

LONDO BELL ARMY LIST 0093-0096

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

KEYWORDS

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

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

PRIOR INDICES

Londo Bell detachments may include any non-**Character** unit from previous EFF related indices in their army selection, replacing **EFF**, **EFF Postwar**, **Titans**, or other faction keyword with **Londo Bell** and the **<Year>** with **0093**, **0096**. If your Londo Bell detachment has any **Londo Bell** units from only **0093**, every **Londo Bell** unit in that detachment must have **0093**. Likewise, if your Londo Bell detachment has any **Londo Bell** units with only the **0096** keyword, then every Londo Bell unit in that detachment must have **0096**. Units with both **0093** and **0096** may be used in any **Londo Bell** detachment without restriction.

ABILITIES

The following abilities are common to several Londo Bell units:

Mobile Suit

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

Core Explodes

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

Vist Foundation

Vist Foundation units included in a **Londo Bell** Detachment without preventing other units in that Detachment from gaining an **Army Tactic**. Note, however, that the **Vist Foundation** units themselves do not benefit from any **Army Tactics** unless every unit in that Detachment is from the **Vist Foundation** (in which case they may choose an **Army Tactic** as normal).

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

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


Plot Armor

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

Combat Hypnosis

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

<div><div>9</div><div>POWER</div></div> <div>D-50C LOTO</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
D-50C	*	*	*	7	6	12	2	7	3+	7-12+	10"	4+	4+
A D-50C Loto unit contains a single D-50C model. It may include up to two other D-50C models (Power Rating +9 each). Each model is equipped with two Beam Knives, Crushing Treads, a Machine Cannon, two Missile Launchers, and a Searchlight.										4-6	7"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Low Recoil Cannon	96"		Heavy D6		9	-3	D3	This weapon may target units not visible to the bearer.					
Beam Knife	Melee		Melee		User	-3	1	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. A model equipped with two Beam Knives may make an additional attack with them.					
Crushing Treads	Melee		Melee		User	-2	D3	Make 2 hit rolls for each attack with this weapon.					
Machine Cannon	30"		Assault 6		6	-1	1						
Mega Machine Cannon	48"		Heavy 2D3		7	-1	3						
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
WARGEAR OPTIONS		Any model may replace it's Machine Cannon and Searchlight with two 120mm Low Recoil Cannons (Power Rating +5) or a Mega Machine Cannon. Any model may replace it's two Missile Launchers with two Three Shot Missile Launchers.											
ABILITIES		<div>Searchlight: If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for it's shooting or overwatch attacks.</div> <div>Transformation: This model begins in Tank Mode at the beginning of the game. At the beginning of any of your Movement phases it may transform to Mobile Suit mode, or back. When in Mobile Suit Mode, this model loses Mobile Tank and gains Mobile Suit (p. 1).</div>						<div>Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.</div> <div>Core Explodes (p. 1)</div> <div>Mobile Tank: This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.</div>					
FACTION KEYWORDS		UC, 0096, Londo Bell											
KEYWORDS		Titanic, Vehicle, Mobile Tank, Ground, Space											

<div><div><div>10 POWER</div></div><div>MACKLE/ HAAGENSEN D-50C</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								
Mackle/Haagensen										*	*	*	7	6	12	3	97	3+	7-12+				10"	4+	2+								
Daguza Mackle and Conroy Haagensen in a D-50C Loto is a single model equipped with two Beam Knives, Crushing Treads, a Machine Cannon, two Missile Launchers, and a Searchlight. Only one of this model may be included in your army. You may only have one model with Conroy Haagensen in your army.														4-6				7"				5+				3+							
														1-3				4"				6+				4+							
WEAPON										RANGE		TYPE		S	AP	D	ABILITIES																
120mm Low Recoil Cannon										96"		Heavy D6		9	-3	D3	This weapon may target units not visible to the bearer.																
Beam Knife										Melee		Melee		User	-3	1	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. A model equipped with two Beam Knives may make an additional attack with them.																
Crushing Treads										Melee		Melee		User	-2	D3	Make 2 hit rolls for each attack with this weapon.																
Machine Cannon										30"		Assault 6		6	-1	1	-																
Mega Machine Cannon										48"		Heavy 2D3		7	-1	3	-																
Missile Launcher										72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.																
Three Shot Missile Launcher										60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.																
WARGEAR OPTIONS										This model may replace it's Machine Cannon and Searchlight with two 120mm Low Recoil Cannons (Power Rating +5) or a Mega Machine Cannon. This model may replace it's two Missile Launchers with two Three Shot Missile Launchers.																							
ABILITIES										<div><div>Searchlight: If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for it's shooting or overwatch attacks.</div><div>Transformation: This model begins in Tank Mode at the beginning of the game. At the beginning of any of your Movement phases it may transform to Mobile Suit mode, or back. When in Mobile Suit Mode, this model loses Mobile Tank and gains Mobile Suit (p. 1).</div><div>Core Explodes (p. 1)</div><div>Mobile Tank: This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.</div></div>																							
FACTION KEYWORDS										UC, 0096, Londo Bell																							
KEYWORDS										Titanic, Vehicle, Mobile Tank, Ground, Space, Character, Conroy Haagensen																							



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POWER

FD-03 GUSTAV KARL

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	
FD-03	*	*	*	7	8	13	2	7	2+	7-13+	12"	4+	4+	
A FD-03 Gustav Karl is a single model equipped with a 360° Cockpit, Beam Sabers, a Grenade Launcher, a Gustav Karl Shield, a Jegan Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+	
										1-3	5"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 6		6	-1	1	-							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a 120mm Machine Gun (Power Rating -1).													
Mobile Suit (p. 1)										Gustav Karl Shield: A model with a Gustav Karl shield has a 5+ invulnerable save. This model may reroll an Invulnerable save roll of 1.				
ABILITIES	Core Explodes (p. 1)										360° Cockpit: May reroll a hit roll once per turn.			
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

RIDDHE MARCENAS

MSN-001A1

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
Riddhe Marcenas	*	*	*	8	7	18	3	8	3+	10-18+	20-48"	3+	2+
Riddhe Marcenas in a MSN-001A1 Delta Plus is a single model equipped with a 360° Cockpit, three Beam Cannons, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Riddhe Marcenas may be taken for your army.										5-9	20-48"	4+	3+
										1-4	20"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

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

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: May reroll a hit roll once per turn.

Limited Biosensor: This model may reroll a save die once per battle.

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

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic**, and **Airborne**. Its Movement Characteristic becomes 15", and two of its Beam Cannons become Beam Sabers. While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

ABILITIES **Mobile Suit** (p. 1), **Core Explodes** (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Fly



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POWER

MSZ-006A1 ZETA PLUS

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
MSZ-006A1	*	*	*	8	8	15	2	7	3+	8-15+	20-48"	3+	3+
A MSZ-006A1 Zeta Plus is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	20-48"	4+	4+
										1-3	20"	5+	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	+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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

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

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: May reroll a hit roll once per turn.

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)

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic**, and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

ABILITIES **Core Explodes** (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Fly



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POWER

MSZ-006A1 ZETA PLUS 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
MSZ-006A1 Ace	*	*	*	8	8	15	3	8	3+	8-15+	20-48"	3+	2+
A MSZ-006A1 Zeta Plus Ace is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	20-48"	4+	3+
										1-3	20"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

<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>360° Cockpit: May reroll a hit roll once per turn.</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>Mobile Suit (p. 1)</p>						<p>Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.</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. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.</p>
						<p>Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.</p>
						<p>Core Explodes (p. 1)</p>

ABILITIES

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

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



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POWER

RAS-96 ANKSHA

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	WS	WS	BSv
RAS-96	*	*	*	7	7	15	2	8	3+	8-15+	20-48"	3+	3+
A RAS-96 Anksha is a single model equipped with a 360° Cockpit, Anksha Combat Shields, two Beam Rifles, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	20-48"	4+	4+
										1-3	20"	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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Carrier: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional weight.

360° Cockpit: May reroll a hit roll once per turn.

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

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

Anksha Combat Shields: A model with Anksha Combat Shields has a 5+ Invulnerable save. The Anksha Combat Shields give this unit a +1 to armor saves when not in Space due to improved aerodynamic control surfaces.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Transformation: This unit begins in Mobile Armor Mode at the beginning of the game. At the beginning of any of your Movement phases it may transform to Mobile Suit mode, or back. When in Mobile Suit Mode, this model loses **Supersonic**, **Airborne**, and **Hard to Hit**, and its Movement becomes 15". When in Mobile Armor Mode, this model may not use its Titanic Feet or Twin Link 60mm Vulcans.

ABILITIES

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

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

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

<div><div><div><div></div></div><div>11</div><div>POWER</div></div><div>RGM-86R GM III</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
RGM-86R	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	4+
A RGM-86R GM III 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					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Large Missile Pod	48"		Heavy 2D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each of these weapons may only be fired once per battle.					
Medium Missile Pod	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.					
Small Missile Pod	48"		Assault 2D3		5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS		This model may take 2 Large Missile Pods (Power Rating +1). This model may take 2 Medium Missile Pods (Power Rating +1) or 2 Small Missile Pods (Power Rating +1).											
		Mobile Suit (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save.				
ABILITIES		Core Explodes (p. 1)							360° Cockpit: May reroll a hit roll once per turn.				
FACTION KEYWORDS		UC, 0093, 0096, Londo Bell											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											



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POWER

RGM-86R GM III 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
RGM-86R Ace	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	3+
A RGM-86R GM III 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						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Large Missile Pod	48"	Heavy 2D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each of these weapons may only be fired once per battle.						
Medium Missile Pod	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.						
Small Missile Pod	48"	Assault 2D3		5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take 2 Large Missile Pods (Power Rating +1). This model may take 2 Medium Missile Pods (Power Rating +1) or 2 Small Missile Pods (Power Rating +1).												
	Mobile Suit (p. 1)						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



12

POWER

RGM-89/RGM-89D JEGAN/JEGAN D

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
RGM-89/RGM-89D	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	4+
A RGM-89 Jegan or RGM-89D Jegan D Type is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	6"	Grenade 1		6	-1	D3	-						
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
Mobile Suit (p. 1)							Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.						
ABILITIES	Core Explodes (p. 1)							360° Cockpit: May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



12
POWER

RGM-89/RGM-89D JEGAN/JEGAN D 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	
RGM-89/RGM-89D Vet	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	3+	
A RGM-89 Jegan Veteran or RGM-89D Jegan D Type Veteran is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenades	6"	Grenade 1		6	-1	D3	-							
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.							
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.							
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.													
Mobile Suit (p. 1)										Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.				
ABILITIES	Core Explodes (p. 1)										360° Cockpit: May reroll a hit roll once per turn.			
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													



13

POWER

HATHAWAY NOA

RGM-89

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
Hathaway Noa	*	*	*	7	7	13	3	8	3+	7-13+	12"	4+	3+
Hathaway Noa in a RGM-89 Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenades	6"		Grenade 1		6	-1	D3	-					
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
	Mobile Suit (p. 1)							Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.					
ABILITIES	Core Explodes (p. 1)							360° Cockpit: May reroll a hit roll once per turn.					
PSYKER	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.												
FACTION KEYWORDS	UC, 0093, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Psyker												



13

POWER

RGM-89/RGM-89D JEGAN/JEGAN D 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
RGM-89/RGM-89D Ace	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	3+
A RGM-89 Jegan Ace or RGM-89D Jegan D Type Ace is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	6"	Grenade 1		6	-1	D3	-						
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
	Mobile Suit (p. 1)						Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.						
ABILITIES	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

KAYRA SU

RGM-89

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
Kayra Su	*	*	*	7	7	13	4	9	3+	7-13+	12"	2+	2+
Kayra Su in a RGM-89 Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet. You may only have one model with Kayra Su in your army.										4-6	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenades	6"		Grenade 1		6	-1	D3	-					
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This model may replace it's Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
	Ace: This model may reroll a failed save in each Phase. Mobile Suit (p. 1) Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.												
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.												
FACTION KEYWORDS	UC, 0093, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Kayra Su												



13

POWER

RGM-89DE

JEGAN ECOAS TYPE

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
RGM-89De	*	*	*	7	7	13	2	7	2+	7-13+	12"	4+	3+
A RGM-89De Jegan ECOAS Type is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	6"	Grenade 1		6	-1	D3	-						
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1).												
	This model may take Twin Link 60mm Vulcans.												
	Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.						Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.						
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

RGM-89DE JEGAN ECOAS 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
RGM-89De Ace	*	*	*	7	7	13	3	8	2+	7-13+	12"	3+	3+
A RGM-89De Jegan ECOAS Type Ace is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenades	6"	Grenade 1		6	-1	D3	-						
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
	Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.						Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.						
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



18
POWER

CONROY HAAGENSEN RGM-89DE

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
Conroy Haagensen	*	*	*	7	7	13	4	8	2+	7-13+	12"	3+	2+
Conroy Haagensen in a RGM-89De Jegan ECOAS Type is a single model equipped with a 360° Cockpit, Beam Sabers, a Dagger Knife, Fire Nut Grenades, a Jegan Beam Rifle, a Jegan Handgun, a Jegan Shield, and Titanic Feet. Only one model with Conroy Haagensen may be included in your army.										4-6	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Dagger Knife	Melee	Melee		+1	-1	2	Each time you fight, you may make an additional attack with this weapon.						
Fire Nut Grenades	6"	Grenade 2D3		6	-1	1	This weapon automatically hits its target.						
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.						
Jegan Handgun	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. You may add 1 to the hit roll when attacking with this weapon. This weapon may not be fired in the same turn as this unit's Jegan Beam Rifle.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1). This model may take Twin Link 60mm Vulcans.												
	Precision Eye Sensor: This unit may reroll 1's to hit for ranged attacks.								Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.				
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Conroy Haagensen												



12

POWER

RGM-89S STARK JEGAN

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
RGM-89S	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	3+
A RGM-89S Stark Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, two Medium Missile Pods, Stark Armor, and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Grenades	6"	Grenade 1	6	-1	D3	-
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired twice per battle. When targeting units with Immobile or 5+ models, this weapon's type becomes Heavy 3.
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
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	<p>This model may replace its Jegan Beam Rifle with a Bazooka (Power Rating -1).</p> <p>This model may take Twin Link 60mm Vulcans.</p> <p>This model may take a Jegan Shield (Power Rating +2).</p> <p>This model may replace its Beam Sabers with two Grenade Launchers (Power Rating -1).</p> <p>This model may upgrade to a Stark Jegan Prototype; it gains the 0093 Faction keyword for <Year> and two Heavy Missile Launchers, which may replace the Medium Missile Pods or be taken in addition to those pods (Power Rating +1).</p>
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ABILITIES	<p>Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Mobile Suit (p. 1); Core Explodes (p. 1)</p>	<p>Stark Armor: A model with Stark Armor increases their Wound characteristic by 3, while their Move characteristic is reduced by 2. The Stark Armor may be ejected at any time, resorting all characteristics to the printed values, but also losing the Medium Missile Pods and/or Heavy Missile Launchers if they have not yet been fired. Any wounds lost are first lost from the Stark Armor.</p>
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FACTION KEYWORDS	UC, 0096, Londo Bell
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground
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13

POWER

RGM-96X JESTA

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
RGM-96X	*	*	*	7	7	15	3	7	2+	8-15+	15"	4+	3+
A RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet.										4-7	10"	5+	4+
										1-3	6"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.						
-- Machine Gun Mode	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
	360° Cockpit: May reroll a hit roll once per turn.					Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.							
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



14

POWER

DARYL McGUINNESS

RGM-96X

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
Daryl McGuinness	*	*	*	7	7	15	3	7	2+	8-15+	15"	4+	2+
Daryl McGuinness in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one of this model may be included in your army.										4-7	10"	5+	3+
										1-3	6"	6+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.						
-- Machine Gun Mode	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
	360° Cockpit: May reroll a hit roll once per turn.					Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.							
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

WATTS STEPNEY

RGM-96X

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
Watts Stepney	*	*	*	7	7	15	4	7	2+	8-15+	15"	3+	3+
Watts Stepney in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one model with Watts Stepney 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		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.						
-- Machine Gun Mode	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.					Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.							
	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Watts Stepney												



14

POWER

RGM-96X JESTA 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
RGM-96X Ace	*	*	*	7	7	15	3	8	2+	8-15+	15"	3+	3+
A RGM-96X Jesta Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.						
-- Machine Gun Mode	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
ABILITIES	360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1); Core Explodes (p. 1)						Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.						
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



14

POWER


NIGEL GARRETT

RGM-96X

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
Nigel Garrett	*	*	*	7	7	15	4	8	2+	8-15+	15"	3+	2+
Nigel Garrett in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one of this model may be included in your army.										4-7	10"	4+	3+
										1-3	6"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.							
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.							
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.					Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.							
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div> 20 POWER</div> <div>RGM-96X JESTA CANNON</div>										DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:																																																																												
<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>RGM-96X Cannon</td><td>*</td><td>*</td><td>*</td><td>7</td><td>8</td><td>15</td><td>3</td><td>7</td><td>2+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	RGM-96X Cannon	*	*	*	7	8	15	3	7	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>15"</td><td>4+</td><td>3+</td></tr><tr><td>4-7</td><td>10"</td><td>5+</td><td>4+</td></tr><tr><td>1-3</td><td>6"</td><td>6+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	8-15+	15"	4+	3+	4-7	10"	5+	4+	1-3	6"	6+	5+																																					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																																													
RGM-96X Cannon	*	*	*	7	8	15	3	7	2+																																																																													
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A RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet.																																																																																						
<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+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Grenade Launcher</td><td>30"</td><td>Assault 1</td><td>6</td><td>-1</td><td>D3</td><td>Each of these weapons may only be fired once per battle.</td></tr><tr><td>Jesta Beam Rifle</td><td colspan="6">When making a shooting attack with this weapon, choose one of the profiles below.</td></tr><tr><td>-- Semi-Auto Mode</td><td>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. This model may reroll hit rolls when making a shooting attack with this weapon profile.</td></tr><tr><td>-- Machine Gun Mode</td><td>36"</td><td>Heavy 5</td><td>8</td><td>-3</td><td>3</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.</td></tr><tr><td>Mega Particle Cannon</td><td>48"</td><td>Heavy 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>Missile Launcher</td><td>72"</td><td>Heavy D3</td><td>8</td><td>-2</td><td>2</td><td>When targeting units with 5 or more models, change this weapon's type to Heavy D6.</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D3</td><td>6</td><td>-1</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.</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><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 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 Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.	Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.						-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls when making a shooting attack with this weapon profile.	-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.	Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.	Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																																																
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WARGEAR OPTIONS This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers (Power Rating +2). This model may replace it's Mega Particle Cannon, Missile Launcher, and Jegan Shield with a Jesta Shield and Beam Sabers (Power Rating -3). Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.																																																																																						
ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.																																																																																						
FACTION KEYWORDS UC, 0096, Londo Bell																																																																																						
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground																																																																																						



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POWER

WATTS STEPNEY RGM-96X CANNON

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
Watts Stepney	*	*	*	7	8	15	4	7	2+	8-15+	15"	3+	3+
Watts Stepney in a RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. Only one model with Watts Stepney 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		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.												
-- Semi-Auto Mode	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls when making a shooting attack with this weapon profile.					
-- Machine Gun Mode	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.					
Mega Particle Cannon	48"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers (Power Rating +2). This model may replace it's Mega Particle Cannon, Missile Launcher, and Jegan Shield with a Jesta Shield and Beam Sabers (Power Rating -3).												
	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.							Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.					
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)							360° Cockpit: May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0096, Londo Bell												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

AMURO RAY

RGZ-91

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	WS	BS	A
Amuro Ray	20"-45"	*	*	8	8	18	*	9	2+	10-18+	2+	2+	5
Amruo Ray in the RGZ-91 Re-GZ is a single model equipped with a 360° Cockpit, a Back Weapon System (with two Beam Cannons and a Mega Particle Cannon), Beam Sabers, a Combat Shield, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Amuro Ray may be included in your army. Only one model with Re-GZ may be included in your army.										5-9	3+	3+	2+D3
										1-4	4+	4+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

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**.

Ace: This model may reroll a failed save in each Phase.

Combat Shield A model with a Combat Shield gains a 5+ Invulnerable save.

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

360° Cockpit: 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. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Back Weapon System: When equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may only use the BWS weapons. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, **Airborne**, **Supersonic**, **Hard to Hit**, and **Fly** for the rest of the game. It's movement changes to 15".

ABILITIES

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

PSYKER

Powerful 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. 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, 0093, Londo Bell

KEYWORDS

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Re-GZ, Gundam, Fly



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POWER

KAYRA SU RGZ-91

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	WS	BS	A
Kayra Su	20"-45"	*	*	8	8	18	*	9	2+	10-18+	2+	2+	4
Kayra Su in the RGZ-91 Re-GZ is a single model equipped with a 360° Cockpit, a Back Weapon System (with two Beam Cannons and a Mega Particle Cannon), Beam Sabers, a Combat Shield, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Kayra Su may be included in your army. Only one model with Re-GZ may be included in your army.										5-9	3+	3+	1+D3
										1-4	4+	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

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**.

Ace: This model may reroll a failed save in each Phase.

Combat Shield A model with a Combat Shield gains a 5+ Invulnerable save.

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

360° Cockpit: 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. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Back Weapon System: When equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may only use the BWS weapons. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, **Airborne**, **Supersonic**, **Hard to Hit**, and **Fly** for the rest of the game. It's movement changes to 15".

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

FACTION KEYWORDS UC, 0093, Londo Bell

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kayra Su, Re-GZ, Gundam, Fly



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POWER

RGZ-95
REZEL

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
RGZ-95	*	*	*	8	7	15	2	7	3+	8-15+	20-48"	4+	3+
A RGZ-95 ReZEL is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle.										4-7	20-48"	5+	4+
										1-3	20"	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace it's Box Pack with a Wing Pack (Power Rating +2), a Defender A Unit (Power Rating +10), or a Defender B Unit (Power Rating +16).
	This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (Power Rating -1).
	This model may replace it's Beam Sabers with 2x Grenade Launchers (Power Rating -1).

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

360° Cockpit: May reroll a hit roll once per turn.

Box Pack: This unit may only be fielded in Space.

Wing Pack: A model equipped with a Wing Pack may keep **Hard to Hit** in Mobile Suit Mode, and gains the **Ground** Keyword.

Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.

Defenser B Unit: A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Carrier: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Long Shot If the unit that these parts are equipped to has **Supersonic**, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.

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

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

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic**, **Hard to Hit**, and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

ABILITIES

Mobile Suit (p. 1)

Core Explodes (p. 1)

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

Titanic, Vehicle, Mobile Suit, Space, Fly



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POWER

RIDDHE MARCENAS RGZ-95

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
Riddhe Marcenas	*	*	*	8	7	15	2	7	3+	8-15+	20-48"	4+	3+
Riddhe Marcenas in a RGZ-95 ReZEL is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle. Only one model with Riddhe Marcenas may be taken for your army.										4-7	20-48"	5+	4+
										1-3	20"	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace it's Box Pack with a Wing Pack (Power Rating +2), a Defender A Unit (Power Rating +10), or a Defender B Unit (Power Rating +16).
	This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (Power Rating -1).
	This model may replace it's Beam Sabers with 2x Grenade Launchers (Power Rating -1).

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<p>Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.</p>	
<p>Box Pack: This unit may only be fielded in Space.</p>	<p>Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.</p>
<p>Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.</p>	<p>360° Cockpit: May reroll a hit roll once per turn.</p>
<p>Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.</p>	<p>Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.</p>
<p>Defenser B Unit: A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.</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>Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.</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>Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.</p>	
ABILITIES	<p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Fly, Character, Riddhe Marcenas



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POWER

RGZ-95C REZEL COMMAND

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
RGZ-95C	*	*	*	8	7	15	2	8	3+	8-15+	20-48"	3+	3+
A RGZ-95C ReZEL Commander Type is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Mega Beam Launcher, Titanic Feet, Twin Link 60mm Vulcans, and a Wing Pack.										4-7	20-48"	4+	4+
										1-3	20"	5+	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS This model may replace it's Wing Pack with a Box Pack (**Power Rating -2**), a Defender A Unit (**Power Rating +10**), or a Defender B Unit (**Power Rating +16**).
This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (**Power Rating -1**).
This model may replace it's Beam Sabers with 2x Grenade Launchers (**Power Rating -1**).

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	<p>Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.</p> <p>Box Pack: This unit may only be fielded in Space.</p> <p>Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.</p> <p>Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.</p> <p>Defenser B Unit: A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.</p>	<p>Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.</p> <p>Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.</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>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>Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.</p>
ABILITIES	Mobile Suit (p. 1)	Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Fly, Character	



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POWER

NORM BASILICOCK RGZ-95C

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
Norm Basilicock	*	*	*	8	7	15	2	8	3+	8-15+	20-48"	3+	3+
Norm Basilicock in a RGZ-95C ReZEL Commander Type is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Mega Beam Launcher, Titanic Feet, Twin Link 60mm Vulcans, and a Wing Pack. Only one of this model may be included in your army.										4-7	20-48"	4+	4+
										1-3	20"	5+	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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace it's Wing Pack with a Box Pack (Power Rating -2), a Defender A Unit (Power Rating +10), or a Defender B Unit (Power Rating +16).
	This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (Power Rating -1).
	This model may replace it's Beam Sabers with 2x Grenade Launchers (Power Rating -1).

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	<p>Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.</p> <p>Box Pack: This unit may only be fielded in Space.</p> <p>Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.</p> <p>Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.</p> <p>Defenser B Unit: A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.</p>	<p>Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.</p> <p>Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.</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>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>Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.</p>
ABILITIES	Mobile Suit (p. 1)	Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Fly, Character	



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POWER

BANAGHER LINKS RX-0

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
Banagher Links	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Banagher Links in the RX-0 Unicorn Gundam is a single model equipped with a 360° Cockpit, a Beam Magnum, Beam Sabers, a Unicorn Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this model may be included in your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Gatling	30"	Assault 2D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.

This model may take the Awakened Form upgrade (Power Rating +2). This model may replace its Beam Magnum with a Bazooka (Power Rating -3) or a Beam Gatling (Power Rating -1).						
Wargear Options						

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Saviour Protocols** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. They provide this unit with **Saviour Protocols** as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.
Beam Tonfas: This unit may make an additional attack with its Beam Sabers.

ABILITIES

(CONTINUED ON NEXT PAGE)

Beam Tonfas: This unit may make an additional attack with its Beam Sabers in the Fight Phase.

ABILITIES (CONTINUED)	<p>Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase.</p> <p>Awakened Form: A model that has taken this upgrade may make a LD check to either prevent Destroy mode from either activating or deactivating, or to activate Destroy mode at any time. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying.</p> <p>Unicorn Shield A model with a Unicorn Shield has a 5+ Invulnerable save, and a 4+ invulnerable save against Beam and Energy shooting attacks.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>
	<p>High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny 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.</p>
PSYKER	
FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Banagher Links, Newtype, Powerful Newtype, Psyker, Gundam

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POWER

RX-0 FULL ARMOR PACK

The Full Armor Pack is equipped with two Bazookas, eight Grenade Launchers, two Three Shot Missile Launchers, three Twin Beam Gatlings, and two Unicorn Shields. This model must be taken as an option for Banagher Links in the RX-0 Unicorn Gundam, and this equipment is in addition to the RX-0 Unicorn Gundam's wargear. Only one of these models may be taken for your army. A unit may only have one **Extra Equipment** option. This model may only be used in **Space**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Javelin	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
--- Bayonet	Melee	Melee	+3	-3	2D3	You may make an additional attack with this weapon.
--- Axe	Melee	Melee	x2	-3	2D3	You may make an additional attack with this weapon. When attacking with this weapon, subtract 1 from the hit roll.
--- Halberd	Melee	Melee	x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Gatling	30"	Assault 4D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.

WARGEAR OPTION RESTRICTIONS The model taking this pack may take the Awakened Form option from the base model. The model taking this pack may not change out the Beam Magnum.

WARGEAR OPTIONS This model may take a Beam Javelin (**Power Rating +2**).

More Arms than Hands: When all three Unicorn Shields are embarked on the RX0 Unicorn Gundam, the Beam Sabers are only available in Destroy Mode, and the **Beam Tonfa** special rule does not apply. Additionally, only 2 of the 3 Twin Beam Gatlings may be fired.

Shield Team: If at least 3 Unicorn Shield Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 3+ Invulnerable save against all shooting attacks until your next shooting phase.

Saviour Protocols: If a **Funnel** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **Funnel** unit instead of the target unit. If you do, that **Funnel** unit suffers a mortal wound instead of the normal damage.

Boost Pods: Double this model's current Movement Score, and roll an additional die when advancing or making a charge move, and drop the lowest. This model may move up to 2D6" in the charge phase, even if it did not declare a charge.

GRANTED ABILITIES
(CONTINUED ON NEXT PAGE)

Multiple Shields: A model with more than one Unicorn Shield embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.

GRANTED ABILITIES (CONTINUED)	<p>Shield Funnels: When in Destroy Mode, this unit may engage it's three Unicorn Shields as Funnels. If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. If the controlling unit is destroyed, those Funnel models are destroyed as well. If the Shields are not embarked on the RX-0 Unicorn Gundam when Destroy Mode is deactivated, then those shields are considered lost. These Shields are not separately targetable, and must remain within 6" of the controlling unit, but otherwise have the same movement score as the Unicorn Gundam. Each Unicorn Shield has one of the Twin Beam Gatlings attached, and may each take 2 wounds before being destroyed as a Funnel.</p>
FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Extra Equipment, space
GRANTED KEYWORDS	Fly

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POWER

RX-0 FULL ARMOR PLAN B

The Full Armor Plan B is equipped with an Armed Armor BS, two Armed Armor DE, an Armed Armor HJ, an Armed Armor VN, an Armed Armor XC, and two Mega Particle Cannons. This model must be taken as an option for Banagher Links in the RX-0 Unicorn Gundam, and this equipment is in addition to the RX-0 Unicorn Gundam's wargear. Only one of these models may be taken for your army. A unit may only have one **Extra Equipment** option. This model may only be used in **Space**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons.
Armed Armor VN	When attacking with this weapon, choose one profile below.					
--- Claw	Melee	Melee	+3	-5	3	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Club	Melee	Melee	x2	-3	3	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Beam Javelin	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
--- Bayonet	Melee	Melee	+3	-3	2D3	You may make an additional attack with this weapon each time you Fight.
--- Axe	Melee	Melee	x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.
--- Halberd	Melee	Melee	x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.
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.

WARGEAR OPTION RESTRICTIONS

The model taking this pack must take the Awakened Form option from the base model. The model taking this pack loses the Beam Magnum and Unicorn Shield from the base model (that Power Rating reduction is reflected in the Power Rating of this pack).

Armed Armor HJ: This is a Beam Javelin.

More Arms than Hands: The Mega Particle Cannons may not be fired while the Armed Armor DE units are embarked. This unit may not use the Beam Sabers unless in **Destroy Mode**, and loses the **Beam Tonfa** ability.

Armed Armor DE: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.

Armed Armor XC: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

GRANTED ABILITIES
(CONTINUED ON NEXT PAGE)

Boosters: When both Armed Armor DE units are embarked, this model may move up to 2D6" in the charge phase, even if it did not declare a charge.

GRANTED ABILITIES (CONTINUED)	<p>Shield Funnels: When in Destroy Mode, this unit may engage it's two Armed Armor DEs as Funnels. If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. If the controlling unit is destroyed, those Funnel models are destroyed as well. If the Armed Armor DE are not embarked on the RX-0 Unicorn Gundam when Destroy Mode is deactivated, then those shields are considered lost. These Shields are not separately targetable, and must remain within 6" of the controlling unit, but otherwise have the same movement score as the Unicorn Gundam. Each Armed Armor DE has one of the Mega Particle Cannons attached, and may each take 2 wounds before being destroyed as a Funnel.</p> <p>Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage.</p>
	FACTION KEYWORDS UC, 0096, Vist Foundation
	KEYWORDS Extra Equipment, space
	GRANTED KEYWORDS Fly



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POWER

MARIDA CRUZ

RX-0

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
Marida Cruz	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Marida Cruz in the RX-0 Unicorn Gundam 02 Banshee is a single model equipped with a 360° Cockpit, an Armed Armor BS, an Armed Armor VN, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Marida Cruz may be included in your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons.
Armed Armor VN	When attacking with this weapon, choose one profile below.					
--- Claw	Melee	Melee	+3	-5	3	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Club	Melee	Melee	x2	-3	3	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Saviour Protocols** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. They provide this unit with **Saviour Protocols** as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.

ABILITIES

(CONTINUED ON NEXT PAGE)

Beam Tonfas: This unit may make an additional attack with its Beam Sabers in the Fight Phase.

ABILITIES (CONTINUED)	<p>Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>
PSYKER	<p>Cyber Newtype This model is considered a psyker. 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>
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Marida Cruz, Newtype, Cyber Newtype, Psyker, Gundam



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POWER

RIDDHE MARCENAS

RX-0 [N]

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
Riddhe Marcenas	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Riddhe Marcenas in the RX-0 [N] Unicorn Gundam 02 Banshee Norn is a single model equipped with a 360° Cockpit, an Armed Armor DE, an Armed Armor XC, a Beam Magnum, Beam Sabers, a Revolving Launcher, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Riddhe Marcenas may be included in your army. This unit may not be taken in the same army as Marida Cruz in the RX-0 Unicorn Gundam 02 Banshee.										5-9	10"	3+	3+
										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
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.
Cracker Grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage on the target. If a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of their next shooting phase.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Saviour Protocols** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. They provide this unit with **Saviour Protocols** as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed. **Beam Tonfas:** This unit may make an additional attack with its Beam Sabers.

ABILITIES

(CONTINUED ON NEXT PAGE)

Beam Tonfas: This unit may make an additional attack with its Beam Sabers in the Fight Phase.

ABILITIES (CONTINUED)	<p>Revolving Launcher: Once per game, this unit may fire the Missile Pod. Once per game, this unit may fire the Cracker Grenade. Each time this unit is charged, it gains an additional attack.</p> <p>Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase.</p> <p>Armed Armor DE: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.</p> <p>Armed Armor XC: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>
	<p>Newtype This model is considered a psyker. This model can attempt to manifest a psychic power in each friendly psychic phase, and can attempt to deny a 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.</p>
	<p>FACTION KEYWORDS UC, 0096, Londo Bell</p>
	<p>KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Newtype, Psyker, Gundam</p>



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POWER

AMURO RAY
RX-93

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
Amuro Ray	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
AEV/PFF93AR Funnel	12"	5+	3+	5	6	2	1	6	4+	5-9	10"	3+	3+
Amuro Ray in the RX-93 Nu Gundam is a single model equipped with a 360° Cockpit, a Bazooka, Beam Sabers, a Heavy Beam Rifle, a Heavy Beam Saber, a Nu Shield, Titanic Feet, and Twin Link 60mm Vulcans. This model is equipped with 6 AEV/PFF93AR Funnels, each of which is equipped with a Beam Cannon. Only one model with Amuro Ray may be included in your army. Only one model with Nu may be included in your army.										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam 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	+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.
Heavy Beam Saber	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

WARGEAR OPTIONS This model may upgrade to the RX-93-v2 Hi Nu Gundam; this model gains a 120mm Machine Gun (**Power Rating +1**).

ABILITIES (CONTINUED ON NEXT PAGE)	<p>Beam Shield Emitters: If at least 3 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.</p>	<p>If all 6 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase.</p>
	<p>If at any time there are less than 3 AEV/PFF93AR Funnel models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.</p>	<p>If at any time there are less than 6 AEV/PFF93AR Funnel models in unit coherency in the Complete Beam Shield Team, then any 3 or more AEV/PFF93AR Funnel models in unit coherency can reform into a Beam Shield Team instead.</p>

ABILITIES (CONTINUED)	<p>Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying.</p> <p>Ace: This model may reroll a failed save in each Phase.</p> <p>Nu Shield A model with a Nu Shield has a 5+ Invulnerable save, a Three Shot Missile Launcher, and a Beam Cannon.</p> <p>Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage.</p>	<p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Funnels: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.</p> <p>If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>
	<p>High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny 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.</p>	
	<p>FACTION KEYWORDS UC, 0093, Londo Bell</p>	
	<p>KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Nu, Gundam</p>	
AEV/PFF93AR KEYWORDS	<p>Funnel, Fly</p>	



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POWER

AMURO RAY

RX-93 HWS

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
Amuro Ray	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
AEV/PFF93AR Funnel	12"	5+	3+	5	6	2	1	6	4+	5-9	10"	3+	3+
Amuro Ray in the RX-93 Nu Gundam with Heavy Weapon System is a single model equipped with a 360° Cockpit, a Bazooka, Beam Sabers, Chobham Armor, two Grenade Launchers, a Heavy Beam Saber, a HWS Nu Shield, a Mega Beam Launcher, Titanic Feet, and Twin Link 60mm Vulcans. This model is equipped with 6 AEV/PFF93AR Funnels, each of which is equipped with a Beam Cannon. Only one model with Amuro Ray may be included in your army. Only one model with Nu may be included in your army.										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam 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	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Heavy Beam Saber	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

Wargear Options This model may upgrade to the RX-93-v2 HWS Hi Nu Gundam with Heavy Weapon System; this model gains a 120mm Machine Gun (**Power Rating +1**).

ABILITIES (CONTINUED ON NEXT PAGE) **Ace:** This model may reroll a failed save in each Phase. **360° Cockpit:** May reroll a hit roll once per turn.

ABILITIES (CONTINUED)	<p>Beam Shield Emitters: If at least 3 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.</p> <p>If at any time there are less than 3 AEV/PFF93AR Funnel models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.</p> <p>If all 6 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase.</p> <p>If at any time there are less than 6 AEV/PFF93AR Funnel models in unit coherency in the Complete Beam Shield Team, then any 3 or more AEV/PFF93AR Funnel models in unit coherency can reform into a Beam Shield Team instead.</p>	<p>Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.</p> <p>Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying.</p> <p>HWS Nu Shield: A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon.</p> <p>Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage.</p> <p>Funnels: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.</p> <p>If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.</p> <p>Mobile Suit (p. 1); Core Explodes (p. 1)</p>
	<p>High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny 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.</p>	
	<p>FACTION KEYWORDS UC, 0093, Londo Bell</p>	
	<p>KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Nu, Gundam</p>	
	<p>AEV/PFF93AR KEYWORDS Funnel, Fly</p>	

LONDO BELL POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MSZ-006A1 Ace	1	160
RGM-89/RGM-89D Ace	1	95
RGM-89De Ace	1	100
RGM-96X Jesta Ace	1	105
RGZ-95C	1	150

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FD-03	1	100
RGM-86R	1	65
RGM-89/RGM-89D	1	80

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MSZ-006A1	1	150
RGM-89/RGM-89D Vet	1	85
RGM-89De	1	95
RGM-96X	1	95
RGZ-95	1	140

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
D-50C	1-3	60
RGM-89S	1	85
RGM-96X Cannon	1	115

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Amuro Ray, RGZ-91	1	210
Amuro Ray, RX-93	1	350
Kayra Su, RGM-89	1	120
Kayra Su, RGZ-91	1	180
Conroy Haagensen, RGM-89De	1	150
Nigel Garrett, RGM-96X	1	115
Daryl McGuinness, RGM-96X	1	105
Watts Stepney, RGM-96X	1	105
Watts Stepney, RGM-96X Cannon	1	125
Mackle/Haagensen, D-50C	1	80
Riddhe Marcenas, MSN-001A1	1	165
Riddhe Marcenas, RGZ-95	1	150
Norm Basilcock, RGZ-95C	1	160
Banagher Links, RX-0	1	400
Marida Cruz, RX-0	1	350
Riddhe Marcenas, RX-0	1	375

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
120mm Low Recoil Cannon	75
120mm Machine Gun	30
Armed Armor BS	90
Bazooka	25
Beam Cannon	25
Beam Gatling	60
Beam Magnum	90
Beam Rifle	75
Fire Nut Grenades	15
Grenades	0
Grenade Launcher	5
Heavy Beam Rifle	80
Heavy Missile Launcher	15
Jegan Beam Handgun	75
Jegan Beam Rifle	75
Jesta Beam Rifle	90
Large Missile Pod	6
Machine Cannon	30
Medium Missile Pod	6
Mega Beam Launcher	145
Mega Machine Cannon	40
Mega Particle Cannon	85
Missile Launcher	25
Small Missile Pod	6
Three Shot Missile Launcher	25
Twin Beam Gatling	110
Twin Link 60mm Vulcans	10
Zeta Beam Rifle	110

FUNNELS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
AEV/PFF93AR	1	100

Extra Equipment		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RX-0 Full Armor Pack	1	50
RX-0 Full Armor B Pack	1	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Armed Armor VN	40
Beam Anti Ship Sword	40
Beam Javelin	40
Beam Sabers	40
Crushing Treads	0
Dagger Knife	15
Heavy Beam Saber	40
Titanic Feet	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM (DOES NOT INCLUDE WARGEAR)
360° Cockpit	10
Anksha Combat Shields	20
Armed Armor DE	40
Armed Armor XC	20
Awakened Form	30
Back Weapon System	50
Box Pack	0
Chobham Armor	40
Combat Shield	20
Defenser A Unit	5
Defenser B Unit	5
Gustav Karl Shield	25
HWS Nu Shield	30
Nu Shield	20
Stark Armor	20
Jegan Shield	20
Jesta Shield	25
Revolving Launcher (DOES INCLUDE WARGEAR)	40
Searchlight	15
Unicorn Shield	30
Wing Pack	30

LONDO BELL WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gatling	30"	Assault 2D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
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.
Cracker Grenades	12"	Grenade D6	-	-	-	This weapon does not inflict any damage on the target. If a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of their next shooting phase.
Fire Nut Grenades	6"	Grenade 2D3	6	-1	1	This weapon automatically hits its target.
Grenades	6"	Grenade 1	6	-1	D3	-
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
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.
Heavy Missile Launcher	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired twice per battle. When targeting units with Immobile or 5+ models, this weapon's type becomes Heavy 3.
Jegan Beam Handgun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. You may add 1 to the hit roll when attacking with this weapon. This weapon may not be fired in the same turn as this unit's Jegan Beam Rifle.
Jegan 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. When an enemy model is within 1" of this model, change the type to Pistol 2.
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.					
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Missile Pod	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each of these weapons may only be fired once per battle.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Machine Cannon	48"	Heavy 2D3	7	-1	3	-
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Small Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Gatling	30"	Assault 4D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armed Armor VN	When attacking with this weapon, choose one profile below.					
-- Claw	Melee	Melee	+3	-5	3	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
-- Club	Melee	Melee	x2	-3	3	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Javelin	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
-- Bayonet	Melee	Melee	+3	-3	2D3	You may make an additional attack with this weapon each time you Fight.
-- Axe	Melee	Melee	x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.
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.
Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.
Dagger Knife	Melee	Melee	+1	-1	2	Each time you fight, you may make an additional attack with this weapon.
Heavy Beam Saber	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

OTHER WARGEAR

360° Cockpit	May reroll a hit roll once per turn.
Anksha Combat Shields	A model with Anksha Combat Shields has a 5+ Invulnerable save. The Anksha Combat Shields give this unit a +1 to armor saves when not in Space due to improved aerodynamic control surfaces.
Armed Armor DE	A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.
Armed Armor XC	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Awakened Form	A model that has taken this upgrade may make a LD check to either prevent Destroy mode from either activating or deactivating, or to activate Destroy mode at any time. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying.
Back Weapon System	When equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may only use the BWS weapons. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, Airborne, Supersonic, Hard to Hit, and Fly for the rest of the game. It's movement changes to 15".
Box Pack	This unit may only be fielded in Space.
Chobham Armor	A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Defenser A Unit	A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.
Defenser B Unit	A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.
Gustav Karl Shield	A model with a Gustav Karl shield has a 5+ invulnerable save. This model may reroll an Invulnerable save roll of 1.
HWS Nu Shield	A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon.
Nu Shield	A model with a Nu Shield has a 5+ Invulnerable save, a Three Shot Missile Launcher, and a Beam Cannon.
Jegan Shield	A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
Jesta Shield	A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
Revolving Launcher	Once per game, this unit may fire the Missile Pod. Once per game, this unit may fire the Cracker Grenade. Each time this unit is charged, it gains an additional attack.
Searchlight	If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for it's shooting or overwatch attacks.
Stark Armor	A model with Stark Armor increases their Wound characteristic by 3, while their Move characteristic is reduced by 2. The Stark Armor may be ejected at any time, resorting all characteristics to the printed values, but also losing the Medium Missile Pods and/or Heavy Missile Launchers if they have not yet been fired. Any wounds lost are first lost from the Stark Armor.
Unicorn Shield	A model with a Unicorn Shield has a 5+ Invulnerable save, and a 4+ invulnerable save against Beam and Energy shooting attacks.
Wing Pack	A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.