

TITANS ARMY LIST 0087

This section contains all the datasheets that you will need in order to fight battles with your Titans 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 Titans units - these are described below and referenced on the datasheets.

PRIOR INDICES

Titans detachments may include any non-**Character** unit from previous EFF related indices in their army selection. Titans detachments may include any Titans related units from prior indices, including **Characters**.

ABILITIES

The following abilities are common to several Titans units:

Mobile Suit


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

Core Explodes

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

Titanic Presence

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

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

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
<p>IT'S A GUNDAM!!</p> <p><i>IT'S A GUNDAM!!</i> 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.</p>
<p>Plot Armor</p> <p><i>Plot Armor</i> 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.</p>
<p>Combat Hypnosis</p> <p><i>Combat Hypnosis</i> 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.</p>



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POWER

FOUR MURASAME

MRX-009

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
Four Murasame	2000	*	*	*	12	10	36	4	10	2+	38-50	20"	4+	3+
Four Murasame in a MRX-009 Psycho Gundam is a single model equipped with a 360° Cockpit, a Massive Combat Shield, and a Three Barrelled Diffuse Mega Particle Cannon. Only one of this unit may be taken for your army.											26-37	16"	5+	4+
											13-25	12"	5+	4+
											1-12	8"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	30"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Barrelled Diffuse Mega Particle Cannon	48"	Heavy 18	8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to any unit within 3" of the target unit. No unit may receive more than 6 hits from this weapon (including the target unit).
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Rifle	30"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
<p>Massive Combat Shield: A model with a Massive Combat Shield has a 4+ invulnerable save.</p> <p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Giant Mobile Suit - As Mobile Suit (p. 1), but counts as 20 models when determining control of an objective marker</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives 2D6 mortal wounds.</p>						
<p>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.</p> <p>Anti Beam Coating: This model has an invulnerable save against ranged Beam and Laser attacks, using this model's current BS. This may also be used to save against Mortal Wounds received from Beam and Laser attacks.</p> <p>Mobile Suit Mode: At the beginning of the game and each of its Movement phases, this unit may transform to a Mobile Suit Mode. When in Mobile Suit Mode, this model gains 10x Beam Rifles, a Twin Beam Rifle, and Titanic Stride; it loses Fly, Airborne, and Hard to Hit.</p>						
<p>ABILITIES</p>						
<p>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.</p>						
<p>PSYKER</p>						
<p>FACTION KEYWORDS UC, 0087, Titans</p>						
<p>KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Giant Mobile Suit</p>						

<div><div><div></div></div><div>9</div><div>POWER</div></div> <div>NRX-044 ASSHIMAR</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>NRX-044</td><td>185</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>15</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	NRX-044	185	*	*	*	8	7	15	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-7</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	8-15+	12-24"	4+	4+	4-7	12-18"	5+	5+	1-3	12"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
NRX-044	185	*	*	*	8	7	15	2	7	3+																																									
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1-3	12"	6+	6+																																																
A NRX-044 Asshimar is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.																																																			
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	2	Make 3 hit rolls for each attack with this weapon.																																										
<div><div><div><div><div>Airborne:</div><div>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.</div></div></div><div><div><div>Supersonic:</div><div>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</div></div></div><div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div></div></div><div><div><div>360° Cockpit:</div><div>This unit may reroll a hit roll once per turn.</div></div><div><div><div>Mobile Suit Mode:</div><div>At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</div></div><div><div><div>Hover:</div><div>At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</div></div></div></div></div></div>																																																			
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1)																																																	
FACTION KEYWORDS		UC, 0087, Titans																																																	
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Fly																																																	



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POWER

NRX-044 ASSHIMAR
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	REMAINING W	M	WS	BS	
NRX-044 Veteran	190	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
A NRX-044 Asshimar Veteran is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.										4-7	12-18"	5+	4+	
										1-3	12"	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	2	Make 3 hit rolls for each attack with this weapon.								
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</p><p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p></div></div>														
ABILITIES						Mobile Suit (p. 1); Core Explodes (p. 1)								
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Fly												



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POWER

BURAN BLUTARCH

NRX-044

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
Buran Blutarch	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	3+	3+
Buran Blutarch in a NRX-044 Asshimar is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet. Only one unit with Buran Blutarch may be taken for your army.										4-7	12-18"	4+	4+
										1-3	12"	5+	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	2	Make 3 hit rolls for each attack with this weapon.						
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</p><p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p></div></div>													
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1)											
FACTION KEYWORDS		UC, 0087, Titans											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Fly, Buran Blutarch, Character											



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POWER

GATES CAPA

NRX-055-01

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	
Gates Capa	375	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+
Gates Capa in a NRX-055-01 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one unit with Gates Capa may be taken for your army.										5-9	9"	4+	3+	
										1-4	5"	5+	4+	
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</p><p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p><p>Mobile Suit (p. 1); Core Explodes (p. 1)</p></div></div>														
<p>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.</p>														
PSYKER														
FACTION KEYWORDS UC, 0087, Titans														
KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Psyker, Gates Capa														



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POWER

ROSAMIA BADAM

NRX-055-02

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	
Rosamia Badam	365	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	3+
Rosamia Badam in a NRX-055-02 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one model with Rosamia Badam may be taken for your army.										5-9	9"	4+	4+	
										1-4	5"	5+	5+	
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</p><p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p></div></div>														
ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1)														
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, 0087, Titans														
KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Psyker, Rosamia Badam														



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POWER

JERID MESA

NRX-055-03

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	
Jerid Messa	375	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+
Jerid Mesa in a NRX-055-01 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one model with Jerid Mesa may be taken for your army.										5-9	9"	4+	3+	
										1-4	5"	5+	4+	
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12".</p><p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p></div></div>														
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)													
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, 0087, Titans													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Psyker, Jerid Mesa													



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POWER

ORX-005 GAPLANT

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
ORX-005	340	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.											4-7	12-18"	5+	4+
											1-3	12"	6+	5+

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	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
<p>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.</p> <p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>						
<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>						
ABILITIES						
FACTION KEYWORDS UC, 0087, Titans						
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Fly						



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POWER

ROSAMIA BADAM

ORX-005

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		
Rosamia Badam	350	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+	
Rosamia Badam in an ORX-005 Gaplant is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. Only one unit with Rosamia Badam may be taken for your army.										4-7	12-18"	5+	4+		
										1-3	12"	6+	5+		
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
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 .								360° Cockpit: This unit may reroll a hit roll once per turn.					
		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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.								Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Fly , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains 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.								Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.					
										Mobile Suit (p. 1)					
										Core Explodes (p. 1)					
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, 0087, Titans													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Psyker, Rosamia Badam													



18

POWER

ORX-005 GAPLANT 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	
ORX-005 Ace	350	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	3+	3+
An ORX-005 Gaplant Ace is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.										4-7	12-18"	4+	4+	
										1-3	12"	5+	5+	
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
<div><div><p>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.</p><p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p></div><div><p>360° Cockpit: This unit may reroll a hit roll once per turn.</p><p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p><p>Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.</p><p>Mobile Suit (p. 1)</p><p>Core Explodes (p. 1)</p></div></div>														
ABILITIES														
FACTION KEYWORDS UC, 0087, Titans														
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character														



18

POWER

JACK RACKHAM

ORX-005

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	
Jack Rackham	360	*	*	*	8	7	15	3	8	3+	8-15+	12-24"	3+	2+
Jack Rackham in an ORX-005 Gaplant is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. Only one unit with Jack Rackham may be included in your army.										4-7	12-18"	4+	3+	
										1-3	12"	5+	4+	
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher		+25	72"	Heavy D6		8	-2	2	Blast.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take up to 2 Missile Launchers (+1 Power Rating each).												
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 .							360° Cockpit: This unit may reroll a hit roll once per turn.					
		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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.							Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains 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.							Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.					
									Mobile Suit (p. 1)					
		Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Jack Rackham												



19

POWER

SARAH ZABIAROV

PMX-000

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	
Sarah Zabiarov	390	*	*	*	8	7	15	3	7	3+	8-15+	12-24"	4+	3+
Sarah Zabiarov in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one unit with Messala may be included in your army. Only one unit with Sarah Zabiarov may be included in your army.										4-7	12-18"	5+	4+	
										1-3	12"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
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 D6	6	-1	1	Blast.								
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.								
Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						360° Cockpit: This unit may reroll a hit roll once per turn.								
						Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.								
						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
ABILITIES						Mobile Suit (p. 1); Core Explodes (p. 1)								
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Sarah Zabiarov, Fly												



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POWER

RECCOA LONDE PMX-000

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				
Reccoa Londe	400	*	*	*	8	7	15	3	8	3+	8-15+	12-24"	3+	3+			
Reccoa Londe in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one unit with Messala may be included in your army. Only one unit with Reccoa Londe may be included in your army.										4-7	12-18"	4+	4+				
										1-3	12"	5+	5+				
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES										
Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.										
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 D6		6	-1	1	Blast.										
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.										
Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.										360° Cockpit: This unit may reroll a hit roll once per turn.					Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run : This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.		
										ABILITIES							
FACTION KEYWORDS		UC, 0087, Titans															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Reccoa Londe, Fly															



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POWER

PAPTIMUS SCIROCCO PMX-000

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	
Paptimus Scirocco	*	*	*	8	7	15	5	8	3+	8-15+	12-24"	2+	2+	
Paptimus Scirocco in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one unit with Messala may be included in your army. Only one unit with Paptimus Scirocco may be included in your army.										4-7	12-24"	3+	3+	
										1-3	12"	4+	4+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
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 D6		6	-1	1	Blast.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.										360° Cockpit: This unit may reroll a hit roll once per turn.				
										Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.				
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
ABILITIES											Mobile Suit (p. 1); Core Explodes (p. 1)			
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0087, Titans													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Paptimus Scirocco, Fly, Newtype, Powerful Newtype, Psyker													



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POWER

RECCOA LONDE

PMX-001

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	
Reccoia Londe	510	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Reccoia Londe in a PMX-001 Palace Athene is a single model equipped with a 360° Cockpit, Beam Sabers, two Diffuse Mega Particle Cannons, two Mega Particle Cannons, and Titanic Feet. Only one unit with Reccoia Londe may be included in your army.											5-9	9"	4+	4+
											1-4	5"	5+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers		Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Diffuse Mega Particle Cannon		48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit.						
Large Missile		+10	48"		Heavy 1	8	-2	4	Each of this weapon may only be fired once per battle.					
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 D6		6	-1	1	Blast.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Rifle		+60	36"		Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Wargear Options		This model may take up to 8 Large Missiles (Power Rating +1 per two missiles). This model may replace one of its Mega Particle Cannons with a Twin Beam Rifle (Power Rating +3). This model may replace one of its Mega Particle Cannons with a Palace Athene Shield (Power Rating -2).												
		360° Cockpit: This unit may reroll a hit roll once per turn.												
		Palace Athene Shield -45: A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.												
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Reccoia Londe												



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POWER


SARAH ZABIAROV

PMX-002

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	
Sarah Zabiarov	340	*	*	*	7	7	15	2	7	3+	8-15+	15"	3+	3+
Sarah Zabiarov in a PMX-002 Bolinoak Sammahn is a single model equipped with a 360° Cockpit, a Bolinoak Sammahn Shield, two Three Shot Missile launchers, and Titanic Feet. Only one unit with Sarah Zabiarov may be included in your army.										4-7	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Gun	24"	Pistol 2D3		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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Claw Pincer	Melee	Melee		+3	-3	6	If this weapon hits an enemy in the Fight phase and that enemy is still in Engagement range during the following Shooting phase, the Beam Guns gain an additional +2 to their Hit rolls.							
Three Shot Missile Launcher	60"	Rapid Fire D6		6	-1	1	Blast.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
		Sensor Targeters: This model adds +1 to all ranged to hit rolls. Each time this unit makes an attack, enemy units do not receive the benefits of cover to their saving throws against that attack.					360° Cockpit: This unit may reroll a hit roll once per turn.							
							Bolinoak Sammahn Shield: A model equipped with a Bolinoak Sammahn Shield gains a 5+ Invulnerable save. Additionally, the model gains 2x Beam Guns, Beam Sabers, and a Claw Pincer.							
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0087, Titans													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Sarah Zabiarov													

<div><div><div>20 POWER</div></div><div>PAPTIMUS SCIROCCO PMX-003</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Paptimus Scirocco</td><td>440</td><td>*</td><td>*</td><td>*</td><td>8</td><td>8</td><td>18</td><td>6</td><td>9</td><td>2+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	Paptimus Scirocco	440	*	*	*	8	8	18	6	9	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>10-18+</td><td>12"</td><td>2+</td><td>2+</td></tr></table>				REMAINING W	M	WS	BS	10-18+	12"	2+	2+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																		
Paptimus Scirocco	440	*	*	*	8	8	18	6	9	2+																																	
REMAINING W	M	WS	BS																																								
10-18+	12"	2+	2+																																								
<div>Paptimus Scirocco in a PMX-003 The O is a single model equipped with a 360° Cockpit, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one unit with Paptimus Scirocco may be included in your army.</div>											<table><tr><td>5-9</td><td>8"</td><td>3+</td><td>3+</td></tr><tr><td>1-4</td><td>5"</td><td>4+</td><td>4+</td></tr></table>				5-9	8"	3+	3+	1-4	5"	4+	4+																					
5-9	8"	3+	3+																																								
1-4	5"	4+	4+																																								
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Heavy Beam Rifle</td><td>36"</td><td>Assault 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>											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.	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.					
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.																																					
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.																																					
<div><div>360° Cockpit: This unit may reroll a hit roll once per turn.</div><div>Biosensor: This unit may reroll a save die once per turn.</div></div>																																											
<div><div>ABILITIES</div><div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div></div>																																											
<div><div>PSYKER</div><div>Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</div></div>																																											
<div><div>FACTION KEYWORDS</div><div>UC, 0087, Titans</div></div>																																											
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Paptimus Scirocco, Newtype, Powerful Newtype, Psyker</div></div>																																											

<div><div><div></div><div>8</div><div>POWER</div></div><div>RMS-106 HIZACK</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv											REMAINING WMWSBS			
RMS-106165* * *8712273+											7-12+12"4+4+			
A RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.											4-69"5+5+			
											1-35"6+6+			
WEAPONRANGETYPESDAPDABILITIES														
120mm Machine Gun30"Assault 126-11-														
Beam Rifle+4536"Heavy 38-34											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Beam SabersMeleeMelee+6-36											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.			
Heat Hawk-20MeleeMelee+3-36-														
Three Shot Missile Launcher+2560"Rapid Fire D66-11Blast.														
Titanic FeetMeleeMeleeUser-22											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 up to two Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).			
ABILITIES											360° Cockpit: This unit 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 +20: A model with twin combat shields has a 4+ invulnerable save.			
FACTION KEYWORDS											UC, 0087, Titans			
KEYWORDS											Titanic, Vehicle, Mobile Suit, Space, Ground			

<div><div><div></div><div>8</div><div>POWER</div></div><div>SARAH ZABIAROV</div><div>RMS-106</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Sarah Zabiarov</td><td>165</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	Sarah Zabiarov	165	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+								
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1-3	5"	6+	6+																																																							
Sarah Zabiarov in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Sarah Zabiarov may be taken for your army.																																																										
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Beam Rifle</td><td>+45 36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+6</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Heat Hawk</td><td>-20 Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Three Shot Missile Launcher</td><td>+25 60"</td><td>Rapid Fire D6</td><td>6</td><td>-1</td><td>1</td><td>Blast.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	120mm Machine Gun	30"	Assault 12	6	-1	1	-	Beam Rifle	+45 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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Heat Hawk	-20 Melee	Melee	+3	-3	6	-	Three Shot Missile Launcher	+25 60"	Rapid Fire D6	6	-1	1	Blast.	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
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<div><div></div><div>9 POWER</div></div> <div>KACRICON CACOOILER RMS-106</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																																
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Kacricon Cacooler in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Kacricon Cacooler may be taken for your army.											<table><tr><td>4-6</td><td>9"</td><td>4+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>6+</td></tr></table>				4-6	9"	4+	5+	1-3	5"	5+	6+																																																																					
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9

POWER

EMMA SHEEN

RMS-106

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	
Emma Sheen	170	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	4+
Emma Sheen in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with Emma Sheen may be taken for your army.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Beam Rifle	+45	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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heat Hawk	-20	Melee	Melee		+3	-3	6	-						
Three Shot Missile Launcher	+25	60"	Rapid Fire D6		6	-1	1	Blast.						
Titanic Feet	Melee	Melee		User	-2	2	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 up to two Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).													
ABILITIES	360° Cockpit: This unit may reroll a hit roll once per turn.													
	Mobile Suit (p. 1)													
FACTION KEYWORDS	Core Explodes (p. 1)													
KEYWORDS	UC, 0087, Titans													
Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Emma Sheen														



9
POWER

RMS-106 HIZACK 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-106 Ace	175	*	*	*	8	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-106 Hizack Ace is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Beam Rifle		+45	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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk		-20	Melee	Melee		+3	-3	6	-					
Three Shot Missile Launcher		+25	60"	Rapid Fire D6		6	-1	1	Blast.					
Titanic Feet		Melee	Melee		User	-2	2	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 up to two Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		360° Cockpit: This unit may reroll a hit roll once per turn.												
		Mobile Suit (p. 1)												
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



9
POWER

JERID MESSA RMS-106

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	
Jerid Messa	180	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Jerid Messa may be taken for your army.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Beam Rifle		+45 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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk		-20 Melee	Melee		+3	-3	6	-						
Three Shot Missile Launcher		+25 60"	Rapid Fire D6		6	-1	1	Blast.						
Titanic Feet		Melee	Melee		User	-2	2	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 up to two Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		360° Cockpit: This unit may reroll a hit roll once per turn.												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
FACTION KEYWORDS		Mobile Suit (p. 1)												
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.												
KEYWORDS		Core Explodes (p. 1)												
KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Jerid Messa												



9
POWER


RMS-106CS HIZACK 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	REMAINING W	M	WS	BS
RMS-106CS	175	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	2+
A RMS-106CS Hizack Custom is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.											4-6	9"	5+	3+
											1-3	5"	6+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Beam Rifle		+45	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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heat Hawk		-20	Melee	Melee		+3	-3	6	-					
		A model can only fire the Long Beam Rifle if it Remained Stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.												
Long Beam Rifle		+115	84"	Heavy 3D3		9	-4	4						
Three Shot Missile Launcher		+25	60"	Rapid Fire D6		6	-1	1	Blast.					
Titanic Feet			Melee	Melee		User	-2	2	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) or a Long Beam Rifle (Power Rating +6). If it does either, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.					
		Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1), Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												

<div><div><div><div></div></div><div>11</div><div>POWER</div></div><div>RMS-108 MARASAI</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
RMS-108	220	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.											4-6	9"	5+	5+
											1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.								
	Mobile Suit (p. 1)					Core Explodes (p. 1)								
FACTION KEYWORDS	UC, 0087, Titans													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>11</div> <div>POWER</div> <div>RMS-108</div> <div>MARASAI VETERAN</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>					
NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W		M	WS	BS	
RMS-108 Veteran		230	*	*	*	8	7	12	2	7	3+	7-12+		12"	4+	3+
A RMS-108 Marasai Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.											4-6		9"	5+	4+	
											1-3		5"	6+	5+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES							
Beam Machine Gun		36"		Heavy 5		8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans		12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.							
		Mobile Suit (p. 1)							Core Explodes (p. 1)							
FACTION KEYWORDS		UC, 0087, Titans														
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground														



11


POWER


KACRICON CACOOLER RMS-108

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	
Kacricon Cacooler	230	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
Kacricon Cacooler in a RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kacricon Cacooler may be included in your army.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy		5	8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee			+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee			User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire		4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° Cockpit: This unit may reroll a hit roll once per turn.							
	Mobile Suit (p. 1)						Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, Titans													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Kacricon Cacooler													

<div><div><div><div></div><div>12</div><div>POWER</div></div></div><div><div>RMS-108</div><div>MARASAI ACE</div></div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RMS-108 Ace</td><td>235</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	RMS-108 Ace	235	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>3+</td><td>3+</td></tr><tr><td>4-6</td><td>9"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	3+	3+	4-6	9"	4+	4+	1-3	5"	5+	5+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
RMS-108 Ace	235	*	*	*	8	7	12	2	7	3+																																									
REMAINING W	M	WS	BS																																																
7-12+	12"	3+	3+																																																
4-6	9"	4+	4+																																																
1-3	5"	5+	5+																																																
A RMS-108 Marasai Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.																																																			
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Machine Gun</td><td>36"</td><td>Heavy</td><td>5</td><td>8</td><td>-3</td><td>3</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td></td><td>+6</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td></td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire</td><td>4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all to hit rolls against targets that can Fly.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Machine Gun	36"	Heavy	5	8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.	Twin Link 60mm Vulcans	12"	Rapid Fire	4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																													
Beam Machine Gun	36"	Heavy	5	8	-3	3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																												
Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																												
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.																																												
Twin Link 60mm Vulcans	12"	Rapid Fire	4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.																																												
<table><tr><td rowspan="2">ABILITIES</td><td colspan="5">Combat Shield: A model with a combat shield has a 5+ invulnerable save.</td><td>360° Cockpit: This unit may reroll a hit roll once per turn.</td></tr><tr><td colspan="5">Mobile Suit (p. 1)</td><td>Core Explodes (p. 1)</td></tr></table>											ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.	Mobile Suit (p. 1)					Core Explodes (p. 1)																												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.																																													
	Mobile Suit (p. 1)					Core Explodes (p. 1)																																													
FACTION KEYWORDS UC, 0087, Titans																																																			
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground, Character																																																			

<div><div></div><div>12</div><div>POWER</div></div> <div>JERID MESSA</div> <div>RMS-108</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBS T W A Ld Sv											REMAINING W M WS BS			
Jerid Messa240* * * 8 7 12 2 7 3+											7-12+12"3+4+			
Jerid Messa in a RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Jerid Messa may be included in your army.											4-69"4+5+			
											1-35"5+6+			
WEAPONRANGETYPE S AP D ABILITIES														
Beam Machine Gun36"Heavy 58-33Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.														
Beam SabersMeleeMelee+6-36Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.														
Titanic FeetMeleeMeleeUser-22Make 3 hit rolls for each attack with this weapon.														
Twin Link 60mm Vulcans12"Rapid Fire 4402Add 1 to all to hit rolls against targets that can Fly.														
ABILITIESCombat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)360° Cockpit: This unit may reroll a hit roll once per turn. Core Explodes (p. 1)														
FACTION KEYWORDSUC, 0087, Titans														
KEYWORDSTitanic, Vehicle, Mobile Suit, Space, Ground, Character, Jerid Messa														

<div><div><div></div></div><div>11</div><div>POWER</div></div> <div>RMS-117</div> <div>GALBALDY β</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
RMS-117	210	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.											4-6	9"	5+	5+
											1-3	5"	6+	6+
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		+6	-3	6	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 this weapon may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	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, 0087, Titans													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>11</div> <div>POWER</div> <div>RMS-117 GALBALDY β VETERAN</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>							
NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS	
RMS-117 Veteran		215	*	*	*	8	7	12	2	8	3+	7-12+		12"	4+	3+		
A RMS-117 Veteran is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.											4-6		9"	5+	4+			
											1-3		5"	6+	5+			
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		+6	-3	6	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 this weapon may only be fired once per battle.									
Titanic Feet		Melee		Melee		User	-2	2	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, 0087, Titans																
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground																



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POWER

RMS-154
BARZAM

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	
Barzam	225	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	+10	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 Bazooka (Power Rating -2).												
		This model may take a Combat Shield (Power Rating +1).												
		This model may take Twin Link 60mm Vulcans.												
ABILITIES		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.												
		360° Cockpit: This unit may reroll a hit roll once per turn.												
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Jerid Messa, Gundam												



11

POWER

RMS-179/RGM-79R GM 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	REMAINING W	M	WS	BS
RMS-179/RGM-79R 220	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
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.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-							
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-							
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.							
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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all 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).												
	360° Cockpit: This unit may reroll a hit roll once per turn.					Combat Shield: A model with a combat shield has a 5+ invulnerable save.							
ABILITIES	Mobile Suit (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

RMS-179 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 Ace	230	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+	
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.										4-6	9"	4+	4+		
										1-3	5"	5+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
90mm Machine Gun	-60	24"	Rapid Fire 4		6	0	1	-							
180mm Cannon	-50	48"	Heavy 1		8	-3	2D6	-							
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.							
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all 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).														
	360° Cockpit: This unit may reroll a hit roll once per turn.							Combat Shield: A model with a combat shield has a 5+ invulnerable save.							
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, Titans														
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground														

<div>14 POWER</div> <div>RMV-1 GUNTANK II</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RMV-1</td><td>280</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	RMV-1	280	*	*	*	7	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>10"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>7"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>4"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	10"	4+	4+	4-6	7"	5+	5+	1-3	4"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
RMV-1	280	*	*	*	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.																																																			
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>80mm Anti-Personnel Machine Gun</td><td>12"</td><td>Pistol 12</td><td>5</td><td>0</td><td>1</td><td>-</td></tr><tr><td>120mm Low Recoil Cannon</td><td>96"</td><td>Heavy D6</td><td>9</td><td>-3</td><td>2</td><td>This weapon may target units not visible to the bearer.</td></tr><tr><td>Crushing Treads</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 2 hit rolls for each attack with this weapon.</td></tr><tr><td>Missile Launcher</td><td>72"</td><td>Heavy D6</td><td>8</td><td>-2</td><td>2</td><td>Blast.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	80mm Anti-Personnel Machine Gun	12"	Pistol 12	5	0	1	-	120mm Low Recoil Cannon	96"	Heavy D6	9	-3	2	This weapon may target units not visible to the bearer.	Crushing Treads	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack with this weapon.	Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																													
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Missile Launcher	72"	Heavy D6	8	-2	2	Blast.																																													
<div><div><div>Core Explodes (p. 1)</div><div>Mobile Tank: Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains Titanic Presence.</div></div><div><div>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.</div></div></div>																																																			
ABILITIES																																																			
FACTION KEYWORDS UC, 0087, Titans																																																			
KEYWORDS Titanic, Vehicle, Mobile Tank, Ground																																																			



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POWER

MOUAR PHARAOH RX-110

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	
Mouar Pharaoh	300	*	*	*	7	7	15	3	7	3+	8-15+	12"	4+	3+
Mouar Pharaoh in a RX-110 Gabthley is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one of this unit may be included in your army.										4-7	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Cannon	36"		Heavy 1		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
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	2	Make 3 hit rolls for each attack with this weapon.						
Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.										360° Cockpit: This unit may reroll a hit roll once per turn.				
										Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.				
ABILITIES										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
										Mobile Suit (p. 1); Core Explodes (p. 1)				
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character												



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POWER

JERID MESSA RX-110

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	
Jerid Messa	310	*	*	*	7	7	15	3	8	3+	8-15+	12"	3+	3+
Jerid Messa in a RX-110 Gabthley is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										4-7	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon		36"		Heavy 1		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
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	2	Make 3 hit rolls for each attack with this weapon.					
Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.										360° Cockpit: This unit may reroll a hit roll once per turn.				
										Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.				
										Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
ABILITIES										Mobile Suit (p. 1); Core Explodes (p. 1)				
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Jerid Messa												



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POWER

DUNKEL COOPER

RX-139

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
Dunkel Cooper	260	*	*	*	7	7	15	4	7	3+	8-15+	12"	4+	3+
Dunkel Cooper in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one of these units may be included in your army.											4-7	9"	5+	4+
											1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.					
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
--- Heat Mode	Melee	Melee	+6	-3	6	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+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4).
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ABILITIES	<p>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.</p> <p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p>	<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>
	Mobile Suit (p. 1); Core Explodes (p. 1)	

FACTION KEYWORDS	UC, 0087, Titans
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character
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POWER

RAMSUS HASA
RX-139

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	
Ramsus Hasa	260	*	*	*	7	7	15	4	7	3+	8-15+	12"	3+	4+
Ramsus Hasa in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one of these units may be included in your army.										4-7	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.													
--- Entangle Mode	Melee		Melee		*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.						
--- Heat Mode	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heavy Beam Rifle	+80	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	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4).													
ABILITIES								360° Cockpit: This unit may reroll a hit roll once per turn.						
								Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						
FACTION KEYWORDS								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)						
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

YAZAN GABLE

RX-139

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
Yazan Gable	290	*	*	*	7	7	15	5	8	3+	8-15+	12"	2+	3+
Yazan Gable in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one unit with Yazan Gable may be included in your army.											4-7	9"	3+	4+
											1-3	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.					
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
--- Heat Mode	Melee	Melee	+6	-3	6	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+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS This model may take a Heavy Beam Rifle (**Power Rating +4**).

Airborne: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.

360° Cockpit: This unit may reroll a hit roll once per turn.

Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses **Hard to Hit**, **Airborne**, **Fly**, **Supersonic**, and **AIRCRAFT**. Its Movement Characteristic becomes 12", and it gains **Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Mobile Suit (p. 1); **Core Explodes** (p. 1)

ABILITIES

FACTION KEYWORDS UC, 0087, Titans

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Yazan Gable



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POWER

JERID MESSA

RX-160

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	
Jerid Messa	350	*	*	*	7	7	15	3	8	3+	8-15+	15"	3+	3+
Jerid Messa in a RX-160 Byarlant is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										4-7	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers		Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Mega Particle Cannon		48"	Heavy 1		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	D23	Make 3 hit rolls for each attack with this weapon.						
ABILITIES		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)						360° Cockpit: This unit may reroll a hit roll once per turn.						
FACTION KEYWORDS		UC, 0087, Titans												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Jerid Messa												



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POWER

JERID MESSA

RX-178

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	
Jerid Messa	270	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Jerid Messa in a RX-178 Gundam Mk II is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										5-9	9"	4+	4+	
										1-4	5"	5+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	+10	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 Bazooka (Power Rating -2).													
	This model may take Twin Link 60mm Vulcans.													
ABILITIES	360° Cockpit: This unit may reroll a hit roll once per turn.													
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.													
FACTION KEYWORDS	Mobile Suit (p. 1)													
	Core Explodes (p. 1)													
KEYWORDS	UC, 0087, Titans													
	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Jerid Messa, Gundam													