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.

HUGUES COURAND
FA-78-3

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hugues Courand	*	*	*	8	8	18	4	9	2+

REMAINING W	M	WS	BS
7-12+	12"	2+	2+
4-6	9"	3+	3+
1-3	5"	4+	4+

Hugues Courand in the FA-78-3 Full Armor Gundam 7th is a single model equipped with a Beam Rifle, Beam Sabers, a Beam Shot Rifle, a Combat Shield, two Small Beam Guns, three Three Shot Missile Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Hugues Courand** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Shot Rifle	36"	Heavy D6	8	-3	3	When targeting units with 5 or more models, change 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.
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Small Beam Gun	24"	Pistol 2	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**). This model may take two Grenade Launchers (**Power Rating +1**) or two Beam Spray Guns (**Power Rating +7**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Core Explodes** (p. 1)	**Mobile Suit** (p. 1) **Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
FACTION KEYWORDS	UC, 0081, Postwar EFF, Phantom Sweep Corps
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Gundam, Hugues Courand

FF-X7 CORE FIGHTER

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-X7	15"-30"	6+	4+	6	5	6	2	7	2+

This unit contains a single FF-X7 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. It may include an additional single FF-X7 (**Power Rating +4**) or an additional two FF-X7 (**Power Rating +8**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0083, Postwar EFF
KEYWORDS	Fly, Vehicle, Core Fighter, Space, Ground

FF-XII CORE FIGHTER II

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-XII	15"-30"	6+	4+	6	5	6	2	7	2+

This unit contains a single FF-XII equipped with two Beam Spray Guns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Spray Gun	24"	Pistol D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team
KEYWORDS	Fly, Vehicle, Core Fighter, Ground

4 POWER

FF-XII-FB CORE FIGHTER II FULL BURNERN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
FF-XII-Fb	20"-40"	6+	4+	6	5	6	2	7	2+

This unit contains a single FF-XI-Fb equipped with two Beam Spray Guns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Spray Gun	24"	Pistol D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

ABILITIES	**Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**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 20" until the end of the phase - do not roll any dice. **Vehicle Squadron** (p. 1) **Core Explosion** (p. 1)
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team	
KEYWORDS	Fly, Vehicle, Core Fighter, Space	

MS-06F2 ZAKU II F2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06F2	*	*	*	8	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A MS-06F2 is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Grenades	6”	Grenade 1	6	-1	D3	-
Heat Hawk	Melee	Melee	+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"	Assault 6	7	-1	1	-
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	
	This model may replace its 120mm Machine Gun with a Bazooka or a MMP-70C (**Power Rating +1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may replace its Grenades with Smoke Grenades. This model may take a Rocket Booster (**Power Rating +1**). This model may take a Sturm Faust or two Sturm Fausts (**Power Rating +1**).

ABILITIES		
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 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. **Rocket Booster**: A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides **Fly** until the beginning of your next Movement phase.

FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

12
POWER

MS-14F
GELGOOG MARINE

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

REMAINING W	M	WS	BS
8-15+	12"	4+	3+
4-7	9"	5+	4+
1-3	5"	6+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-14F	*	*	*	8	8	15	2	8	3+

A MS-14F is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.

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	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Beam Rifle (**Power Rating +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

NRX-044 ASSHIMAR VETERAN

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
NRX-044 Veteran	*	*	*	8	7	15	2	8	3+

A NRX-044 Veteran is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.

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

REMAINING W	M	WS	BS
8-15+	12"	4+	3+
4-7	9"	5+	4+
1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Airborne***: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**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 9" until the end of the phase - do not roll any dice. **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.
FACTION KEYWORDS	UC, 0085, Postwar EFF, Titans Test Team	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground	

ORX-005 GAPLANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
ORX-005	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	12"	4+	3+
4-7	9"	5+	4+
1-3	5"	6+	5+

An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Hit and Run***: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **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**. **Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Twin Combat Shields**: A model with Twin Combat Shields has a 4+ invulnerable save. **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 9" until the end of the phase - do not roll any dice. **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 gains **Fly**, **Supersonic***, **Airborne*,** and **Hard to Hit***. Its Movement Characteristic is doubled.

FACTION KEYWORDS	UC, 0085, Postwar EFF, Titans Test Team
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space

ORX-005 GAPLANT CYBER NEWTYPE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
ORX-005 Cyber Newtype	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	12"	4+	3+
4-7	9"	5+	4+
1-3	5"	6+	5+

An ORX-005 Cyber Newtype is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Hit and Run***: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **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**. **Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Twin Combat Shields**: A model with Twin Combat Shields has a 4+ invulnerable save. **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 9" until the end of the phase - do not roll any dice. **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 gains **Fly**, **Supersonic***, **Airborne***, and **Hard to Hit***. Its Movement Characteristic is doubled.

PSYKER	**Cyber Newtype**: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis 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, 0085, Postwar EFF, Titans Test Team
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space

13 POWER

RGC-83
GM CANNON II

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGC-83	*	*	*	7	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A RGC-83 is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
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 Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Chobham Armor**: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.	**Combat Shield**: A model equipped with a Combat Shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

8 POWER

RGM-79C GM TYPE C

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79C	*	*	*	7	6	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A RGM-79C is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (**Power Rating -1**), a 180mm Cannon, a Bazooka, a Beam Carbine (**Power Rating +1**), or a Beam Spray Gun (**Power Rating +1**).
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, 0081, Postwar EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

RGM-79C
GM TYPE C ACE

9 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79C Ace	*	*	*	7	6	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A RGM-79C Ace is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Spray Gun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun (**Power Rating -1**), a 180mm Cannon, a Bazooka, a Beam Carbine (**Power Rating +1**), or a Beam Spray Gun (**Power Rating +1**).
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, 0081, Postwar EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

10 POWER

RGM-79C POWERED GM

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79C Powered	*	*	*	8	6	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

A RGM-79C Powered is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm Machine Gun, or a Bazooka.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Heavy Thruster Pack**: During deployment, you can set up this unit at high altitude instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models. **Mobile Suit, Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Jump Pack

12 POWER

RGM-79FP GM STRIKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79FP	*	*	*	8	7	12	3	8	2+

REMAINING W	M	WS	BS
7-12+	12"	3+	4+
4-6	9"	4+	5+
1-3	5"	5+	6+

A RGM-79FP is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, Twin Beam Spear, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin 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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0081, Postwar EFF
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

9
POWER

RGM-79N
GM CUSTOM

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79N	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	15"	4+	3+
4-7	10"	5+	4+
1-3	6"	6+	5+

A RGM-79N is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (**Power Rating +2**).
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	Titanic, Vehicle, Mobile Suit, Space, Ground

10
POWER

SOUTH BURNING
RGM-79N

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
South Burning	*	*	*	8	7	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	15"	3+	2+
4-7	10"	4+	3+
1-3	6"	5+	4+

South Burning in a RGM-79N GM Custom is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (**Power Rating +2**).
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, Vehicle, Mobile Suit, Space, Ground

RGM-79Q GM QUEL

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79Q	*	*	*	8	7	15	2	7	3+

REMAINING W	M	WS	BS
8-15+	12"	4+	4+
4-7	9"	5+	5+
1-3	5"	6+	6+

A RGM-79Q is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (**Power Rating +2**).
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, Vehicle, Mobile Suit, Space, Ground

9
POWER

RGM-79Q
GM QUEL VETERAN

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-79Q Veteran	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	12"	4+	3+
4-7	9"	5+	4+
1-3	5"	6+	5+

A RGM-79Q Veteran is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48”	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36”	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (**Power Rating +2**).
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, Vehicle, Mobile Suit, Space, Ground

8 POWER

RMS-106 HIZACK

DAMAGE			
Some of this model's characteristics change as it suffers damage, as shown below:			
REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMS-106	*	*	*	8	7	12	2	7	3+

A RMS-106 is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heat Hawk	Melee	Melee	+1	-2	D3	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
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 Sabers with a Heat Hawk (**Power Rating -1**). This model may replace its 120mm Machine Gun with a Beam Rifle (**Power Rating +2**). If it does so, it **must** replace its Beam Sabers with a Heat Hawk (**Power Rating -1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (**Power Rating +1**).
ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1) **Core Explodes** (p. 1) **Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Twin Combat Shields**: A model with twin combat shields has a 4+ invulnerable save.
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

RMS-106 HIZACK ACE

9 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMS-106 Ace	*	*	*	8	7	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A RMS-106 Ace is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Heat Hawk	Melee	Melee	+1	-2	D3	-
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
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 Sabers with a Heat Hawk (**Power Rating -1**). This model may replace its 120mm Machine Gun with a Beam Rifle (**Power Rating +2**). If it does so, it **must** replace its Beam Sabers with a Heat Hawk (**Power Rating -1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (**Power Rating +1**).

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Twin Combat Shields**: A model with twin combat shields has a 4+ invulnerable save.

FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

11 POWER

RMS-117 GALBALDY β

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMS-117	*	*	*	8	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A RMS-117 is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)	Combat Shield: A model with a combat shield has a 5+ invulnerable save.

FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

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11 POWER

RMS-117 GALBALDY β VETERAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMS-117 Veteran	*	*	*	8	7	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

A RMS-117 Veteran is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)	Combat Shield: A model with a combat shield has a 5+ invulnerable save.

FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

11 POWER

RMS-179/RGM-79R GM II

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMS-179/RGM-79R	*	*	*	7	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A RMS-179 or RGM-79R is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36”	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12”	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (**Power Rating -3**), 180mm Cannon (**Power Rating -2**), or Bazooka (**Power Rating -2**).	
ABILITIES	**Mobile Suit** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.
	Core Explodes (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

12 POWER

RMS-179/RGM-79R GM II ACE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv		REMAINING W	M	WS	BS
RMS-179/RGM-79R Ace	*	*	*	7	7	12	2	8	3+		7-12+	12"	3+	3+
											4-6	9"	4+	4+
											1-3	5"	5+	5+

A RMS-179 Ace or RGM-79R Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (**Power Rating -3**), 180mm Cannon (**Power Rating -2**), or Bazooka (**Power Rating -2**).
ABILITIES	**Mobile Suit** (p. 1) — **Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **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, Mobile Suit, Space, Ground

14 POWER

RMV-1 GUNTANK II

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RMV-1	*	*	*	7	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	10"	4+	4+
4-6	7"	5+	5+
1-3	4"	6+	6+

A RMV-1 is a single model equipped with a 80mm Anti-Personnel Machine Gun, two 120mm Low Recoil Cannons, Crushing Treads, two Missile Launchers, and Smoke Launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
80mm Anti-Personnel Machine Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon may target units not visible to the bearer.
Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.

ABILITIES	**Smoke Launchers**: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	**Core Explodes** (p. 1) **Mobile Tank T**his 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.
FACTION KEYWORDS	UC, 0081, Postwar EFF	
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground	

16 POWER

GIORGIO MIGUEL
RX-78-3

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Giorgio Miguel	*	*	*	8	8	18	3	8	2+

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

REMAINING W	M	WS	BS
7-12+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Giorgio Miguel in the RX-78-3 Gundam G-3 is a single model equipped with a Beam Rifle, Beam Sabers, a Core Fighter, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model of this type may be included in your army.

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 Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**). If this model takes a Bazooka, it may replace its Combat Shield with an additional Bazooka (**Power Rating +1**).
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**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-X7 Core Fighter and continue fighting. The pilot now uses the FF-X7 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.
FACTION KEYWORDS	UC, 0083, Postwar EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

14 POWER

HUGUES COURAND
RX-78-7

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hugues Courand	*	*	*	8	8	18	4	9	2+

REMAINING W	M	WS	BS
7-12+	12"	2+	2+
4-6	9"	3+	3+
1-3	5"	4+	4+

Hugues Courand in the RX-78-7 Gundam 7th is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Hugues Courand** may be included in your army.

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 Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam 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.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**). This model may take two Grenade Launchers (**Power Rating +1**).

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.

FACTION KEYWORDS	UC, 0081, Postwar EFF, Phantom Sweep Corps

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

14 POWER	KOU URAKI RX-78GP01	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kou Uraki	*	*	*	8	8	18	2	8	2+

REMAINING W	M	WS	BS
10-18+	12"	3+	3+
5-9	9"	4+	4+
1-4	5"	5+	5+

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 **Kou Uraki** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its 90mm Machine Gun with a 180mm Cannon or a Beam Rifle (**Power Rating +3**).

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**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 FF-XII Core Fighter II and continue fighting. The pilot now uses the FF-XII 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.
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Ground, Kou Uraki	

KOU URAKI
RX-78GP01-Fb

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kou Uraki	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
10-18+	15"	3+	2+
5-9	10"	4+	3+
1-4	6"	5+	4+

Kou Uraki in the RX-78GP01-Fb Gundam Zephyranthes Full Burnern is a single model equipped with a Beam Rifle, Beam Sabers, a Core Fighter, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Kou Uraki** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**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) **Core Explodes** (p. 1)	**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 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.
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki	

	14 POWER	KOU URAKI RX-78GP03S	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Kou Uraki	*	*	*	8	8	18	4	9	2+	10-18+	15"	2+	2+
										5-9	10"	3+	3+
										1-4	6"	4+	4+

Kou Uraki in the RX-78GP03S Gundam Dendrobium Stamen is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with **Kou Uraki** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (**Power Rating -3**) or two Bazookas (**Power Rating -1**). This model may replace its 360° Cockpit with a Core Fighter (**Power Rating +1**).

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **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) **Core Explodes** (p. 1)	**Manipulator Arms**: This model may successfully end Charge moves and Fight in the Fight phase up to 3" away from enemy units. **Core Fighter**: A model equipped with a Core Fighter may, at any time, including if the model is reduced to 0 Wounds (as long as it does not explode), eject the pilot 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 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.
FACTION KEYWORDS	UC, 0083, Postwar EFF, Albion Team	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Kou Uraki	

16 POWER   ZERO MURASAME RX-78GP04G

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zero Murasame	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
10-18+	15"	3+	2+
5-9	10"	4+	3+
1-4	6"	5+	4+

Zero Murasame in the RX-78GP04G Gundam Gerbera is a single model equipped with a Beam Carbine, Beam Sabers, a Combat Shield, and Titanic Feet. Only one of this model may be taken for your army. This model may not be taken in the same army as Cima Garahau in the AGX-04.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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 (**Power Rating +1**). This model may take 3 Boost Pods (**Power Rating +2**).

ABILITIES	**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) **Core Explodes** (p. 1)	**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 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 **Hard to Hit*** and **Fly**. This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.

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
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Newtype, Psyker

RX-80PR-3 PALE RIDER DULLAHAN

13 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RX-80PR-3	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
10-18+	12"	3+	2+
5-9	9"	4+	3+
1-4	5"	5+	4+

A RX-80PR-3 is a single model equipped with a Heat Lance, Massive Shield, Titanic Feet, and two Twin Link 60mm Vulcans. Only one model of this type may be taken for your army.

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.
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 for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

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

ABILITIES	**Core Explodes** (p. 1)	**Mobile Suit** (p. 1)
	Massive Shield: A model with a Massive Shield has a 4+ invulnerable save.	**Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).

FACTION KEYWORDS	UC, 0081, Postwar EFF
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space

RX-80PR-4
PALE RIDER DII

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RX-80PR-4	*	*	*	8	8	18	3	8	2+

REMAINING W	M	WS	BS
10-18+	12"	3+	2+
5-9	9"	4+	3+
1-4	5"	5+	4+

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.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
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.
Combined Beam Launcher "Shekinah"						When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.
--- Giant Gatling	36"	Assault 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 Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Heavy Beam Rifle with a Combined Beam Launcher "Shekinah" (**Power Rating +10**).

ABILITIES	**Core Explodes** (p. 1) **Mobile Suit** (p. 1) **Massive Shield**: A model with a Massive Shield has a 4+ invulnerable save. **Hit and Run**: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space

WES MURPHY
RX-121-1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wes Murphy	*	*	*	8	7	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	15"	3+	2+
4-7	10"	4+	3+
1-3	6"	5+	4+

Wes Murphy in a RX-121-1 Gundam TR-1 Hazel Custom is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model of this type may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Combat Shield (**Power Rating +1**). 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 may not also take a Combat Shield.

ABILITIES	**Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Core Explodes** (p. 1) **Mobile Suit** (p. 1)	**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 **Hard to Hit*** and **Fly**. 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. **360° Cockpit**: May reroll a hit roll once per turn. **Twin Combat Shields**: A model with Twin Combat Shields has a 4+ invulnerable save.

FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam

14 POWER

ELIARD HUNTER
RX-121-2

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eliard Hunter	*	*	*	8	7	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	21"	3+	2+
4-7	16"	4+	3+
1-3	12"	5+	4+

Eliard Hunter in a RX-121-2 Gundam TR-1 Hazel II is a single model equipped with a 120mm Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Eliard Hunter** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Mobile Suit** (p. 1)	**Core Explodes** (p. 1) **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter, Fly	

ELIARD HUNTER
RX-121-2A

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eliard Hunter	*	*	*	8	7	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	15"	3+	2+
4-7	10"	4+	3+
1-3	6"	5+	4+

Eliard Hunter in a RX-121-2A Gundam TR-1 Advanced Hazel is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Eliard Hunter** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Combat Shield (**Power Rating +1**). This model may take a Boost Shield (**Power Rating +1**) or two Boost Shields (**Power Rating +3**). This model may take a Beam Rifle (**Power Rating +4 each**) or a 120mm Machine Gun (**Power Rating +2 each**) for each Sub Arm.

ABILITIES	**Hard to Hit***: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **Twin Combat Shields**: A model with Twin Combat Shields has a 4+ invulnerable save. **Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Core Explodes** (p. 1) **Mobile Suit** (p. 1)	**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 **Hard to Hit*** and **Fly**. 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. **Sub Arms**: This model has two Sub Arms. Each Sub Arm may fire a weapon in the Shooting phase. For each weapon fired from a Sub Arm, subtract 1 from all Ranged hit rolls this phase.

FACTION KEYWORDS	UC, 0084, Postwar EFF, Titans Test Team

KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Gundam, Eliard Hunter

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"	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than 1, subtract 1 from all to hit rolls made with this weapon for each additional profile you fire this turn.					
--- Giant Gatling	36"	Assault 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 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.
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	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than one, subtract 1 from all to hit rolls made with this weapon.					
--- 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 **Fly**.
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can **Fly**.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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 **Hard to Hit*** and **Fly**. 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 **Hard to Hit** and **Fly**. 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 **Hit and Run**: 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 **Fly** 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.