## **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.

#### **KEYWORDS**

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC, <Year>, Postwar EFF, <Team>, Ground, and Space. UC defines the particular universe of Gundam that these suits fall into, and <Year> indicates the year the unit was deployed. Postwar EFF as the Postwar Earth Federation Forces, and <Team> indicates which Team of the Postwar EFF that unit was assigned to.

If a unit does not have a **<Team>** specified or has "<Team>" as its Team, then it may be assigned to any Team that you are currently fielding, gaining that specific keyword. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

#### **PRIOR INDICES**

Postwar EFF detachments may include any non-**Character** unit from previous EFF related indices in their army selection.

#### **ABILITIES**

The following abilities are common to several EFF units:

#### **Mobile Suit**

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

#### **Core Explodes**

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

#### Vehicle Squadron

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

#### Newtype

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

#### **NEWTYPE DISCIPLINE**

#### IT'S A GUNDAM!!

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

#### **Plot Armor**

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

#### **Combat Hypnosis**

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

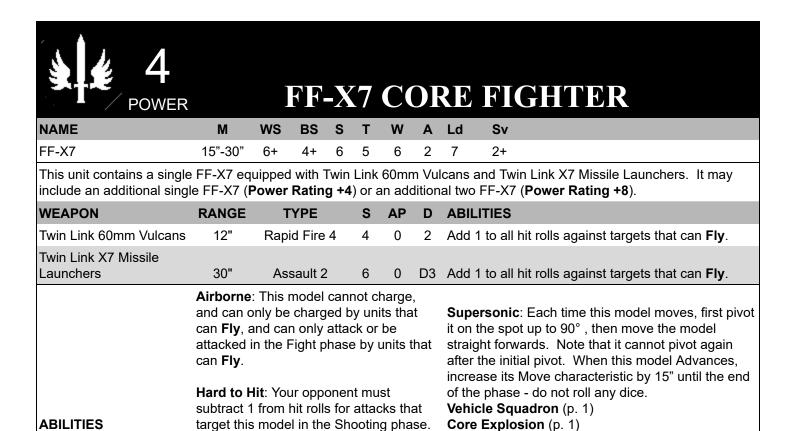
27 POWER	HU	ND	DAMAGE Some of this mod change as it suffe shown below:													
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS					
Hugues Courand	*	* * 8	8	18	4	9	2+	7-12+ 4-6	12" 9"	2+	2+					
equipped with a Beam Rif two Small Beam Guns, th	·															
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES									
Bazooka	When targeting units with 5 or more models, cha 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.															
Beam Rifle	36"	Heavy 3	8	-3	4		_	u roll a wound roll of 6+ for this o inflicts a mortal wound.								
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v								
Beam Shot Rifle	36"	Heavy D6	8	-3	3	this w	eapon's f	g units with 5 or m type to Heavy 2D6 6+ for this weapo	3. Eac	h time y	you roll					
Beam Spray Gun	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal v								
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	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 D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, o	change					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	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	t can <b>F</b>	ly.					
WARGEAR OPTIONS	This mod					ower Rating -3). ting +1) or two Be	eam S	pray G	uns							
		Shield: A model s a 5+ invulneral			nbat		e Suit (p	,								
ABILITIES	Core Exp	olodes (p. 1)					Γhis unit can move (even if it has not									

**KEYWORDS** 

FACTION KEYWORDS

UC, 0081, Postwar EFF, Phantom Sweep Corps

Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand



**FACTION KEYWORDS** 

**KEYWORDS** 

UC, 0083, Postwar EFF

Fly, Vehicle, Core Fighter, Space, Ground

4 POWER		]		-X		C	O	RE	E FIGHTER II
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv
FF-XII	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single	FF-XII eq	uipped	d with t	wo E	Beam	Spra	y Gı	ıns.	
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES
Beam Spray Gun	24"	Pis	stol D3	3	8	-3	4		h time you roll a wound roll of 6+ for this upon, it also inflicts a mortal wound.
	Airborne and can of can Fly, a attacked i can Fly. Hard to F subtract 1	inly be and ca n the l lit: You from	charg n only Fight p ur opp hit roll:	jed b attac hase onen s for	y uni ck or e by u t mu attac	ts that be units t st cks tha	t hat at	it on straig after incre of the Vehice	personic: Each time this model moves, first pivon the spot up to 90°, then move the model ight forwards. Note that it cannot pivot again the initial pivot. When this model Advances, ease its Move characteristic by 15" until the end ne phase - do not roll any dice. icle Squadron (p. 1)
ABILITIES	target this	mode	el in the	e Sh	ootin	g pha	se.	Core	e Explosion (p. 1)
FACTION KEYWORDS	UC, 0083	, Post	war EF	F, A	lbion	Team	1		
KEYWORDS	Fly, Vehic	le, Co	re Figh						



## FF-XII-FB CORE FIGHTER II FULL BURNERN

FOVLIN					$\sim$				
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv
FF-XII-Fb	20"-40"	6+	4+	6	5	6	2	7	2+
This unit contains a single	e FF-XI-Fb	equip	ped wi	th two	Ве	am S	oray	Guns	s.
WEAPON	RANGE	Т	ГҮРЕ		S	AP	D	ABI	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.
	Airborne and can o can Fly, a attacked i can Fly.	only be and ca in the I	e charg n only Fight p	jed by attack hase l	unik or by i	its that be units t	t	it on strai after incre	personic: Each time this model moves, first pivot in the spot up to 90°, then move the model hight forwards. Note that it cannot pivot again for the initial pivot. When this model Advances, rease its Move characteristic by 20" until the end the phase - do not roll any dice.
ABILITIES	subtract 1	1 from	hit rolls	s for a	attac	cks tha		Veh	re Explosion (p. 1)
FACTION KEYWORDS	UC, 0083	, Post	war EF	F, Alb	oion	Team	1		
KEYWORDS	Fly, Vehic	le, Co	re Figh	nter, S	pac	ce			

<b>7</b>		7			-06 U I				DAMAGE Some of this mod change as it suffe						
POWER	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	М	WS	BS		
MS-06F2	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+		
A MS-06F2 is a single mo Shield, Grenades, a Heat					n Macl		Gun,	a Co	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+		
WEAPON	RANGE		YPE		S	AP	D	ABII	LITIES						
120mm Machine Gun	30"	Ass	ault 6	;	6	-1	1	-							
Bazooka	48"	Hea	vy 2D	3	8	-2	1			g units with 5 or mo type to Heavy 2D6		odels, c	hange		
Grenades	6"	Grei	nade ′	1	6	-1	D3	-							
Heat Hawk	Melee	M	elee		+1	-2	D3	-							
MMP-70C		When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.													
90mm MMP-70C	30"	Ass	ault 6	;	7	-1	1	-							
Grenade Launcher	30"	Ass	ault 1		7	-1	D3		•	nay only be fired o					
Sturm Faust	48"	He	avy 1		8	-2	D6			weapons may only	be fi	red once	e per		
Three Shot Missile Launcher	60"	Rapid	Fire I	D3	6	-1	1			g units with 5 or mo type to Rapid Fire		odels, c	hange		
Titanic Feet	Melee	М	elee		User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith thi	s weapo	on.		
WARGEAR OPTIONS	Rating +1 This mode each). This mode This mode	). el may el may el may	take ii replac	n ad ce its a Ro	dition s Gren cket B	up to	o 2 T s with ter ( <b>P</b>	hree s	Shot Missi oke Grenad Rating +	1).	ver Ra	•			
	This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1).  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.  Shield has a 5+ invulnerable save.														
ABILITIES	Mobile Su	uit (p. 1	1)		.5 547	<u> </u>		once Mov	e per battle ement pha	er: A rocket booston at the beginning of ses. When activating of your next N	of any ted, it	of your provide	es <b>Fly</b>		
FACTION KEYWORDS	UC, 0083	Postw	ar EF	F, A	lbion	Tean	1								
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Su	it, Spa	ace,	Grou	nd							

# 12 MS-14F POWER GELGOOG MARINE

**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
MS-14F	*	*	*	8	8	15	2	8	3+	8-15+	12"	4+	3+
A MS-14F is a single mode	l equipp	20mm	4-7	9"	5+	4+							
Machine Gun, Beam Saber			1-3	5"	6+	5+							
MEADON	DANIOE												

Machine Gun, Beam Gab	oro, aria rite	iiilo i cct.					1-0		0	0.	J.		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
35mm Hand Cannon	30"	Pistol 6	5	0	1	-							
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Beam Rifle	36"	Heavy 3	Each time you roll a Wound roll of 6+ with this 8 -3 4 weapon, it also inflicts a Mortal Wound.										
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this  Melee +3 -3 2D3 weapon, it also inflicts a Mortal Wound.											
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this we										on.		
WARGEAR OPTIONS	This mode	may replace	its 120r	nm N	∕lachi	ne Gun with a E	Beam Rifle (	(Power	Rati	ng +2).			
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												

10 POWER			044 VE						AR	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
NRX-044 Veteran	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
A NRX-044 Veteran is a s	ingle mode	el equi	oped w	vith a	360	° Co	ckpit	a He	avv	4-7	9"	5+	4+
Beam Rifle and Titanic Fe	-		•						,	1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
Heavy Beam Rifle	36"	Ass	sault 3		8	-3	4			roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	M	lelee	ι	Jser	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
	360° Coc per turn.	kpit: M	1ay rer	oll a	hit ro	ll on	се						
	Airborne and can of can Fly, a attacked if can Fly.	only be and car n the F	charg n only ight p	ed by attacl hase	unit k or l by u	s that be nits	at	pivot strai after incre	t it on the s ght forwar the initial ease its Mo	Each time this modespot up to 90°, the ds. Note that it can pivot. When this rove characteristic bedonot roll any dice	en mo nnot p nodel by 9" (	ve the i pivot ag Advan	model ain ces,

**Transformation**: This unit may transform to or from

a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Titanic Feet, but it

gains Fly, Supersonic\*, Airborne\*, and Hard to Hit\*. Its Movement Characteristic is doubled.

subtract 1 from hit rolls for attacks that

Mobile Suit (p. 1)

Core Explodes (p. 1)

**ABILITIES** 

**KEYWORDS** 

**FACTION KEYWORDS** 

target this model in the Shooting phase.

UC, 0085, Postwar EFF, Titans Test Team

Titanic, Vehicle, Mobile Suit, Ground

17 POWER				RX-( PL			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
ORX-005	*	*	*	8 7	15	2	8	3+	8-15+	12"	4+	3+
An ORX-005 is a single m Beam Sabers, Titanic Fee					oit, tv	vo Be	am Ri	fles,	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Hea	vy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Me	Each time you roll a Wound roll of 6+ with this elee +3 -3 2D3 weapon, it also inflicts a Mortal Wound.									
Titanic Feet	Melee	Ме	lee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
	afo° Cocl per turn.  Hit and R in your Ch declared a  Airborne* and can o can Fly, a attacked in can Fly.  Hard to H subtract 1 target this	un*: The large phase charge of the can on the Figure 1 (it*: You model it model it	is unit nase, e e. nodel charge only a ght ph r oppo t rolls in the	cannot ca	has harg ts that be units t	D6" not e, at that	Shield Supe pivot straig after increa of the Trans a Mol your I Mode use th	ersonic*: I it on the south forward the initial asse its More aphase - of the south forward the initial asse its More aphase - of the south forward the sout	Shields: A model 4+ invulnerable sa Each time this mospot up to 90°, the ds. Note that it ca pivot. When this rove characteristic ledo not roll any dice on: This unit may the phases. When it del loses Hit and I Sabers or its Titantic*, Airborne*, ar	del mon nnot p model by 9" u e. ransfo inning n Mob <b>Run*</b> a ic Fee	oves, fir ve the noivot aga Advand until the orm to of of any ile Armand can et, but it	st nodel ain ces, end r from of or inot gains
ABILITIES	Core Exp	lodes (	p. 1)				Move	ment Cha	aracteristic is doub	led.		
FACTION KEYWORDS	UC, 0085,	Postwa	ar EFF	, Titans	Test	Team						

Titanic, Vehicle, Mobile Suit, Ground, Space

KEYWORDS

18 POWER	OR CY	<b>X</b> -YB								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				
ORX-005 Cyber Newtype	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+				
An ORX-005 Cyber Newty Beam Rifles, Beam Saber	•	_						Cock	oit, two	4-7 1-3	9" 5"	5+ 6+	4+ 5+				
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES								
Beam Rifle	Each time you roll a Wound roll of 6+ with this 36" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.												5				
Beam Sabers	Melee	М	elee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this D3 weapon, it also inflicts a Mortal Wound.									
Titanic Feet	Melee	М	elee		User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.				
	Hit and R in your Ch declared a Airborne* and can of can Fly, a attacked in can Fly.	arge pacharge: This This This This This This This	hase, ge. mode charg n only	eve l car led b atta	nnot c y unit	has harg s tha	not e, at	Supe pivot straig after increa	ersonic*: it on the s pht forwar the initial ase its Mo	4+ invulnerable sa Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this ove characteristic do not roll any dic	odel mo en mo innot p model by 9" i	ve the i pivot ag Advan	model ain ces,				
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)  Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gain Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.												of nor nnot t gains				
PSYKER																	

UC, 0085, Postwar EFF, Titans Test Team

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

**FACTION KEYWORDS** 

**KEYWORDS** 

13 POWER		RC GM CA						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	*	* * 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,	Tita	nic Fe	eet, and	d Twin	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Cannon	36"	Heavy 1	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	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	is 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.
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A mode Armor increase stic by 6, while stic is reduced may be ejected all characteristic my wounds lost Chobham Armor	es their M their M by 3. The d at any cs to the are firs	· Wollove The y tim	ie, inted	Shield <b>Mobil</b>		•		th a Co	mbat
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd					

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	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+	
A RGM-79C is a single mo							n	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP		ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change	
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o o inflicts a mortal v				
Beam Spray Gun	24"	Pistol 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	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>	ly.	
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	ehicle, Mobile S	uit, Sp	ace,	Grou	nd						

9 POWER	(	RGI SM TY				C	$\Xi$	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	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+	
A RGM-79C Ace is a sing Sabers, Titanic Feet, Twir	4-6 1-3	9" 5"	4+ 5+	4+ 5+								
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-						
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange	
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Beam Spray Gun	24"	Pistol 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 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	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		<b>Shield</b> : A model s a 5+ invulnerat			nbat		le Suit (p Explode	,				
FACTION KEYWORDS	UC, 0081	, Postwar EFF										
						_						

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

**KEYWORDS** 

10 POWER		RO POW					SM		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
RGM-79C Powered	*	* *	8	6	12	2	8	3+	7-12+	12"	4+	3+
A RGM-79C Powered is a Beam Sabers, Titanic Fee	•								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire	D3	6	0	1	-					
120mm Machine Gun	30"	Assault (	6	6	-1	1	-					
Bazooka	48"	When targeting units with 5 or more models, char										change
Beam Sabers	Melee	Melee		+3	-3	2D3			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 th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4	4	0	2	Add <sup>′</sup>	1 to all hit	rolls against targe	ets tha	ıt can <b>F</b>	ly.
WARGEAR OPTIONS	This mod	el may repla	ice its	s 120ı	mm l	Mach	ine Gu	n with a 9	00mm Machine Gu	ın, or	a Bazo	oka.
	Hit and R your Chardeclared	rge phase, e a charge. <b>lit</b> : Your opp	it ma even ooner	le sav y mov if it ha	ve. ve 2[ as no st	D6" in ot	set upon the Move anyw	p this unit e battlefie ment pha here on tl	er Pack: During d at high altitude in eld. At the end of ases, this unit can he battlefield that enemy models.	stead any of desce	of placi your end - se	ing it et it up
ABILITIES		from hit roll model in th					Mobi	le Suit. C	ore Explodes (p.	. 1)		
FACTION KEYWORDS		, Postwar El						<u> </u>	1 - (1	,		
KEYWORDS	Titanic, V	ehicle, Mobi	le Su	ıit, Sp	ace,	Grou	nd, Fly	/, Jump P	ack			

12 POWER			RG M							DAMAGE Some of this mod change as it suffor shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79FP	*	*	*	8	7	12	3	8	2+	7-12+	12"	3+	4+
A RGM-79FP is a single n	•									4-6	9"	4+	5+
Sabers, Titanic Feet, Twin Shield.	Beam Sp	ear, Tv	vin Lin	k 60	)mm ∖	/ulca	ns, a	nd a (	Combat	1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
100mm Machine Gun	24"	Rapid	Fire 2	2D3	6	-1	1	-					
Beam Sabers	Melee	N	/lelee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ν	/lelee		User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
Twin Beam Spear	Melee	M	/lelee		Sx2	-3	2D3	1 fro	m the Hit	g with this weapo roll. Each time you eapon, it also inflic	u roll a	Wound	d roll of
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.
	Combat shield has Hard to H	s a 5+ <b>-lit</b> : You	invulno ur oppo	eral one	ole sav	ve. st		Cha		This unit may mov , even if it has not o. 1)			
ABILITIES	target this model in the Shooting phase. <b>Core Explodes</b> (p. 1)												
FACTION KEYWORDS	UC, 0081	JC, 0081, Postwar EFF											
KEYWORDS	Titanic, V	ehicle,	Mobile	e Sı	uit, Sp	ace,	Grou	nd					

9 POWER			RO M					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	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N is a single me	odel equip	ped wi	th a 1	20m	m Ma	chine	e Gur	ı. Bea	m	4-7	10"	5+	4+
Sabers, Titanic Feet, Twin		•								1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	As	sault 6	6	6	-1	1	-					
Bazooka	48"	When targ								g units with 5 or m type to Heavy 2D6		odels,	change
Beam Rifle	36"	He	eavy 3	}	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	M	/lelee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ν	/lelee		User	-2	D3	Mak	e 3 hit rolls	s for each attack v	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id 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> ).											ər	
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	UC, 0083, Postwar EFF, Albion Team											
KEYWORDS	Titanic, V	ehicle,	Mobil	le Su	iit, Sp	ace,	Grou	nd					

10 POWER	SC	OUTI RO	H BU GM-		G	DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
South Burning	*	* *	8 7	15	3	8	3+	8-15+	15"	3+	2+
South Burning in a RGM-7								4-7	10"	4+	3+
120mm Machine Gun, Be Combat Shield. Only one		•	•				,	1-3	6"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assault (	6	-1	1	-					
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Rifle	36"	Heavy 3	8 8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>FI</b>	y.
WARGEAR OPTIONS	This mode Rating +2		ce its 120ı	mm l	Mach	ine G	un with a E	Bazooka or a Bear	n Rifle	e (Powe	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, Postwar EFF, Albion Team										
KEYWORDS	Character	, Titanic, Ve	hicle, Mob	ile S	uit, S	pace,	Ground				

9 POWER				M-' QI					DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79Q	*	*	* 8	3 7	15	2	7	3+	8-15+	12"	4+	4+
A RGM-79Q is a single m	odel equip	oed with	a 120r	nm Ma	chin	e Gur	ı, Bea	m	4-7	9"	5+	5+
Sabers, Titanic Feet, Twin									1-3	5"	6+	6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assa	ult 6	6	-1	1	-					
Bazooka	48"	Heav	y 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Rifle	36"	Hea	vy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Me	lee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Ме	lee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	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	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, 0084, Postwar EFF, Titans Test Team											
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground										



**KEYWORDS** 

### **RGM-79Q** change as it suffers damage, as

#### DAMAGE

Some of this model's characteristics

POWER	GM	ιQι		JV	K		١K	AN	shown below:	no dai	mago, c	
NAME	М	WS E	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79Q Veteran	*	*	* 8	7	15	2	8	3+	8-15+	12"	4+	3+
A RGM-79Q Veteran is a	-								4-7	9"	5+	4+
Beam Sabers, Titanic Fee	et, Twin Lin	k 60mm \	√ulcan	is, and	a Cc	mbat	Shie	d.	1-3	5"	6+	5+
WEAPON	RANGE	TYF	Έ	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assau	ılt 6	6	-1	1	-					
Bazooka	48"	Heavy	2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, d	hange
Beam Rifle	36"	Heav	y 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Mele	ее	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Mele	ee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b>	ly.
WARGEAR OPTIONS	This mode	-	place	its 120r	mm l	Machi	ne Gı	ın with a E	Bazooka or a Bear	n Rifle	(Powe	er
ABILITIES	Combat S shield has					nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0084	, Postwar	EFF,	Titans	Test	Team						

Titanic, Vehicle, Mobile Suit, Space, Ground

8 POWER			IS-I					DAMAGE Some of this mod change as it suffe shown below:			I
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-106	*	* *	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 is a single mo Cockpit, Beam Sabers, a					Gun	, a 360	)°	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o o inflicts a mortal w			
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this									
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Three Shot Missile Launcher	60"	Rapid Fire D	3 6	-1	1			g units with 5 or me type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, if This mode each). This mode	el may replace t <b>must</b> replace el may take in el may take an	e its 120r e its Bea addition additior	nm I m Sa up t	Machi abers to 2 T	ine Gu with a hree S	n with a l i Heat Ha ihot Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating le Launchers (Power Bounting as having	r Ratii g -1). ver Ra	ating +1	I
	Shields (Power Rating +1).  360° Cockpit: 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: A model with twin combat shields has a 4+ invulnerable save.										
FACTION KEYWORDS		, Postwar EFF	, Titans	Test	Team						
KEYWORDS		ehicle, Mobile									

9 POWER		RM HIZA				E		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
RMS-106 Ace	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-106 Ace is a singl Cockpit, Beam Sabers, a				Mac	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 6	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this									
Heat Hawk	Melee	Melee	+1	-2	D3	-					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode does so, if This mode each). This mode each	el may replace i t <b>must</b> replace i el may take in a	ts 120r its Bea ddition additior	nm N m Sa up t	Machi abers o 2 T	ine Gu with a hree S	un with a l a Heat Ha Shot Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating ile Launchers (Power counting as having	r Rati g -1). ver Ra	ating +1	I
ABILITIES	per turn.  Mobile Su	. ,	a hit ro	ll on	ce	a 5+ Twin	invulnera Combat	Shields: A model	with t		
		lodes (p. 1)	Titons -	Toot	Toom		us nas a 4	4+ invulnerable sa	ve.		
FACTION KEYWORDS		, Postwar EFF,					Cround				
KEYWORDS	Character	, Titanic, Vehicl	e, iviodi	iie S	uit, S	pace,	Ground				

11 POWER				AS-1 BAI			β		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-117	*	*	*	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with	a Bea	m Rifle, l	Bear	n Sa	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laur				,			,		1-3	5"	6+	6+
WEAPON	RANGE	TY	'PΕ	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Hea	ıvy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Me	elee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assa	ault 1	6	-1	D3			weapons may only	/ be fi	red onc	e per
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
	Mobile Su	i <b>t</b> (p. 1	)									
ABILITIES FACTION KEYWORDS	Core Expl			Titane <sup>-</sup>	Test	Team	a 5+	bat Shield invulneral	d: A model with a oble save.	comb	at shiel	d has
KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team  Titanic, Vehicle, Mobile Suit, Space, Ground											
	mamo, vo		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Jan, Ope	,	5,50						

POWER	RM	S-117 β VE					DY	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 Veteran	*	* *	8 7	12	2	8	3+	7-12+	12"	4+	3+	
A RMS-117 Veteran is a s	ingle mode	l equipped wi	th a Bea	m Ri	fle, E	eam S	Sabers, a	4-6	9"	5+	4+	
Combat Shield, two Grena	-				,		,	1-3	5"	6+	5+	
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	+3	-3	2D3			roll a wound roll o inflicts a mortal w				
Grenade Launcher	30"	Assault 1	6	-1	D3			weapons may only	y be fir	red onc	e per	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.	
ABUITIE	Mobile Su							<b>d</b> : A model with a	comba	at shiel	d has	
ABILITIES		lodes (p. 1)					invulnera	ble save.				
FACTION KEYWORDS	UC, 0084,	UC, 0084, Postwar EFF, Titans Test Team										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

11 POWER	RI	MS-1		P/R M		M	-79	PR	DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R	*	* *	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Co	_	•							4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	•	S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid Fir	e D3	6	0	1	-					
180mm Cannon	48"	Heavy	1	8	-3	2D3	-					
Bazooka	48"	Heavy 2	2D3	8	-2	1			g units with 5 or r type to Heavy 2D		odels, (	change
Beam Rifle	36"	Heavy	3	8	-3	4		•	roll a wound roll inflicts a mortal			
Beam Sabers	Melee	Mele	e	+3	-3	2D3			roll a wound roll inflicts a mortal			
Titanic Feet	Melee	Mele	)	User	-2	D3	Make	e 3 hit rolls	s for each attack	with this	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add	1 to all to	hit rolls against t	argets t	hat car	Fly.
WARGEAR OPTIONS		el may rep Power Rat							hine Gun ( <b>Powe</b> <b>2</b> ).	r Ratin	<b>g -3</b> ), 1	80mm
	Mobile S	uit (p. 1)					_	nbat Shiel invulneral	<b>d</b> : A model with a ble save.	a comba	at shiel	d has
ABILITIES	Core Exp	lodes (p.	1)				360°	Cockpit:	May reroll a hit r	oll once	per tu	rn.
FACTION KEYWORDS	UC, 0084	, Postwar I	EFF,	Titans	Test	Team	1					
KEYWORDS	Titanic, Ve	ehicle, Mol	oile S	uit, Spa	ace,	Grou	nd					

12 POWER	RI	MS-179 GM					PR	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-179/RGM-79R Ace	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM-		•						4-6	9"	4+	4+
a Beam Rifle, Beam Sabe Vulcans.	ers, a Comb	oat Shield, Titan	ic Feet	i, an	d IWI	n Link	60mm	1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Rifle	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 o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	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 to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS		• •						hine Gun ( <b>Power</b> <b>2</b> ).	Ratin	g -3), 18	80mm
	Cannon (Power Rating -2), or Bazooka (Power Rating -2).  Combat Shield: A model with a combat shield has a 5+ invulnerable save.										
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.										
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team										
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile S	uit, S	pace,	Ground				

14 POWER		R GUN	RMV NTA					DAMAGE Some of this modern change as it suffestions shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
RMV-1	*	* *	7 7	12	2	7	3+	7-12+	10"	4+	4+		
A RMV-1 is a single mode two 120mm Low Recoil Ca			4-6	7"	5+	5+							
Smoke Launchers.	,		ŕ					1-3	4"	6+	6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
80mm Anti-Personnel Machine Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, chang this weapon's type to Pistol 12.							
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This bear		nay target units no	ot visib	le to the	9		
Crushing Treads	Melee	Melee	User	-2	D3	Mak	e 2 hit rolls	s for each attack v	vith thi	s weap	on.		
Missile Launcher	72"	Heavy D3	8	-2	2		•	g units with 5 or m type to Heavy D6		odels, c	hange		
ABILITIES	instead of Shooting p Smoke La Shooting p subtract 1	aunchers: O shooting any phase, this m unchers; unto phase, your of from all hit r that target th	y weapon nodel can iil your ne opponent olls for ra	use use ext musinged	the its t	Mob move the s Wea only	ement phasame turn. pons withougains a bo	s (p. 1) This model can Fause and still shoot This unit may ment the -1 penalty the bout the save for the model is obscur	and/o ove an to hit. or bein	r charge d fire H This m g in cov	eavy odel er if at		
FACTION KEYWORDS	UC, 0081, Postwar EFF												
KEYWORDS	Titanic, Ve	hicle, Mobile	e Tank, G	round	d								

16 POWER	GI	ORGI RY	O I K-78		EL	DAMAGE Some of this mod change as it suffe shown below:							
NAME	М	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Giorgio Miguel	*	* * {	8	18	3	8	2+	7-12+	12"	3+	2+		
Giorgio Miguel in the RX-7 Beam Rifle, Beam Sabers and a Combat Shield. On	, a Core Fi	ghter, Titanic F	eet, Tw	in Li	nk 60	mm ∖	/ulcans,	4-6 1-3	9" 5"	4+ 5+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Bazooka	48"	, ,,											
Beam Sabers	Melee	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 o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit roll	s for each attack v	vith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.		
WARGEAR OPTIONS		lel takes a Baz						Power Rating -3). Shield with an add	ditiona	l Bazoo	ka		
		Shield: A mode a 5+ invulnera uit (p. 1)			nbat	redu explo Fight the F when	ced to 0 Vode), the parter and co FF-X7 Cores the prior	At any time, include Vounds (as long a collect may eject in a continue fighting. The Fighter unit, place model was. The the game. The new volume is the page of th	s it do FF-X he pilo cing it prior	es not 7 Core ot now u within 1 model i	ises I" of s		
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.												
FACTION KEYWORDS	UC, 0083,	Postwar EFF											
KEYWORDS	Character,	Titanic, Vehic	le, Mob	ile S	uit, S	pace,	Ground						

14 POWER	HU	GUES R	S C X-78			RA	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	*	* *	8 8	18	4	9	2+	7-12+	12"	2+	2+
Hugues Courand in the RX Beam Rifle, Beam Sabers Vulcans. Only one model	, a Comba	t Shield, Titan	ic Feet,	and <sup>†</sup>	Twin	Link (	30mm	4-6 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Eac batt		weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Mak	ce 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> l	ly.
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -3</b> ).  This model may take two Grenade Launchers ( <b>Power Rating +1</b> ).										
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				_	<b>nbat Shiel</b> ⊦ invulneral	<b>d</b> : A model with a ble save.	comb	at shield	d has

Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand

UC, 0081, Postwar EFF, Phantom Sweep Corps

**KEYWORDS** 

FACTION KEYWORDS

14 POWER		KOU RX-						DAMAGE Some characteristics cl damage, as show	hange	as it su	
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kou Uraki	*	* * 8	8	18	2	8	2+	10-18+	12"	3+	3+
Kou Uraki in the RX-78GP01 Gundam Zephyranthes is a single model equipped with a 90mm Machine Gun, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with <b>Kou Uraki</b> may be taken for your army.  5-9  9" 4+ 4-1  1-4  5" 5+ 5+											
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Beam Rifle	Each time you roll a wound rol 36" Heavy 3 8 -3 4 weapon, it also inflicts a morta										
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	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>	ly.
WARGEAR OPTIONS		el may replace ating +3).	its 90m	ım M	achin	e Gur	n with a 18	30mm Cannon or	a Beaı	m Rifle	
ABILITIES	shield has	Shield: A modes a 5+ invulnerauit (p. 1)			nbat	reduce explored fight the F mode game	ced to 0 Wode), then eer II and c F-XII unit, el was. Th	At any time, inclu  /ounds (as long a the pilot may eject continue fighting. placing it within ne prior model is r w Core Fighter m inal unit.	s it doo t in a The pi 1" of w emove	es not FF-XII ( ilot now here th ed from	Core uses prior the
FACTION KEYWORDS		, Postwar EFF,	Albion	Tear	n	-					
KEYWORDS		r, Titanic, Vehic				undar	m, Ground	, Kou Uraki			

14 POWER		KOU RX-78						DAMAGE Some characteristics ch damage, as show	nange	as it su		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kou Uraki	*	* * 8	8	18	3	8	2+	10-18+	15"	3+	2+	
Kou Uraki in the RX-78GF model equipped with a Be Shield, Titanic Feet, and T <b>Uraki</b> may be taken for yo	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	+3	-3	2D3		•	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.	
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.	
	Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Add 1 to all hit rolls against targets that can Fly.  Core Fighter: At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), the pilot may eject in a FF-XII-Fb Core Fighter II Full Burnern and continue fighting. The pilot now uses the FF-XII-Fb unit, placing it within of where the prior model was. The prior model is removed from the game. The new Core Fighter											
ABILITIES	Core Explodes (p. 1) model is considered part of the original unit.											
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team											
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile S	uit, G	undar	n, Space,	Kou Uraki	_			

14 POWER		KOU RX-7						DAMAGE Some of characteristics chamage, as show	ange	as it su			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Kou Uraki	*	* * 8	8	18	4	9	2+	10-18+	15"	2+	2+		
Kou Uraki in the RX-78GI equipped with a 360° Coo Titanic Feet. Only one m	kpit, a Bear	n Rifle, Beam 🤄	Sabers	, a C	omba	at Shie		5-9 1-4	10" 6"	3+ 4+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Bazooka	48"	, ,,											
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this											
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	(Power Ra	iting -1).					,	ower Rating -3) of the results of th		Bazool	kas		
	360° Cock per turn.	pit: May reroll	a hit ro	oll on	ce	end C	harge mo	<b>rms</b> : This model roves and Fight in to n enemy units.					
		<b>un</b> : This unit m arge phase, ev charge.				<b>Core</b> Fighte	<b>Fighter</b> : er may, at	A model equipped any time, includir ounds (as long as	ng if th	e mode	el is		
	<b>Combat Shield</b> : A model with a combat shield has a 5+ invulnerable save.						Burnern	the pilot in a FF-X and continue fight I-Fb unit, placing i	ing. 1	he pilo	t now		
	Mobile Su	,				the pr	ior model the game	I was. The prior m . The new Core F	nodel i ighter	s remo	ved		
ABILITIES		<b>odes</b> (p. 1)				consi	dered par	t of the original un	nit.				
FACTION KEYWORDS		UC, 0083, Postwar EFF, Albion Team											
KEYWORDS	Character,	Titanic, Vehicl	e, Mob	ile S	uit, G	undan	n, Space,	Kou Uraki					

16 POWER				1UI 78G	TE .	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			
Zero Murasame	*	*	*	8 8	18	3	8	2+	10-18+	15"	3+	2+			
Zero Murasame in the RX with a Beam Carbine, Be of this model may be take same army as Cima Gara	am Sabers en for your	, a Cor army.	nbat Sh This mo	ield, an	d Tita	nic F	eet. C	only one	5-9 1-4	10" 6"	4+ 5+	3+ 4+			
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES							
Beam Carbine	30"	Rapid	Fire 2D	3 8	-3	2			roll a wound roll c inflicts a mortal v						
Beam Sabers	Melee	. ,													
Mega Particle Cannon	48"	Не	eavy 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.														
WARGEAR OPTIONS		This model may replace its Beam Carbine with a Mega Particle Cannon ( <b>Power Rating +1</b> ). This model may take 3 Boost Pods ( <b>Power Rating +2</b> ).													
	This model may take 3 Boost Pods (Power Rating +2).  Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  In your Charge phase, even if it has not declared a charge.  Boost Pod: A model equipped with Boost Pods activate each one once at the beginning of any of your Movement phases. Each activated Boost Pods are currently activated, the model gate of the beginning of your next Movement phase, at which the beginning of your next Movement phase, at which the possible of the provided Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phase, at which the possible of the provided Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phase, at which the provided Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phase, at which the provided Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phase, at which the provided Hard to Hit* and Fly. This bonus lasts until the beginning of your next Movement phase, at which the provided Hard to Hit*. Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Boost Pod: A model equipped with Boost Pods activate each one once at the beginning of any of your Movement phases.  Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											ds may by of st Pod ny l gains e			
ABILITIES	Core Exp								ated Boost Pod is						
PSYKER	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, Postwar EFF														
	UC, 0083	IC, 0083, Postwar EFF Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Newtype, Psyker													

13 POWER		PA	LE	80F E RI LA	D		R		DAMAGE Some characteristics ch damage, as show	nange	as it su	_
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RX-80PR-3	*	*	* 8	8	18	3	8	2+	10-18+	12"	3+	2+
A RX-80PR-3 is a single r Titanic Feet, and two Twir be taken for your army.		•							5-9 1-4	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	T	/PE	S	AP	D	ABII	LITIES				
Bazooka	48"	Heav	/y 2D3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	change
Heat Lance	Melee	Me	elee	Sx2	-3	2D3	1 fro	m the Hit r	g with this weapor roll. If you charged y reroll any Hit rol ase.	l in yo	ur Chai	ge
Titanic Feet	Melee	Me	elee	User	-2	D3	Mak	e 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 t	take a E	Bazooka	(Po	wer F	Ratin	g +1).				
	Core Exp	lodes (	(p. 1)		-		oile Suit (p	. 1)				
ABILITIES	Massive Shield has						This unit can move (even if it has not					
FACTION KEYWORDS	UC, 0081, Postwar EFF											
KEYWORDS	Character	, Titanio	c, Vehic	le, Mob	ile S	uit, G	round	d, Space				

16 POWER	R	RX PALE					I	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		
RX-80PR-4	*	* *	8 8	18	3	8	2+	10-18+	12"	3+	2+		
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 model of this type may be taken for your army.  5-9 9" 4+ 3+ 1-4 5" 5+ 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v					
Heavy Beam Rifle	36"	Each time you roll a wound roll of 6+ for this											
Combined Beam Launcher "Shekinah"	choose m	When attacking with this weapon, choose one or more of the profiles listed below. If you hoose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional rofile you fire this turn.											
Giant Gatling	36"	Assault 2D6	8	-2	D2	-							
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 D	3 6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange		
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b> l	y.		
WARGEAR OPTIONS		el may replace t <b>ating +10</b> ).	e its Hea	ıvy B	eam	Rifle w	vith a Com	bined Beam Laur	ncher '	'Shekin	ah"		
	Core Explodes (p. 1) Mobile Suit (p. 1)												
ABILITIES	Massive Shield: A model with a Massive Hit and Run: This unit can move 2D6" in your Shield has a 4+ invulnerable save. Charge phase (even if it has not declared a charge).												
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans												
KEYWORDS	Characte	r, Titanic, Vehi	cle, Mob	ile S	uit, G	round	, Space						

13 POWER	,	WES RX	MU K-12			DAMAGE Some of this mod change as it suffor shown below:						
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Wes Murphy	*	* *	8 7	15	3	8	3+	8-15+	15"	3+	2+	
Wes Murphy in a RX-121- equipped with a 360° Coc Link 60mm Vulcans. Only	kpit, a Bea	m Rifle, Bear	n Sabers	s, Tita	anic F	eet, ar		4-7 1-3	10" 6"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Titanic Feet	Melee	Melee	User	-2	D3	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	to all hit	rolls against targe	ets tha	t can <b>F</b>	ly.	
WARGEAR OPTIONS	This mode +3), or three	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly. This model may take a Combat Shield (Power Rating +1). This model may take a Boost Shield (Power Rating +1), two Boost Shields (Power Rating +3), or three Boost Shields (Power Rating +4). If this model takes three Boost Shields, it not also take a Combat Shield.										
	subtract 1 target this	it*: Your opp from hit rolls model in the Shield: A model a 5+ invulne	for attace Shooting	cks th g pha a com	ase.	Shield Move Shield adds has a to Hit	ds may, a ment pha d mode. 3" to you ny Boost * and <b>Fly</b>	A model equippe at the beginning of ases, shift it betwee Each Boost Shield r Movement characteristics in Boost of In Shield Mode, I. If a model has resistant to the state of	each een Bo d in Bo acterist mode, it cour	of your ost modost modost modost modosic. If a it gains	de and de model s <b>Hard</b>	
	Hit and R	<b>un</b> : This unit ge phase, ev	may mov	ve 2[		Boost Shield Comb	Shield ir d Mode a pat Shield	n Shield Mode or a nd a Combat Shie Is.	a Boos eld, it c	t Shield ounts a	d in as Twin	
	Core Exp	<b>lodes</b> (p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	e per tu	rn.	
ABILITIES	Mobile Su	. ,						<b>Shields</b> : A model 4+ invulnerable sa		win Co	mbat	
FACTION KEYWORDS	UC, 0084,	Postwar EF	F, Titans	Test	Team	1						
KEYWORDS	Character	, Titanic, Veh	icle, Mob	ile S	uit, S	pace, (	Ground, (	Gundam			_	

14 POWER	E	LIARI RX					R	DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	<b>T</b>	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Eliard Hunter	*	* * 8	3 7	15	3	8	3+	8-15+	21"	3+	2+		
Eliard Hunter in a RX-121 a 120mm Machine Gun, E Link 60mm Vulcans. Only army.	Beam Sabe	rs, a Combat S	Shield, 7	Γitani	ic Fe	et, and	Twin	4-7 1-3	16" 12"	4+ 5+	3+ 4+		
WEAPON	RANGE	ANGE TYPE S AP D ABILITIES											
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b> l	ly.		
	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly.  Core Explodes (p. 1)  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hard to Hit: Your opponent must subtract 1 from rolls for attacks that target this model in the												
ABILITIES	Mobile Suit (p. 1) Shooting phase.												
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team												
KEYWORDS	Character	, Titanic, Vehic	le, Mob	ile S	uit, S	pace,	Ground, C	Gundam, Eliard Hւ	unter, l	Fly			

11 POWER				D H -121			R	DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Eliard Hunter	*	*	*	8 7	15	3	8	3+	8-15+	15"	3+	2+	
Eliard Hunter in a RX-121 equipped with a 120mm M 60mm Vulcans. Only one	/lachine Gu	n, Bea	m Sabe	ers, Tita	nic F	eet, a	ind Tw	in Link	4-7 1-3	10" 6"	4+ 5+	3+ 4+	
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-						
Beam Rifle	36"	• • • • • • • • • • • • • • • • • • • •											
Beam Sabers	Melee	· ′											
Titanic Feet	Melee	M	elee	User	-2	D3	Make	3 hit rolls	s for each attack v	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can <b>F</b>	ly.	
WARGEAR OPTIONS	This model may take a Combat Shield ( <b>Power Rating +1</b> ).  This model may take a Boost Shield ( <b>Power Rating +1</b> ) or two Boost Shields ( <b>Power Rating +3</b> ).  This model may take a Beam Rifle ( <b>Power Rating +4 each</b> ) or a 120mm Machine Gun ( <b>Power Rating +2 each</b> ) for each Sub Arm.												
ABILITIES	· · · · · · · · · · · · · · · · · · ·												
FACTION KEYWORDS	UC, 0084,												
KEYWORDS	Character	, Titani	c, Vehic	le, Mob	ile S	uit, S	pace, (	Ground, C	Gundam, Eliard Ηι	ınter			

## **POSTWAR EFF 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)
ORX-005 Cyber Newtype	1	130
Ace, RGM-79C	1	78
Ace, RMS-106	1	75
Ace, RMS-179/RGM-79R	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06F2	1	75
RGM-79C	1	68
RGM-79Q	1	78
RMS-106	1	65
RMS-117	1	65
RMS-179/RGM-79R	1	65

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGM-79C Powered	1	108

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-14F	1	135
NRX-044, Veteran	1	110
ORX-005	1	110
RGM-79FP	1	115
RGM-79N	1	83
RGM-79Q, Veteran	1	83
RMS-117, Veteran	1	70

NAMED CHARACTERS				
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)		
Hugues Courand, FA-78-3	1	165		
South Burning, RGM-79N	1	98		
Giorgio Miguel, RX-78-3	1	165		
Hugues Courand, RX-78-7	1	145		
Kou Uraki, RX-78GP01	1	155		
Kou Uraki, RX-78GP01-Fb	1	175		
Kou Uraki, RX-78GP03S	1	180		
Zero Murasame, RX-78GP04G	1	195		
RX-80PR-3	1	177		
RX-80PR-4	1	177		
Wes Murphy, RX-121-1	1	128		
Eliard Hunter, RX-121-2	1	178		
Eliard Hunter, RX-121-2A	1	138		

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGC-83	1	65
RMV-1	1	64

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FF-X7	1-3	45
FF-XII	1-3	45
FF-XII-Fb	1-3	65

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
80mm Anti-Personnel Gun	15
90mm Machine Gun	15
100mm Machine Gun	25
120mm Low Recoil Cannon	75
120mm Machine Gun	30
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Carbine	55
Beam Rifle	75
Beam Shot Rifle	85
Beam Spray Gun	65
Combined Beam Launcher "Shekinah"	200
Grenade Launcher	5

RANGED WEAPONS		
WEAPON	POINTS PER WEAPON	
Grenades	0	
Heavy Beam Rifle	80	
Mega Particle Cannon	80	
Missile Launcher	25	
MMP-70C	40	
Small Beam Gun	30	
Sturm Faust	6	
Three Shot Missile Launcher	25	
Twin Link 60mm Vulcans	10	
Twin X7 Missile Launchers	20	

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Heat Hawk	15
Heat Lance	30
Titanic Feet	0
Twin Beam Spear	30

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Boost Pod	15
Boost Shield	30
BST Packs	20
Chobham Armor	40
Combat Shield	20
Core Fighter	30
Rocket Booster	10
Smoke Grenades	0
Twin Combat Shields	30

## **POSTWAR EFF WARGEAR**

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
80mm Anti-Personnel Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	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.
Beam Shot Rifle	36"	Heavy D6	8	-3	3	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 this weapon's type to Heavy 2D6.
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Combined Beam Launcher "Shekinah"						re of the profiles listed below. If you choose more than 1, subtract 1 Iditional profile you fire this turn.
Giant Gatling	36"	Assault 2D6	8	-2	D2	-
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile					,	When targeting units with 5 or more models, change this
Launcher	60"	Rapid Fire D3	6	-1	1	weapon's type to Rapid Fire D6.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Grenades	6"	Grenade 1	6	-1	D3	
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ 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.
MMP-70C		king with this weapo rom all to hit rolls m				re of the profiles listed below. If you choose more than one,
90mm MMP-70C	30"	Assault 6	6	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
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.
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can <b>Fly</b> .
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can <b>Fly</b> .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Hawk	Melee	Melee	+1	-2	D3	-
Heat Lance	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. If you charged in your Charge phase, you may reroll any Hit rolls with this weapon in the Fight phase.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Spear	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.

OTHER WARGEAR	
Boost Pod	A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains <b>Hard to Hit*</b> and <b>Fly</b> . This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.
Boost Shield	A model equipped with any Boost Shields may, at the beginning of each of your Movement phases, shift it between Boost mode and Shield mode. Each Boost Shield in Boost mode adds 3" to your Movement characteristic. If a model has any Boost Shields in Boost mode, it gains <b>Hard to Hit</b> and <b>Fly</b> . In Shield Mode, it counts as a Combat Shield. If a model has more than one Boost Shield in Shield Mode or a Boost Shield in Shield Mode and a Combat Shield, it counts as Twin Combat Shields.
BST Packs	A model equipped with BST Packs gains <b>Hit and Run</b> : This unit can move 2D6" in your Charge phase even if it did not declare a charge
Chobham Armor	A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. Some models cannot use certain weapons while the Chobham Armor is equipped. The Chobham armor may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Core Fighter	At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a Core Fighter and continue fighting. The pilot now uses the basic Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.
Rocket Booster	A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides <b>Fly</b> until the beginning of your next Movement phase.
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.
Twin Combat Shields	A model with Twin Combat Shield has a 4+ invulnerable save.