PRINCIPALITY OF ZEON ARMY FORCES LIST

This section contains all the datasheets that you will need in order to fight battles with your Principality of Zeon (Zeon) 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 Zeon 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**, **Zeon**, **0079**, **Ground**, **Aquatic**, and **Space**. **UC** defines the particular universe of Gundam that these suits fall into, **Zeon** as the Principality of Zeon, and **0079** as the year the unit was deployed. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Zeon 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.

Escape Vehicle - <Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

Core Explodes

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

Vehicle Squadron

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

Newtype

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

NEWTYPE DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the 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.

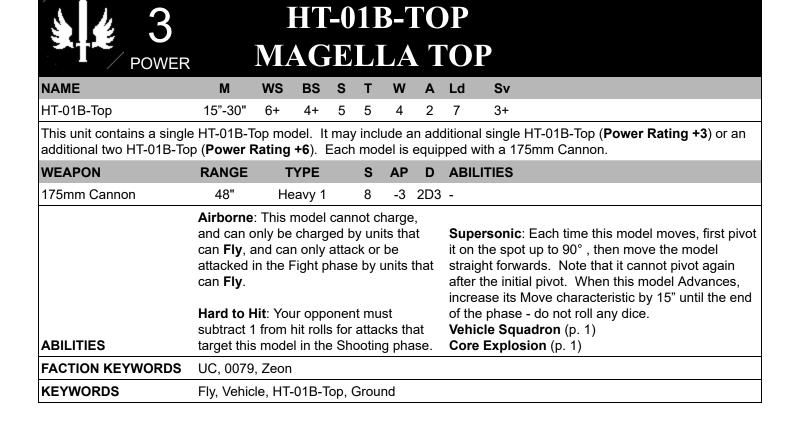


DFA-03 DOPP

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
DFA-03	15"-36"	6+	4+	5	5	6	2	7	3+	

This unit contains a single DFA-03 model. It may include an additional single DFA-03 (**Power Rating +4**) or an additional two DFA-03 (**Power Rating +8**). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
ABILITIES	and can of can Fly, a attacked is can Fly. Hard to Ha	: This model can only be charged b and can only atta- in the Fight phase dit: Your opponer from hit rolls for a model in the Sh	y un ck or e by t at mu attac	its that be units t st cks tha	t hat at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079	, Zeon				
KEYWORDS	Fly, Vehic	le, Ground		•		





HT-01B MAGELLA TANK

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
HT-01B	8"	6+	4+	5	6	6	2	7	3+

This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 175mm Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-

ABILITIES Escape Vehicle - HT-01B-Top (p. 1) Vehicle Squadron (p. 1) Core Explosion (p. 1)

FACTION KEYWORDS UC, 0079, Zeon **KEYWORDS** Vehicle, Ground

5 POWER				8-0: KU					DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-05B	*	* *	7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk,			00mm	Machi	ine (Gun, (Crack	er	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES				
100mm Machine Gun	24"	Rapid Fir	e 2D3	6	-1	1	-					
120mm Machine Gun	30"	Assau	lt 6	6	-1	1	-					
175mm Cannon	48"	Heavy	/ 1	8	-3	2D3	-					
Bazooka	48"	Heavy	2D3	8	-2	1			g units with 5 or type to Heavy 20		odels, c	hange
Cracker Grenades	12"	Grenad	e D6	*	*	*	targe Grer	et. Instea nades, you	does not inflict an d, if a unit is hit b ur opponent mus t unit until the en	y any C t subtrac	racker ct 1 fron	
Heat Hawk	Melee	Mele	е	+1	-2	D6	-					
Titanic Feet	Melee	Mele	е	User	-2	D3	Mak	e 3 hit roll	s for each attack	with this	s weap	on.
WARGEAR OPTIONS	Cannon,	el may rep or a Bazoo el may tak	oka.						120mm Machine	Gun, a	175mm	1
ABILITIES		Shield : A is a 5+ invu				nbat		oile Suit (p e Explode				
FACTION KEYWORDS	UC, 0079	, Zeon										
KEYWORDS	Titanic, V	ehicle, Mo	bile S	uit, Spa	ace,	Grou	nd					

FINAL 12 POWER		ZA			5-0: SN			ER		DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
MS-05L	*	6+	*	7	*	12	1	8	3+	7-12+	12"	2+	6
A MS-05L is a single mod	el equippe	d with	a Lon	a Be	am Ri	ifle. a	a Hea	at Hawk	. and	4-6	9"	3+	5
Titanic Feet.				J		,			,	1-3	5"	4+	4
WEAPON	RANGE	Т	YPE		S	AP	D	ABILI1	ΓIES				
Long Beam Rifle	84"	Hea	ıvy 3D	03	9	-4	4	remain phase. Save. weapo weapo	ed station Subtrace Each tine It also It may co It may to	nly fire the Long Bonary in the precect 2 from any targene you roll a Wourd inflicts a Mortal Vonly be fired 3 time arget a Character	ding met unit's od roll of Vound s in a	noveme s Invuln of 6+ w . This battle.	ent nerable ith this This
Heat Hawk	Melee	M	lelee		+1	-2	D6	-					
Titanic Feet	Melee	M	lelee		User	-2	D3	Make 3	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Supplem the Long 1, roll a D Generato wounds to Beam Riff Supplement	Beam l 6. On r explo o every le can l	Rifle, a 6, tl des, d unit v	if any he Si causi withinger f	y hit rouppler ng D3 n 6" fire if t	olls v ment 3 Moi The l the	vere tal rtal	Mobile	e Suit (p Explode	,			

Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground

FACTION KEYWORDS

KEYWORDS

UC, 0079, Zeon

7 POWER		MS-06 ZA	F/N			6J		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a Combat Shield, Cracker (•					hine G	Gun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	t. Instead ades, you	loes not inflict any d, if a unit is hit by Ir opponent must s t unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fire D	3 6	-1	1		•	g units with 5 or m type to Rapid Fire		odels, d	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		• •						175mm Cannon or le Launchers (Po v			1
ABILITIES		Shield : A modes a 5+ invulner			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, V	ehicle, Mobile	Suit, Sp	ace,	Grou	nd					

8 POWER		MS-06 ZAKU						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06F/MS-06J Ace	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06F Ace or MS-06J Gun, a Combat Shield, Cr								4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP			LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	et. Instead nades, you	oes not inflict any I, if a unit is hit by Ir opponent must s unit until the end	any Ci subtrac	racker ct 1 fror	
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS								175mm Cannon or le Launchers (Pov			1
ABILITIES		Shield: A mode a 5+ invulnera			nbat		ile Suit (p Explode	,			

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

KEYWORDS

FACTION KEYWORDS

UC, 0079, Zeon

							I					
M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
		n a Co	mba	ıt Shie	eld, F	rag	Grena	ades, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
RANGE	T	YPE		S	AP	D	ABI	LITIES				
30"	Ass	sault 6	6	6	-1	1	-					
12"	Gre	nade	1	6	-1	D3	-					
Melee	М	elee		+1	-2	D6	-					
										below.	If you	
30"	Ass	sault 6	6	7	-1	1	-					
30"	Ass	sault 1		6	-1	D3	This	weapon n	nay only be fired o	once p	er battl	e.
Melee	M	elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack v	with thi	s weap	on.
	-	•										
shield has	a 5+ i	nvuln				bat	shoo mod	oting any v lel can use	veapons in the Sh it's Smoke Grena	ooting ades; ι	phase ıntil you	, this ur next
		•					from	all hit rolls				
		(p. 1)					VEIII	ue.				
•		Mobil	e Su	it. Spa	ace	Grou	ınd					
	* podel equipper and Titanic RANGE 30" 12" Melee When attan choose be a solution of the	M WS * * * * * * * * * * * * *	M WS BS * * * * * * * * * * * * * *	M WS BS S * * * 7 Indel equipped with a Combat and Titanic Feet. RANGE TYPE 30" Assault 6 12" Grenade 1 Melee Melee When attacking with this we choose both, subtract 1 from 30" Assault 6 30" Assault 6 30" Assault 1 Melee Melee This model may replace its	M WS BS S T * * * 7 7 Indel equipped with a Combat Shiele and Titanic Feet. RANGE TYPE S 30" Assault 6 6 12" Grenade 1 6 Melee Melee +1 When attacking with this weapon choose both, subtract 1 from all 30" Assault 6 7 30" Assault 6 7 30" Assault 1 6 Melee Melee User This model may replace its MMF This model may replace it's Frage Combat Shield: A model with a shield has a 5+ invulnerable save Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0079, Zeon	M WS BS S T W * * * 7 7 12 Odel equipped with a Combat Shield, Found Titanic Feet. RANGE TYPE S AP 30" Assault 6 6 -1 12" Grenade 1 6 -1 Melee Melee +1 -2 When attacking with this weapon, chechoose both, subtract 1 from all to him 30" Assault 6 7 -1 30" Assault 6 7 -1 Melee Melee User -2 This model may replace its MMP-700 This model may replace it's Frag Green Combat Shield: A model with a comshield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0079, Zeon	M WS BS S T W A * * * 7 7 12 2 Indel equipped with a Combat Shield, Fraginal Titanic Feet. RANGE TYPE S AP D 30" Assault 6 6 -1 1 12" Grenade 1 6 -1 D3 Melee Melee +1 -2 D6 When attacking with this weapon, choose choose both, subtract 1 from all to hit rolls and a sault 6 7 -1 1 30" Assault 6 7 -1 1 30" Assault 6 7 -1 1 30" Assault 6 7 -1 D3 Melee Melee User -2 D3 This model may replace its MMP-70C with This model may replace it's Frag Grenade Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0079, Zeon	M WS BS S T W A Ld * * * 7 7 12 2 7 Indeel equipped with a Combat Shield, Frag Grens and Titanic Feet. RANGE TYPE S AP D ABI 30" Assault 6 6 -1 1 - 12" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - When attacking with this weapon, choose one choose both, subtract 1 from all to hit rolls made and any replace its MMP-70C with a 13 This model may replace its MMP-70C with a 13 This model may replace it's Frag Grenades with the same of	M WS BS S T W A Ld Sv * * * 7 7 12 2 7 3+ Indel equipped with a Combat Shield, Frag Grenades, a and Titanic Feet. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - 12" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - When attacking with this weapon, choose one or both of choose both, subtract 1 from all to hit rolls made with this 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 1 6 -1 D3 This weapon in Melee Melee User -2 D3 Make 3 hit rolls. This model may replace its MMP-70C with a 120mm Mac This model may replace it's Frag Grenades with Smoke Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Shooting phas from all hit rolls. Vehicle. UC, 0079, Zeon	TAKUITKAI Some of this mochange as it suff shown below: M WS BS S T W A Ld SV REMAINING W * * * 7 7 12 2 7 3+ 7-12+ Determined equipped with a Combat Shield, Frag Grenades, a and Titanic Feet. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - 12" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - When attacking with this weapon, choose one or both of the profiles listed choose both, subtract 1 from all to hit rolls made with this weapon. 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 1 6 -1 D3 This weapon may only be fired of the profiles listed choose both, subtract 1 from all to hit rolls made with this weapon. This model may replace its MMP-70C with a 120mm Machine Gun. This model may replace it's Frag Grenades with Smoke Grenades. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0079, Zeon	TAKUTIKAT Some of this model's change as it suffers dar shown below: M WS BS S T W A Ld SV REMAINING W M * * * 7 7 12 2 7 3+ 7-12+ 12" Ordel equipped with a Combat Shield, Frag Grenades, a and Titanic Feet. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - 12" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - When attacking with this weapon, choose one or both of the profiles listed below. choose both, subtract 1 from all to hit rolls made with this weapon. 30" Assault 6 7 -1 1 - 30" Assault 1 6 -1 D3 This weapon may only be fired once power of this model may replace it's Frag Grenades with Smoke Grenades. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) Some of this model's change as it suffers dar shown below: change as it suffers dar shown below: change as it suffers dar shown below: REMAINING W M REMAINING W M * * * * 7 7 12 2 7 3+ 7-12+ 12" 4-6 9" 1-3 5" 1-3 5" This weapon may only be fired once power of the profiles listed below. This weapon may only be fired once power of the profiles listed below. This weapon may only be fired once power of the profiles listed below. The profile	Some of this model's character change as it suffers damage, a shown below: M WS BS S T W A Ld SV REMAINING W M WS * * * 7 7 12 2 7 3+ 7-12+ 12" 4+ deel equipped with a Combat Shield, Frag Grenades, a and Titanic Feet. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - 12" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon. 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 1 6 -1 D3 This weapon may only be fired once per battle Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its MMP-70C with a 120mm Machine Gun. This model may replace it's Frag Grenades with Smoke Grenades. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase model can use it's Smoke Grenades; until you shooting phase, your opponent must subtract from all hit rolls for ranged weapons that target vehicle. UC, 0079, Zeon

6 POWER	7	MS ZAKU (ON		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06K	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06K is a single mod Smoke Grenades, and Ti		d with a 175mm	Cann	on, a	a Con	nbat Sl	nield,	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
75mm Gatling Cannon	30"	Assault 2D6	7	-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Heat Hawk	Melee	Melee	+1	-2	D6	-					
MMP-70C		acking with this voth, subtract 1 fr						the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	weapon n	nay only be fired o	nce p	er battle) .
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode each). This mode +1), MMP	el may take in a	ddition 20mm l ating +	up t Macł ·1).	o 4 T	hree S Gun (P	hot Missi ower Ra	n Gatling Cannon (le Launchers (Pov ting +1), Bazooka	ver Ra	ating +1	1
		Shield: A model s a 5+ invulneral			nbat	shoot	ing any w	des: Once per gar veapons in the Sho it's Smoke Grena	ooting	phase,	this
ADII ITIES	Mobile S	uit (p. 1)				Shoot	ting phas all hit rolls	e, your opponent r s for ranged weap	nust s	ubtract	1

vehicle.

Core Explodes (p. 1)

Titanic, Vehicle, Mobile Suit, Space, Ground

UC, 0079, Zeon

ABILITIES

KEYWORDS

FACTION KEYWORDS



MS-06R1-A ZAKU II HIGH MOBILITY TYPE

DAMAGE

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

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06R1-A	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single mo	odel eau	uipped v	vith a	120r	nm M	lachir	ne G	un. a (Combat	4-6	9"	5+	5+
Shield, Cracker Grenades, a								,		1-3	5"	6+	6+

Timera, Craining Craining	-,					
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.
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS	This mode	l may replace i	ts 120r	nm N	/lach	ine Gun with a Bazooka.
ABILITIES		shield: A mode a 5+ invulnera nit (p. 1)			bat	Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0079,	Zeon				
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace		

9 POWER		N	AS	G <i>A</i> 5-0			-A			DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Gaia	*	*	*	7	7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zak		-			_					4-6	9"	5+	4+
120mm Machine Gun, a C Titanic Feet. Only one mo									, and	1-3	5"	6+	5+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 6	6	6	-1	1	-					
Bazooka										g units with 5 or m Type to Heavy 2D6		odels, d	change
Cracker Grenades	This weapor target. Inste Grenades, y							et. Instead ades, you	oes not inflict any I, if a unit is hit by r opponent must s unit until the end	any C subtra	racker ct 1 froi		
Heat Hawk	Melee	M	elee		+1	-2	D6	-					
Titanic Feet	Melee	M	elee	ι	Jser	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode	el may	replac	ce its	120r	nm N	/lach	ine Gu	ın with a E	Bazooka.			
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.									his unit can move (even if it has not s (p. 1)		•	
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gaia, Space												

10 POWER		OHNN MS		DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS			
Johnny Ridden	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	2+			
Johnny Ridden in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one model of this type may be included in your army. 4-6 9" 4+ 3+ 1-3 5" 5+ 4+														
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
120mm Machine Gun	30"	Assault 6												
Bazooka	When targeting units with 5 or more models, char 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.										change			
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	t. Instead ades, you	veapon does not inflict any damage on the Instead, if a unit is hit by any Cracker Ides, your opponent must subtract 1 from all Is for that unit until the end of the turn.						
Heat Hawk	Melee	Melee	+1	-2	D6	-								
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.			
WARGEAR OPTIONS	This mode	el may replace i	its 120r	nm N	Mach	ine Gu	ın with a E	Bazooka.						
ABILITIES		a 5+ invulnera			nbat	Char		his unit can move (even if it has not s (p. 1)		•				
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space													

11 POWER		CHA				NA 6S	
NAME	M	WS	BS	S	Т	W	Α
Char Aznable	*	*	*	7	7	15	5
Char Aznable in the MS-06 with a 120mm Machine Gu Combat Shield. Only one r	n, Crack	er Gren	ades,	a H	eat H	lawk,	Titan
WEAPON	RANGE	Т	YPE		S	AP	D
					_		

DAMAGE

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

NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS			
Char Aznable	*	* *	7 7	15	5	9	3+	8-15+	12"	2+	2+			
Char Aznable in the MS-0 with a 120mm Machine Combat Shield. Only one	Gun, Cracke	r Grenades, a	Heat H	awk,	Titan	ic Fe	et, and a	4-7 1-3	9" 5"	3+ 4+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D		LITIES							
120mm Machine Gun	30"	Assault 6	6	-1	1	-								
175mm Cannon	48"	Heavy 1	8	-3	2D3	-								
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	hange			
Cracker Grenades	12"													
Heat Hawk														
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith this	s weap	on.			
WARGEAR OPTIONS	This mode	el may replace	e its 120r	mm l	Mach	ine G	un with a 1	75mm Cannon or	a Baz	ooka.				
	Mobile Su	uit (p. 1)						This unit can move						
ABILITIES		Shield: A mod a 5+ invulne			nbat			(even if it has not s (p. 1)	ueciai	eu a ci	iarge).			
PSYKER	Shield has a 5+ invulnerable save. Core Explodes (p. 1) 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, 0079, Zeon													
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Ch	ar Az	znabl	e, Ps	yker, Newt	ype, Space, Groui	nd					

9 POWER		MS	-07	'B (G(ΟU	JF		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS E	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
MS-07B	*	*	* 8	7	12	3	8	3+	7-12+	12"	3+	3+	
A MS-07B is a single mod Shield, a Heat Rod, a Hea				Hand (Cann	on, a	Com	bat	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	LITIES					
35mm Hand Cannon	30"	Pisto	ol 6	5	0	1	-						
120mm Machine Gun	30"	Assa	ult 6	6	-1	1	-						
Bazooka	\								g units with 5 or m type to Heavy 2D6		odels, c	hange	
Heat Rod	Melee	Mel	ee	+1	-3	D6	wear	oon, it also	roll a Wound roll on inflicts a Mortal Nortal Norta	Vound	l. This		
Heat Saber	Melee	Mel	ee	+2	-2	D6	-						
Titanic Feet	Melee	Mel	ee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode +1).	el may ta	ke a 1	20mm I	Mach	nine (Gun (F	Power Rat	t ing +1) or a Bazo	oka (I	Power F	Rating	
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,				
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character	, Titanic,	Vehicl	e, Mob	ile Sı	uit, G	round	I					

10 POWER		RAM M	BA S-0			DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Ramba Ral	*	* * 8	3 7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-078 Cannon, a Combat Shield of this model may be inclu	4-6 1-3	9" 5"	3+ 4+	3+ 4+							
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	When							g units with 5 or mo type to Heavy 2D6		odels, o	change
Heat Rod	Melee	Melee	+1	-3	D6	wea	pon, it also	roll a Wound roll of inflicts a Mortal W inly be used once	Vound	l. This	
Heat Saber	Melee	Melee	+2	-2	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode +1).	el may take a 1	20mm	Macl	nine (Gun (I	Power Ra	ting +1) or a Bazo	oka (I	Power	Rating
ABILITIES		Shield: A mode a 5+ invulnera			nbat		oile Suit (p e Explode				
FACTION KEYWORDS	UC, 0079,	Zeon									_

Character, Titanic, Vehicle, Mobile Suit, Ground

10 POWER		LOU MS	RO 5-07			DAMAGE Some of this mod change as it suffe shown below:						
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Lou Roher	*	* *	8 7	12	4	9	3+	7-12+	12"	2+	3+	
Lou Roher in the MS-07B-								4-6	9"	3+	4+	
Hand Cannon, a Combat sone of this model may be			eat Sabe	r, an	d Tita	anic F	eet. Only	1-3	5"	4+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
35mm Hand Cannon	30"	Pistol 6	5	0	1	-						
75mm Gatling Cannon	30"	Assault 2D6	5 7	-1	1	-						
Heat Rod	Melee	Melee	+1	-3	D6	wear	pon, it also	roll a Wound roll o inflicts a Mortal V nly be used once	V ound	. This		
Heat Saber	Melee	Melee	+2	-2	D6	-						
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may take a	75mm G	atling	g Ca	nnon ((Power Ra	ating +3).				
		Shield : A mod a 5+ invulner			bat			his unit can move (even if it has not				
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0079, Zeon											

Character, Titanic, Vehicle, Mobile Suit, Ground

10 POWER				NN: 5-07					DAMAGE Some of this mod change as it suffor shown below:			
NAME	М	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Manning	*	*	*	8 7	12	3	8	3+	7-12+	12"	3+	3+
Manning in the MS-07B-3 Hand Cannon, a Combat one of this model may be			4-6 1-3	9" 5"	4+ 5+	4+ 5+						
WEAPON	RANGE	TY	PE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pist	ol 6	5	0	1	-					
75mm Gatling Cannon	30" Assault 2D6 7 -1 1 -											
Heat Rod								pon, it also	roll a Wound roll inflicts a Mortal \ nly be used once	Nound	I. This	
Heat Saber	Melee	Mel	lee	+2	-2	D63	-					
Titanic Feet	Melee	Mel	lee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode	I may ta	ake a	75mm G	atlin	g Car	non	(Power Ra	ating +2).			
	Combat S shield has					nbat			his unit can move (even if it has not		•	
ABILITIES	Mobile Su	it (p. 1)					Cor	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground											



NORRIS PACKARD MS-07B-3

DAMAGE

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

NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Norris Packard	*	* *	8 7	12	5	9	3+	7-12+	12"	2+	2+
Norris Packard in the MS 35mm Hand Cannon, a C	Combat Shie	eld, a Heat Ro	od, a Hea	t Sa	•			4-6	9"	3+	3+
Feet. Only one of this m	odel may be	included in y	our army	/.				1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
75mm Gatling Cannon	30"	Assault 2D6	5 7	-1	1	-					
Heat Rod	Melee	Melee	+1	-3	D6	wea	pon, it also	roll a Wound roll on inflicts a Mortal Vonly be used once	Vound	. This	
Heat Saber	Melee	Melee	+2	-2	D6	-					
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon									on.	
WARGEAR OPTIONS	This mode	el may take a	75mm G	atlin	g Ca	nnon	(Power Ra	ating +2).			
		Shield: A mod a 5+ invulne			bat			his unit can move (even if it has not		•	

ABILITIES Mobile Suit (p. 1)

Core Explodes (p. 1)

FACTION KEYWORDS

UC, 0079, Zeon

KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground

8 POWER	GO	PE	DAMAGE Some of this mod change as it suffe shown below:								
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-07H-8	*	* * 7	7	12	2	7	3+	7-12+	15"	4+	4+
A MS-07H-8 is a single n	nodel equipa	ped with a 35m	m Hand	d Ca	nnon	. a Co	mbat	4-6	11"	5+	5+
Shield, Heat Saber, and						,		1-3	6"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
75mm Gatling Cannon	30"	Assault 2D6	7	-1	1	-					
Heat Saber	Melee	Melee	+2	-2	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take a 7	5mm G	atlin	g Ca	nnon ((Power Ra	ating +3).			
ABILITIES		Shield: A mode a 5+ invulnera			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079,	, Zeon									

Fly, Titanic, Vehicle, Mobile Suit, Ground

8 POWER			M E		-08 RE				DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-08TX	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-08TX is a single mo	odel equipp	ed witl	h a He	eat S	aber,	a Sh	otgu	n, Sm	oke	4-6	9"	4+	4+
Launchers, and Titanic Feet.										1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
35mm Hand Cannon	30" Pistol 6 5 0 1							-					
Shotgun	When atta	acking	with th	าis พ	eapor/	n, ch	oose	one	of the profi	les below			
Solid Slug	30"	Ass	sault 1		7	-2	D6	-					
Scatter Shot	24"	Ass	ault D	3	6	-1	D3	-					
Heat Saber	Melee	M	1elee		+2	-2	D6	-					
Titanic Feet	Melee	M	1elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	/ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	take a	a 35ı	mm H	and	Canr	on (P	ower Rat	ing +1).			
	This model may take a 35mm Hand Cand Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							shoo mod	oting any w el can use	hers: Once per ga reapons in the Sho it's Smoke Launc e, your opponent i	ooting hers;	phase, until you	this ur next
ABILITIES	Mobile Su Core Exp							all hit rolls	s for ranged weap				
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												



NIMBUS SCHTERZEN DAMAGE Some of the MS-08TX (EXAM)

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

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Nimbus Schterzen	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Nimbus Schterzen in a MS-lequipped with four Grenade	Launch	id two	4-6	9"	3+	4+							
Three Shot Missile Launche Schterzen in your army.	ers. You	may o	nly ha	ve o	ne m	odel v	vith I	Nimbu	ıs	1-3	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.						
Heat Saber	Melee	Melee	+2	-2	D6	-						
Titanic Feet	Melee	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.										
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	D3	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
	Mobile S	uit (p. 1)										
ABILITIES	Core Exp	olodes (p. 1)				Hit and Run :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
PSYKER	psyker. He Newtype is succes fails, this own. This	,										
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Characte	Character, Titanic, Vehicle, Mobile Suit, Nimbus Schterzen, Psyker, Newtype, Ground										



MS-09/MS-09R DOM/RICK DOM

DAMAGE

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

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a sing	ale model	eguipp	ed wit	h a E	Bazoo	oka. a	Hea	at Sab	er. a	4-6	10"	5+	5+
Diffuse Beam Gun, and T	-					,			,	1-3	6"	6+	6+
WEAPON	RANGE	т	YPF		S	ΔΡ	D	ΔRII	ITIES				

,								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
120mm Machine Gun	30"	Assault 6	6	-1	1	-		
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.		
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.		
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.		
Heat Saber	Melee	Melee	+2	-2	D6	-		
MMP-70C		•	•			one or both of the profiles listed below. If you made with this weapon.		
90mm MMP-70C	30"	Assault 6	7	-1	1	-		
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
WARGEAR OPTIONS		l may replace ooka (Power F			with	a 120mm Machine Gun, a MMP-70C, or a 360mm		
ABILITIES	Mobile Su	it (p. 1)				Core Explodes (p. 1)		
FACTION KEYWORDS	UC, 0079,	Zeon						
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space							



MS-09/MS-09R VETERAN

DAMAGE

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-09/MS-09R Veteran	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09/MS-09R Veteran is	A MS-09/MS-09R Veteran is a single model equipped with a Bazooka, a Heat 4-6 10" 4+ 4+											4+	
	aber, a Diffuse Beam Gun, and Titanic Feet.										6"	5+	5+

Saber, a Billase Bearin S	ari, aria rita	illo i cot.				10 0.0.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Heat Saber	Melee	Melee	+2	-2	D6	-					
MMP-70C			•			one or both of the profiles listed below. If you made with this weapon.					
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2).									
ABILITIES	Mobile Su	Mobile Suit (p. 1) Core Explodes (p. 1)									
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space										

8 POWER		MS-0	GAI 9/M		-09	PR		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom or MBazooka, a Heat Saber, a with Gaia may be included	Diffuse Be	am Gun, an						4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy D6	s 9	-3	D2	bear chan	er. When toge this we	can target units not targeting units with eapon's type to He	n 5 or avy 2l	more m D6.	odels,
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	nange
Diffuse Beam Gun	12"	Grenade ²		*	*	This targe	weapon det. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtr nit until the end of	dama any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+2	-2	D6	-					
MMP-70C		cking with th th, subtract						the profiles listed I weapon.	oelow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	€.
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		l may replac ooka (Powe			with	a 120	mm Mach	nine Gun, a MMP-7	70C, o	r a 360	mm
ABILITIES	Mobile Su	i t (p. 1)				Core	Explode	es (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									

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

7 POWER		MS RICI	S-09 K D			II		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09R-2	*	* *	8 8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R-2 is a single m Beam Gun, and Titanic Fo		oed with a Ba	azooka, a	Неа	t Sab	oer, a l	Diffuse	4-6 1-3	10" 6"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	ITIES				
360mm Giant Bazooka	84"	Heavy D6	S 9	-3	D2	bear	er. When	can target units not targeting units with eapon's type to He	5 or	more m	
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or mo		odels, c	hange
Diffuse Beam Gun	12"	Grenade :	1 *	*	*	targe Guns	et. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtra nit until the end of t	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+2	-2	D6	-					
MMP-70C		cking with th						the profiles listed b weapon.	elow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon r	nay only be fired o	nce p	er battle) .
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		iis weapon may on	ly be	fired on	ce per
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Rating +2							a 360mm Giant B	azook	a (Pow	er
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	es (p. 1)			

UC, 0079, Zeon

Titanic, Vehicle, Mobile Suit, Ground, Space

FACTION KEYWORDS

14 POWER				IS-14 LGO			1		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14A	*	*	*	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A is a single mod	del equippe	d with	a Bea	m Rifle, a	Cor	nbat s	Shield	, Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S				,				,	1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	eavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			;
Titanic Feet	Melee	M	lelee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	M	lelee	+3	-3	2D3	weap	oon, it also earer figh	roll a Wound roll on inflicts a Mortal Worts with this weapoock with this weapoock	Vound n, it ca	. Each	time
ABILITIES		Combat Shield: Models with a Combat Mobile Suit (p. 1) Shield have a 5+ invulnerable save. Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079,	UC, 0079, Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space											

14 POWER	Т	S-14B IGH						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14B	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14B is a single mo	del equippe	d with a Bear	n Rifle. T	itani	c Fee	et. and	a Twin	4-7	9"	4+	4+
Beam Saber.			, .			-,		1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack w	vith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	weap	oon, it also earer figh	roll a Wound roll on the conflicts a Mortal Worts with this weapook with this weapo	Vound n, it ca	l. Each	n time
ABILITIES		un :This unit of ge phase (ev a charge).					ile Suit (p	,			
FACTION KEYWORDS	UC, 0079,	UC, 0079, Zeon									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space										



D	ΑI	VI	A	G	b		
_							

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Shin Matsunaga	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	2+
	Shin Matsunaga in a MS-14B Gelgoog High Mobility Type is a single model											4+	3+
	equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber. Only one model of this type may be included in your army.										5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.
ABILITIES		:This unit car phase (even harge).				Mobile Suit (p. 1) Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0079, Z	eon				
KEYWORDS	Character, T	itanic, Vehicle	e, Mobi	le S	uit, G	round, Space



Bazooka (Power Rating +1).

Titanic, Vehicle, Mobile Suit, Ground, Space

Mobile Suit (p. 1)

UC, 0079, Zeon

WARGEAR OPTIONS

FACTION KEYWORDS

ABILITIES

KEYWORDS

DAMAGE

Core Explodes (p. 1)

REMAINING W

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

WS

BS

MS-14C	*	* * 8	8	15	2	7	3+	8-15+	12"	4+	3+	
A MS-14C is a single mo	del equippe	ed with a Beam	Rifle, a	Bea	ım Ca	annon,	Titanic	4-7	9"	5+	4+	
Feet, and a Twin Beam S			,			,		1-3	5"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
360mm Giant Bazooka	84"	Heavy D6	9	D2	beare	er. When t	an target units no argeting units wi apon's type to H	th 5 or i	more m			
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or r ype to Heavy 2D		odels, c	hange	
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a Wound roll inflicts a Mortal				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a Wound roll inflicts a Mortal				
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or r type to Rapid Fire		odels, c	hange	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack	with thi	s weap	on.	
Twin Beam Saber	Melee	Melee	+3	-3	2D3	weap	on, it also earer figh	roll a Wound roll inflicts a Mortal ts with this weap k with this weap	Wound on, it ca	. Each	time	
Twin Beam Saber Melee +3 -3 2D3 additional attack with this weapon. This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model replace its Beam Rifle with a Bazooka (Power Rating -2) or a 360mm Giant												

17 POWER	MS	S-14Jg J	g GE ÄGF			OC)G	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
MS-14Jg	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+	
A MS-14Jg is a single model equipped with a Beam Machine Gun, Beam Sabers,											4+	
	Guns, Titanic Feet, and Twin Link 60mm Vulcans. 1-3 5" 5+ 5+											
WEAPON	RANGE	ANGE TYPE S AP D ABILITIES										
Beam Machine Gun	36"	Each time you roll a Wound roll of 6+ with 136" Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound.										
Beam Sabers	Melee	Melee	+3	-3	D6		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Spot Gun	12"	Pistol 3	8	-3	2		•	roll a Wound roll o inflicts a Mortal V				
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	y.	
ABILITIES		un :This unit oge phase (evalue)				in Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS		C, 0079, Zeon										

Titanic, Vehicle, Mobile Suit, Ground, Space

15 POWER	M			GE MM				\mathbf{G}	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14S	*	*	*	8 8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14S is a single mod	lel equippe	d with	a Bea	am Rifle. a	Cor	nbat	Shield.	Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S				, -			,		1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this 36" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.									5	
Titanic Feet	Melee	M	1elee	User	-2	D3	Make	3 hit rolls	s for each attack v	ith thi	is weap	on.
Twin Beam Saber	Melee	M	1elee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					ı time
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Character	, Titan	ic, Vel	hicle, Mob	ile S	uit, G	Ground	, Space				



CHAR AZNABLE MS-14S

DAMAGE

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Char Aznable	3+	8-15+	12"	2+	2+								
Char Aznable in a MS-14S	Gelgoog	d with a	4-7	9"	3+	3+							
Beam Rifle, a Combat Shie model with Char Aznable r	one one	1-3	5"	4+	4+								

	•											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
						Mobile Suit (p. 1)						
	Combat Sh	ield: Models	with a	Com	bat							
ABILITIES	Shield have	a 5+ invulne	erable sa	ave.		Core Explodes (p. 1)						
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, 0079, Zeon											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Space											

12 POWER			'QU MS-					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	Α
M'Quve	*	* 3	8 7	12	*	8	3+	7-12+	12"	2+	4
M'Quve in a YMS-15 Gya	-	•					•	4-6	9"	3+	3
Sword, a Gyan Shield, an included in your army.	d Titanic Fe	eet. Only one	e model o	of this	s type	e may	be	1-3	5"	4+	2
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Anti Ship Sword	Melee	Melee	x2	-3	pon. Each	ract 1 from all Hit r time you roll a Wo also inflicts a Mor	ound r	oll of 6+	with		
Gyan Shield	48"	Rapid Fire D	03 6	-1	1	The Gyan shield provides a 5+ invulnerable save in addition to the missiles. When targeting units with sor more models, change this weapon's type to Rapid Fire D6.					with 5
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
ABILITIES	Mobile Su	uit (p. 1)				Core	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space										

8 POWER		ŀ		S-1					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS18-E	*	*	*	8 6	12	3	8	3+	7-12+	15"	3+	3+
A MS-18E is a single mod Link 60mm Vulcans.	lel equippe	d with	Beam	Sabers,	Titan	ic Fe	et, an	d Twin	4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Bazooka	48"	Hea	vy 2D3	8	-2	1	Whe	n targetin	g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Saber	Melee	M	lelee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			;
Chain Mine	8"	Grena	ade 2D	6 10	-3	1	This	weapon n	nay only be fired o	nce p	er battle	Э.
Shotgun	When atta	acking	with thi	s weapo	on, ch	noose	one o	of the profi	iles listed below.			
Solid Slug	30"	Ass	sault 1	7	-2	D6	-					
Scatter Shot	24"	Ass	ault D3	6	-1	D3	-					
Sturm Faust	48"	He	avy 1	8	-2	D6	Each battle		is weapon may or	ily be	fired on	ice per
Titanic Feet	Melee	М	lelee	Use	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	24"	Rapi	d Fire 4	4 4	0	1	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
WARGEAR OPTIONS	This model may take up to two Bazookas (Power Rating +1 each). This model may take a Chain Mine (Power Rating +2). This model may take up to two Shotguns (Power Rating +1 each). This model may take two Sturm Fausts (Power Rating +1).											
ADII ITIFO		nly 2 d	of it's op						This unit can move (even if it has not			

Core Explodes (p. 1)

ABILITIES

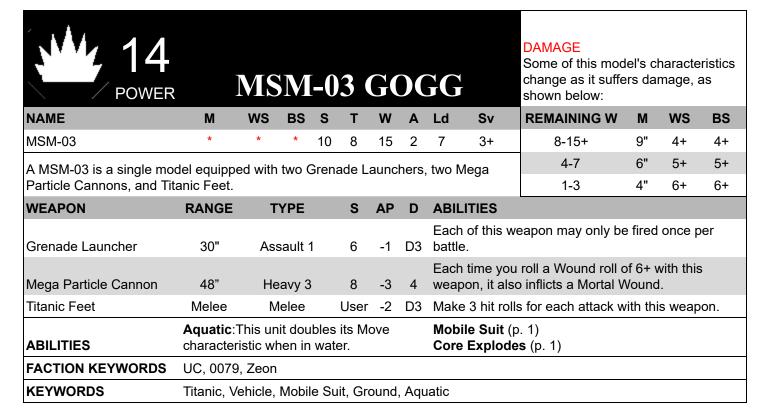
KEYWORDS

FACTION KEYWORDS

Mobile Suit (p. 1)

Titanic, Vehicle, Mobile Suit, Ground, Space

UC, 0079, Zeon



15 POWER				M-G			DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-03C	*	* *	10	7	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03C is a single me	odel equipi	ped with tw	vo 90	mm Ma	achin	ie Gi	ıns, fo	our	4-7	6"	5+	5+
Grenade Launchers, two							,		1-3	4"	6+	6+
WEAPON	RANGE	TYPE	=	S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid Fir	e D3	6	-1	1	-					
Grenade Launcher	30"	Assaul	t 1	6	-1	D3	Each	of this we	eapon may only be	e fired	l once.	
Mega Particle Cannon	48"	Heavy	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			3
Sturm Faust	24"	Heavy	1	8	-2	D6	Each	Each of this weapon may only be fired once.				
Titanic Feet	Melee	Mele	Э	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.
WARGEAR OPTIONS	This unit r	nay take ເ	ıp to t	wo Stu	ırm F	aust	S.					
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Mobile Suit (p. 1) Hand Missile Unit: Each the use of a Mega Partice Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079	, Zeon										
KEYWORDS	Titanic, Ve	ehicle, Mol	oile S	uit, Gro	ound	, Aqı	ıatic					

9 POWER										DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-04	*	*	*	8	6	15	2	7	3+	8-15+	9"	4+	4+
A MSM-04 is a single mod	del equippe	ed with	a Med	ga Pa	rticle	Car	nnon	a Mis	ssile	4-7	6"	5+	5+
Launcher, Titanic Feet, ar										1-3	4"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Mega Particle Cannon										roll a Wound roll o inflicts a Mortal V			3
Missile Launcher	72"	Hea	avy D3	3	8	-2	2			g units with 5 or m type to Heavy D6.		odels, d	change
Titanic Feet	Melee	M	lelee	ι	Jser	-2	D3	Make	e 3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add Fly .	1 to all to	hit rolls made aga	inst ta	rgets th	nat can
WARGEAR OPTIONS	This unit may replace its Mega Particle Cannon with a Missile Launcher (Power Level -3). This unit may replace its Missile Launcher with a Mega Particle Cannon (Power Level +3).												
ABILITIES	Aquatic:7					ove	Explode ile Suit (p	** '					
FACTION KEYWORDS	UC, 0079	, Zeon				-							
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Ground, Aquatic											

14 POWER				SM-			DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
MSM-07	*	*	*	9 7	15	3	8	3+	8-15+	9"	3+	3+	
A MSM-07 is a single mod Launcher, and Titanic Fee	Missile	4-7 1-3	6" 4"	4+ 5+	4+ 5+								
WEAPON	RANGE TYPE S AP D ABILITI												
Mega Particle Cannon	48"	He	avy 3	8	-3	4		-	ou roll a Wound roll of 6+ with this llso inflicts a Mortal Wound.				
Missile Launcher	72"	Hea	ıvy D3	8	-2	2			g units with 5 or m type to Heavy D6.	ore m	odels, d	change	
Titanic Feet	Melee	M	elee	User	-2	D3	Mak	e 3 hit roll	s for each attack w	ith th	is weap	on.	
ABILITIES	Aquatic:T			es (p. 1) b. 1)									
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Ve	ehicle, I	Mobile	Suit, Gro	ound	, Aqı	ıatic						



KEYWORDS

MSM-07E Z'GOK **EXPERIMENTAL**

DAMAGE

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

BS

2+

3+

4+

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-07E	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07E is a single mode	A MSM-07E is a single model equipped with two Beam Cannons, a Missile												4+
Launcher, and Titanic Feet.												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.						
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, chang this weapon's type to Heavy D6.						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	•	nis unit double stic when in wa		ove		Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											

CHAR AZNABLE DAMAGE Some of this model's characteristics **MSM-07S** change as it suffers damage, as **POWER** shown below: **NAME REMAINING W** М WS BS Ld Sv М WS Char Aznable 9 7 15 5 9 3+ 8-15+ 10" 2+ 4-7 Char Aznable in a MSM-07S Z'Gok Commander Type is a single model equipped 3+ with two Mega Particle Cannons, a Missile Launcher, and Titanic Feet. Only one model with Char Aznable may be included in your army. 1-3 5" 4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
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.	
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.	
	Core Explodes (p. 1)						
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Mobile Suit (p. 1)						
	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.						
PSYKER	manifestin	g. Note - New					

Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Aquatic

42 POWER				ISI ZO						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-10	*	*	*	10	7	15	2	7	3+	8-15+	9"	5+	4+
A MSM-10 is a single mod	del equippe	d with	9 Me	ga Pa	article	Car	non	s and	Titanic	4-7	6"	6+	5+
Feet.				J						1-3	4"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
Mega Particle Cannon	48"	He	eavy 3		8	-3	4		•	roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	M	1elee	ι	Jser	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Core Explodes (p. 1)					of it		cs : The Zock may article Cannons ago . 1)					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Ve	hicle,	Mobil	e Suit	t, Gro	ound	, Aqı	ıatic					

16 POWER	NIM	IBUS S RX-'					ZEN	DAMAGE Some characteristics ch damage, as show	nange	as it su	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Nimbus Schterzen	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+
Nimbus Schterzen in the RX-79BD-2 Gundam Blue Destiny Unit 2 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, Two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Nimbus Schterzen may be taken for your							3+				
army.								1-4	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Eacl battl		eapon may only b	e fired	once p	er
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F l	ly.
WARGEAR OPTIONS	· · · · · · · · · · · · · · · · · · ·										
	Mobile S	uit (p. 1)									
ABILITIES	Core Explodes (p. 1)					_	nbat Shiel invulneral	d : A model with a ole save.	comba	at shiel	d has
	•	Exam System::A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the									

PSYKER

KEYWORDS

FACTION KEYWORDS

UC, 0079, Zeon

Ground, Space

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.

Character, Titanic, Vehicle, Mobile Suit, Gundam, Nimbus Schterzen, Psyker, Newtype,

ZEON 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)
MS-06F/J Ace	1	80
MS-07B	1	110
MS-08TX	1	110
MS-14S	1	155

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-05B	1	55
MS-06F/J	1	70
MS-06FZ	1	75
MS-09/MS-09R	1	100
MS-09R2	1	100
MSM-04	1	70

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06R1-A	1	90
MS-07H-8	1	110

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-05L	1	70
MS-09/MS-09R Veteran	1	115
MS-14A	1	150
MS-14B	1	170
MS-14Jg	1	170
MS-18E	1	115
MSM-07	1	86
MSM-07E	1	86

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
HT-01B	1-3	60
MS-06K	1	70
MS-14C	1	160
MSM-03	1	91
MSM-03C	1	76
MSM-10	1	80

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
DFA-03	1-3	35
НТ-01В-Тор	1-3	30

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Eric Mansfield, MS-06R1-A	1	95
Gaia, MS-06R1-A	1	95
Johnny Ridden, MS-06R-2	1	105
Char Aznable, MS-06S	1	151
Ramba Ral, MS-07B	1	130
Lance Gerfield, MS-07B-3	1	140
Lou Roher, MS-07B-3	1	130
Norris Packard, MS-07B-3	1	150
Nimbus Schterzen, MS-08TX (EXAM)	1	135
Gaia, MS-09/MS-09R	1	120
Shin Matsunaga, MS-14B	1	180
Char Aznable, MS-14S	1	190
M'Quve, YMS-15	1	150
Char Aznable, MSM-07S	1	131

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Machine Gun	75
Beam Rifle	75
Beam Spot Gun	35
Chain Mine	40
Cracker Grenades	0
Diffuse Beam Gun	0
Frag Grenades	0
Grenade Launcher	5
Gyan Shield	45
Long Beam Rifle	145
Mega Particle Cannon	85
Missile Launcher	25
Shotgun	20
Sturm Faust	6
Three Shot Missile Launcher	25
Twin Link 60mm Vulcans	10

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
75mm Gatling Gun	50
90mm Machine Gun	15
MMP-70C	40
100mm Machine Gun	25
120mm Machine Gun	30
175mm Cannon	25
240mm Cannon	65
360mm Giant Bazooka	70
Bazooka	25
Beam Cannon	25

MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Beam Anti Ship Sword	40					
Beam Sabers	40					
Heat Hawk	20					
Heat Saber	20					
Heat Rod	20					
Titanic Feet	0					
Twin Beam Saber	50					

OTHER WARGEAR				
WARGEAR	POINTS PER ITEM			
Combat Shield	20			
Smoke Grenades	0			

ZEON WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
75mm Gatling Cannon	30"	Assault 2D6	7	-1	1	-
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
MMP-70C		king with this weaponade with this weap		ose on	e or both	n of the profiles listed below. If you choose both, subtract 1 from all
90mm Machine Gun	30"	Assault 6	7	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.
360mm Giant Bazooka	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
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 Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Spot Gun	12"	Pistol 3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Chain Mine	8"	Grenade 2D6	10	-3	1	This weapon may only be fired once per battle. Inflicts a Mortal Wound in addition to normal damage.
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Diffuse Beam Gun	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Frag Grenades	12"	Grenade 1	6	-2	D2	_
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Gyan Shield	48"	Rapid Fire D3	6	-1	1	The Gyan shield provides a 5+ invulnerable save in addition to the missiles. When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the closest 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.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.

RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun When attacking with this weapon, choose one of the profiles listed below.						
Solid Slug	30"	Assault 1	7	-2	D6	-
Scatter Shot	24"	Assault D3	6	-1	D3	-
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Rod	Melee	Melee	+1	-2	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.
Heat Saber	Melee	Melee	+2	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Smoke Grenades	Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.