silhouette Pack. This unit may take a Combat Shield (Power Rating +1). This unit may take a Beam Rifle (Power Rating +4).												
	the model long as it opilot may continue fi YFX-M56 within 1" of The prior rigame. The	is reducedoes not eject in a ghting. Core Splf where to model is	ed to 0 explod Core 5 The pil endor the prid remove	Wourde), the Splence ot now unit, por moded fror	nds (a en the lor an use lacin lel wa m the	as e nd s the g it as.	Silho equip Silho that to additi	puette Pac pment a S puette Pac akes it. T ional wea	ck System: Mode ck System can ta ilhouette Pack m ck is considered p the Silhouette Pa pons, abilities, and other equipment	ke as odel. oart of ck pro d keyv	optiona The the movides vords, b	ıl del		
	considered Combat S	d part of Shield: A	the ori	ginal u I with a	nit. com		Varia time,	ble Phase and the e	e Shift: A model of Shift system may offects last until the t phase. When a	/ activ e begi	ate it at	t any f your		
	shield has a 5+ invulnerable save. Core Explodes (p. 1)							attle, do r	Wound. The first not take the Morta del gains a 3+ invu	l Wou	nd. Wh	nile		
ABILITIES	Mobile Suit (p. 1)							nst Kineti o						
PSYKER	psychic po in each en	ower in ea emy psy ifesting.	ach frie chic pl Note -	endly p nase.	sych It ma	iic ph y use	ase, a any p	nd can att oower fron	nodel can attempt tempt to deny a si n the SEED Facto ite, and do not da	ngle p r Disc	sychic ipline (p	power o. 1)		
FACTION KEYWORDS	CE, CE73, ZAFT													
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Silhouette Pack System, Psyker, SEED Factor, Gundam, Space, Ground, Shinn Asuka, ZGMF-X56S													

REY ZA BURREL ZGMF-X666S

DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Rey Za Burrel	*	*	*	8	8	18	5	9	3+	10-18+	12"	2+	2+
Large DRAGOON Pod	12"	6+	4+	5	5	2	1	6	4+	5-9	9"	3+	3+
Small DRAGOON Pod	12"	6+	4+	5	5	1	1	6	4+	1-4	5"	4+	4+

Rey Za Burrel in the ZGMF-X666S Legend Gundam is a single model equipped with a Beam Rifle, Beam Sabers, Beam Shields, Titanic Feet, and Twin Link CIWS. This model also has two Large DRAGOON pods equipped with a Beam Machine Gun each, and eight Small DRAGOON pods equipped with a Small Beam Gun each. Only one model with **Rey Za Burrel** may be taken for your army.

Za Burrei may be taken for your army.							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Beam Machine Gun	36"	Heavy 5	8	-3	3	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.	
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 Link CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all to hit rolls against targets that can Fly .	
	Beam Shields : A model with beam shields has a 4+ invulnerable save.					Mobile Suit (p. 1);Core Explodes (p. 1)	
	DRAGOON: When a model with DRAGOONs is set up, any accompanying DRAGOONs are attached, and are treated as being embarked. While the DRAGOONs remain attached, this model is considered to be equipped with the weapons of all of the DRAGOONS.					Saviour Protocols: If a DRAGOON unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the DRAGOON unit instead of the target unit. If you do, that DRAGOON unit suffers a mortal wound instead of the normal damage.	
	weapons of all of the DRAGOONS. If the battlefield is in Space , any or all of the controlling unit's DRAGOON models can disembark or re-embark. When disembarked, those DRAGOON models are treated as a separate unit. If the controlling unit is destroyed, those DRAGOON models are destroyed as					Deuterium Engine: This model may attempt to manifest the psyker power <i>Three Times Faster</i> during each friendly psychic phase. This model does not otherwise count as a psyker. Neutron Jammer Canceller Phase Shift: A model equipped with a Neutron Jammer Canceller Phase Shift system always has 3+ invulnerable save	
ABILITIES	well.	· · · · · · · · · · · · · · · · · · ·				against Kinetic attacks.	
FACTION KEYWORDS	CE, CE73	, ZAFT					
KEYWORDS (ZGMF-X666S)	Titanic, Ch	naracter, Vehicl	e, Mob	ile S	uit, R	ey Za Burrel, Gundam, Fly, Space, Ground	
KEYWORDS (DRAGOONS)	DRAGOO	DRAGOON, Fly					

α FORCE SILHOUETTE

The α Force Silhouette is equipped with Beam Sabers. This model must be taken as a Silhouette Pack Option.

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.		
GRANTED ABILITIES	Hard to Hit : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							
FACTION KEYWORDS	CE, CE73, ZAFT							
GRANTED KEYWORDS	Fly							

8

POWER

β SWORD SILHOUETTE

The β Sword Silhouette is equipped with two Beam Boomerangs and a Twin Beam Anti Ship Sword. This model must be taken as a Silhouette Pack Option.

	•					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Twin Beam Anti Ship Swords	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. When attacking with this weapon, you may make an additional attack in the Fight phase.
FACTION KEYWORDS	CE, CE73,	ZAFT				

γ BLAST SILHOUETTE

The γ Blast Silhouette is equipped with Beam Javelins, two Heavy Weapon Pods, and a Twin Railgun. This model must be taken as a Silhouette Pack Option.

			_		_	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Javelins (Melee)	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelins (Thrown)	24"	Assault 1	8	-3	2D3	May only be used twice, then Beam Javelins are no longer usable for the rest of the game.
Heavy Weapon Pod	W	hen attacking	with thi	s we	apon	, choose one of the two profiles listed below.
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.
						When targeting units with 5 or more models, change
Missile Launcher	72"	Heavy D3	8	-2	2	this weapon's type to Heavy D6.
Twin Railgun	48"	Heavy 2	8	-3	2D3	-
FACTION KEYWORDS	CE, CE73,	ZAFT		-		

EX-A1 GUNNER WIZARD

The Gunner Wizard is equipped with a Beam Launcher. This model must be taken as a Wizard Pack Option.	I	The Gunner Wizard is	equipped with a Beam Laund	cher. This model must be taker	as a Wizard Pack Option.
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The Guiller Wizara is eq	dipped with a beam Eauthorier. This model must be taken as a wizard i ack 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.
FACTION KEYWORDS	CE, CE73,	ZAFT	•			

10

POWER

EX-K SLASH WIZARD

The Slash Wizard is equipped with a Beam Anti-Ship Ax and two Beam Gatlings. This model must be taken as a Wizard Pack Option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti-Ship Ax	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 Gatling	30"	Assault 5	8	-2	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
FACTION KEYWORDS	CE, CE73,	ZAFT				

4

POWER

EX-M BLAST WIZARD

The Blast Wizard is equipped with two Missile Launchers. This model must be taken as a Silhouette Pack Option.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.	
GRANTED ABILITIES	Hard to Hit : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
FACTION KEYWORDS	CE, CE73,	ZAFT					
GRANTED KEYWORDS	Fly						

KERBEROS WIZARD

The Kerberos Wizard is equipped with two Beam Cannons and Twin Beam Sabers. This model must be taken as a Wizard Pack Option.

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 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.
FACTION KEYWORDS	CE, CE73,	ZAFT				

ZAFT 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-601R	1	150
Ace, ZGMF-1001	1	115
ZGMF-2000	1	140

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
TMF/A-802W2	1	104
ZGMF-601R	1	150
Veteran, ZGMF-1000	1	95
ZGMF-1001	1	110

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ZGMF-1000	1	80

WIZARD PACKS	
ТҮРЕ	POINTS PER MODEL (DOES INCLUDE WARGEAR)
EX-A1 Gunner Wizard	145
EX-K Slash Wizard	190
EX-M Blaze Wizard	80
Kerberos Wizard	100

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
YFX-M56	1	95

SILHOUETTE PACKS	
ТҮРЕ	POINTS PER MODEL (DOES INCLUDE WARGEAR)
α Force Silhouette	70
β Sword Silhouette	150
γ Blast Silhouette	430

DRAGOON	
TYPE	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Large DRAGOON Pod	125
Small DRAGOON Pod	60

CHARACTERS		
UNIT	MODELS PER UNIT	
Alex Dino, ZGMF-1000	1	135
Dearka Elsman, ZGMF-1000	1	95
Lunamaria Hawke, ZGMF-1000	1	95
Shiho Hahnenfuss, ZGMF-1000	1	105
Rey Za Burrel, ZGMF-1001	1	135
Yzak Joule, ZGMF-1001	1	125
Heine Westenfluss, ZGMF-2000	1	150
Athrun Zala, ZGMF-X23S	1	225
Shinn Asuka, ZGMF-X42S	1	235
Lunamaria Hawke, ZGMF-X56S	1	170
Shinn Asuka, ZGMF-X56S	1	200
Rey Za Burrel, ZGMF-X666S	1	235

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Armor Schneider	15
Beam Anti-Ship Ax	40
Beam Anti-Ship Sword	40
Beam Claws	40
Beam Javelins	40
Beam Sabers	40
Beam Tomahawk	40
Heat Rod	20
Titanic Feet	0
Twin Beam Anti-Ship Sword	50
Twin Beam Sabers	50

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bazooka	25
Beam Boomerang	50
Beam Cannon	25
Beam Gatling	75
Beam Launcher	200
Beam Machine Gun	75
Beam Rifle	75
Four Barrelled Beam gun	60
Grenades	0
Heavy Beam Rifle	80
Heavy Weapon Pod	225
Missile Launcher	25
Plasma Cannon	85
Railgun	25
Small Beam Gun	35
Twin Link CIWS	10
Twin Link Small Missile Launchers	20
Twin Railgun	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Beam Shields	40
Combat Shield	20

ZAFT 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 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 Gatling	30"	Assault 5	8	-2	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelin (Thrown)	24"	Assault 1	8	-3	2D3	May only be used twice, then Beam Javelins are no longer usable for the rest of the game.
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 Machine Gun	36"	Heavy 5	8	-3	3	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.
Four Barrelled Beam Gun	12"	Pistol 4	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	When attack	ing with this weap	on, cho	se on	e of the	profiles listed below.
Cracker	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Frag	6"	Grenade 3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Grenade 6.
Krak	6"	Grenade 1	6	-1	D3	-
Melta	4"	Grenade 1	8	-4	D6	You may only use this profile once per battle.
Smoke	-	Grenade 1	-	-	-	You may only use this profile once per battle. Until your next shooting phase, your opponent must subtract 1 from all ranged attacks against this vehicle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heavy Weapon Pod	When attack	ing with this weap	on, choo	ose on	e of the	two profiles listed below.
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.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.

RANGED WEAPONS	CONT.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
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	-
Small Beam Gun	12"	Pistol 2	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .
Twin Railgun	48"	Heavy 2	8	-3	2D3	-

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 Anti Ship Ax	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 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 Claws	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelins (Melee)	Melee	Melee	+3	-3	2D3	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.
Beam Tomahawk	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Rod	Melee	Melee	+1	-3	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase. This weapon adds 2" to the result of any Charge roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin 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. When attacking with this weapon, you may make an additional attack in the Fight phase.
Twin Beam Saber	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	
Beam Shields	A model with Beam Shields has a 4+ invulnerable save.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.