

REPUBLIC/PRINCIPALITY OF ZEON - THE ORIGIN ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Republic/Principality of Zeon - The Origin (Zeon-TO) 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-TO units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Zeon-TO units:

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.

Mobile Suit


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

Core Explodes

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

Titanic Presence

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

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

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.



POWER

DFA-03 DOPP

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|---|--|---------------|----|----|----|---|--|----|----|----|
| DFA-03 | 70 points | 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 D6 | | 6 | -1 | 1 | Blast. | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | |
| ABILITIES | Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . | | | | | | 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) | | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | |
| KEYWORDS | Fly, Vehicle, Ground | | | | | | | | | |



POWER

HT-01B-TOP MAGELLA TOP

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|---|--|---------|---------|----|---|----|--|-----------|----|----|
| HT-01B-Top | 55 | 15"-30" | 6+ | 4+ | 5 | 5 | 4 | 2 | 7 | 3+ |
| This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (Power Rating +3) or an additional two HT-01B-Top (Power Rating +6). Each model is equipped with a 175mm Cannon. | | | | | | | | | | |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | | |
| 175mm Cannon | 48" | | Heavy 1 | | 8 | -3 | 2D6 | - | | |
| ABILITIES | Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly . | | | | | | 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. | | | |
| | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | | Vehicle Squadron (p. 1) Core Explosion (p. 1) | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | |
| KEYWORDS | Fly, Vehicle, HT-01B-Top, Ground | | | | | | | | | |



| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|---|------------------------------------|----------|----|----|----|-----|--|----|----|----|
| HT-01B | 100 | 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 35mm Triple Cannon and a 175mm Cannon. | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | |
| 35mm Triple Cannon | 30" | Pistol 6 | | 5 | 0 | 1 | - | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D6 | - | | | |
| ABILITIES | Escape Vehicle - HT-01B-Top (p. 1) | | | | | | Vehicle Squadron (p. 1) Core Explosion (p. 1) | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | |
| KEYWORDS | Vehicle, Ground | | | | | | | | | |



CALDEN

YMS-03

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 | |
|--|---|-----------|----|------|----|--|--|----|----|-------------|-------|-----|----|----|
| Calden | 110 | * | * | * | 6 | 6 | 12 | 2 | 7 | 4+ | 6-12+ | 12" | 4+ | 4+ |
| Calden in a YMS-03 Waff is a single model equipped with a Bazooka, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one of this unit may be included in your army. | | | | | | | | | | 3-5 | 9" | 5+ | 5+ | |
| | | | | | | | | | | 1-2 | 5" | 6+ | 6+ | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| Bazooka | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast, | | | | | | | |
| Heat Hawk | Melee | Melee | | +3 | -3 | 6 | - | | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | | | |
| FACTION KEYWORDS | UC, 0074, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | |



MS-04
BUGU

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 |
|---|-----|---|-----|---------------|---|------|----|---|--|--|-------------|-----|----|----|---|----|----|
| MS-04 | 140 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 3+ | | | |
| A MS-04 Bugu is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 4+ | | | |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 5+ | | | |
| WEAPON | | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | | | | |
| 120mm Machine Gun | | 30" | | Assault 12 | | 6 | -1 | 1 | - | | | | | | | | |
| Bazooka | | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | | | |
| Heat Hawk | | Melee | | Melee | | +3 | -3 | 6 | - | | | | | | | | |
| Three Shot Missile Launcher | | +25 | 60" | Rapid Fire D6 | | 6 | -1 | 1 | Blast | | | | | | | | |
| Titanic Feet | | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | | |
| WARGEAR OPTIONS | | This model may replace its 120mm Machine Gun with a Bazooka. | | | | | | | | | | | | | | | |
| | | This model may take up to two Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | | | | |
| ABILITIES | | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | | |
| FACTION KEYWORDS | | UC, 0077, Zeon-TO | | | | | | | | | | | | | | | |
| KEYWORDS | | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | | | |



RAMBA RAL

MS-04

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 | |
|--|---|------------|---------------|------|----|----|--|--|----|-------------|-------|-----|----|----|
| MS-04 | 140 | * | * | * | 7 | 7 | 12 | 4 | 9 | 3+ | 7-12+ | 12" | 3+ | 2+ |
| Ramba Ral in a MS-04 Bugu is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with Ramba Ral may be included in your army. | | | | | | | | | | 4-6 | 9" | 4+ | 3+ | |
| | | | | | | | | | | 1-3 | 5" | 5+ | 4+ | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| 120mm Machine Gun | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | | |
| Bazooka | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| Heat Hawk | Melee | Melee | | +3 | -3 | 6 | - | | | | | | | |
| Three Shot Missile Launcher | +25 | 60" | Rapid Fire D6 | | 6 | -1 | 1 | Blast | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| WARGEAR OPTIONS | This model may replace its 120mm Machine Gun with a Bazooka. | | | | | | | | | | | | | |
| | This model may take up to two Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0077, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ramba Ral | | | | | | | | | | | | | |

| <div><div><div><div><div></div><div>5</div></div><div>POWER</div></div><div><div>MS-05B</div><div>ZAKU I</div></div></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 | |
| MS-05B | 100 | * | * | * | 7 | 6 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-05B is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 6 | | 6 | -1 | 1 | - | | | | | | | |
| 120mm Machine Gun | +5 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | | |
| Bazooka | 48" | Heavy 6 | | 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 | | +3 | -3 | 6 | - | | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka. | | | | | | | | | | | | | | |
| This model may take a Combat Shield (Power Rating +1). | | | | | | | | | | | | | | |
| Mobile Suit (p. 1) | | | | | | | | | | | | | | |
| Core Explodes (p. 1) | | | | | | | | | | | | | | |
| Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. | | | | | | | | | | | | | | |
| UC, 0078, Zeon-TO | | | | | | | | | | | | | | |
| Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | | |



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 |
|---|--|--------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| MS-05B Vet | * | * | * | 7 | 6 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| A MS-05B Zaku I Veteran is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 6 | | 6 | -1 | 1 | - | | | | | | |
| 120mm Machine Gun | +5 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 6 | | 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 | | +3 | -3 | 6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka. | | | | | | | | | | | | |
| | This model may take a Combat Shield (Power Rating +1). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. | | | | | | |
| FACTION KEYWORDS | UC, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



CHAR AZNABLE
MS-05S

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 | |
|--|-----|---|------------|---|------|----|----|--|----|-------------|-------|-----|----|----|
| Char Aznable | 220 | * | * | * | 7 | 6 | 12 | 4 | 9 | 3+ | 7-12+ | 12" | 2+ | 2+ |
| Char Aznable in a MS-05S Char's Zaku I is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with Char Aznable may be included in your army. | | | | | | | | | | | 4-6 | 9" | 3+ | 3+ |
| | | | | | | | | | | | 1-3 | 5" | 4+ | 4+ |
| WEAPON | | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | | -5 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| Heat Hawk | | Melee | Melee | | +3 | -3 | 6 | - | | | | | | |
| Titanic Feet | | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | | This model may replace its 120mm Machine Gun with a Bazooka. | | | | | | | | | | | | |
| ABILITIES | | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | Mobile Suit (p. 1) 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, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Char Aznable, Newtype, Psyker | | | | | | | | | | | | |



MS-06C ZAKU II

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

| NAME | | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
|---|---|-------|--------------|----|------|----|----|--|----|----|-------------|-----|----|----|
| MS-06C | 140 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-06C Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| WEAPON | | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| Heat Hawk | | Melee | Melee | | +3 | -3 | 6 | - | | | | | | |
| Titanic Feet | | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | +10 | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its 120mm Machine Gun with a Bazooka. | | | | | | | | | | | | | |
| | This model may take a Twin Link 60mm Vulcans. | | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0078, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | |



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 |
|---|---|-------|--------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| MS-06C Vet | 145 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| A MS-06C Zaku II Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | | 30" | Assault 12 | | 6 | -1 | 1 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. | | | | | | |
| Anti-Ship Rifle | | 72" | Heavy 2 | | 8 | -3 | 2D3 | | | | | | | |
| Bazooka | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| Heat Hawk | | Melee | Melee | | +3 | -3 | 6 | - | | | | | | |
| Titanic Feet | | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| Twin Link 60mm Vulcans | +10 | 12" | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | |
| WARGEAR OPTIONS | This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. This model may take a Twin Link 60mm Vulcans. | | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | | | | | | | | |
| FACTION KEYWORDS | UC, 0078, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | |



**MS-06CK
ZAKU HALF
CANNON**

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 |
|---|-----|--|---------------|----|------|----|-----|--|--|----|-------------|-----|----|----|
| MS-06CK | 120 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-06CK Zaku Half Cannon is a single model equipped with a 175mm Cannon, a Combat Shield, Smoke Grenades, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| WEAPON | | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 75mm Gatling Cannon | +25 | 30" | Assault 12 | | 7 | -1 | 1 | | | | | | | |
| 120mm Machine Gun | +30 | 30" | Assault 12 | | 6 | -1 | 1 | | | | | | | |
| 175mm Cannon | | 48" | Heavy 1 | | 8 | -3 | 2D6 | | | | | | | |
| Bazooka | +25 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| Heat Hawk | +20 | Melee | Melee | | +3 | -3 | 6 | | | | | | | |
| MMP-70C | +40 | When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon. | | | | | | | | | | | | |
| ---- 90mm MMP-70C | | 30" | Assault 12 | | 7 | -1 | 1 | | | | | | | |
| ---- Grenade Launcher | | 30" | Assault 1 | | 6 | -1 | D3 | This weapon may only be fired once per battle. | | | | | | |
| Three Shot Missile Launcher | +25 | 60" | Rapid Fire D6 | | 6 | -1 | 1 | Blast. | | | | | | |
| Titanic Feet | | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | | This model may replace its 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). This model may take a Heat Hawk (Power Rating +1). | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| ABILITIES | | 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 its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. | | | | | |
| | | Mobile Suit (p. 1) | | | | | | | | | | | | |
| FACTION KEYWORDS | | Core Explodes (p. 1) | | | | | | | | | | | | |
| | | UC, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

7
POWER

MS-06F/MS-06J

ZAKU II

DAMAGE

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

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS | |
|---|--|------------|---------------|------|----|----|---|--|----|-------------|-------|-----|----|----|
| MS-06F/MS-06J | 140 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-06F or MS-06J is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ | |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| 120mm Machine Gun | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | | |
| 175mm Cannon | -5 | 48" | Heavy 1 | | 8 | -3 | 2D6 | - | | | | | | |
| Bazooka | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| 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 | | +3 | -3 | 6 | - | | | | | | | |
| Three Shot Missile Launcher | +25 | 60" | Rapid Fire D6 | | 6 | -1 | 1 | Blast | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| WARGEAR OPTIONS | This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | | |

8
POWER

MS-06
ZAKU II ACE

DAMAGE

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

| NAME | | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
|--|-----|--|------------|---------------|---|------|----|---|--|----|-------------|-----|----|----|
| MS-06 Ace | 150 | * | * | * | 7 | 7 | 12 | 3 | 8 | 3+ | 7-12+ | 12" | 3+ | 3+ |
| A MS-06 Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 4+ | 4+ |
| | | | | | | | | | | | 1-3 | 5" | 5+ | 5+ |
| WEAPON | | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| 120mm Machine Gun | | 30" | | Assault 12 | | 6 | -1 | 1 | - | | | | | |
| 175mm Cannon | | -5 | 48" | Heavy 1 | | 8 | -3 | 2D6 | - | | | | | |
| Bazooka | | -5 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | |
| 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 | | +3 | -3 | 6 | - | | | | | |
| Three Shot Missile Launcher | | +25 | 60" | Rapid Fire D6 | | 6 | -1 | 1 | Blast | | | | | |
| Titanic Feet | | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | |
| WARGEAR OPTIONS | | This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | |
| ABILITIES | | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | | UC, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | | Character, Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS | |
|--|-----|----|----|---|---|---|----|----|----|-------------|-------|-----|----|----|
| MS-06R1-A | 160 | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-06R1-A is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. | | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------|--|------------|------|----------------------|--|---|
| 120mm Machine Gun | 30" | Assault 12 | 6 | -1 | 1 | - |
| Anti-Ship Rifle | 72" | Heavy 2 | 8 | -3 | 2D3 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. |
| Bazooka | <div>-5</div> 48" | Heavy 2D6 | 8 | -2 | 1 | Blast. |
| Giant Heat Hawk | Melee | Melee | Sx2 | -2 | 6 | When attacking with this weapon, you must subtract 1 from the Hit roll. |
| Heat Hawk | Melee | Melee | +3 | -3 | 6 | - |
| Titanic Feet | Melee | Melee | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. |
| WARGEAR OPTIONS | This model may replace its 120mm Machine Gun with an Anti-Ship Rifle, a Bazooka, or a Giant Heat Hawk. | | | | | |
| | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). | |
| ABILITIES | Mobile Suit (p. 1) | | | Core Explodes (p. 1) | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space | | | | | |

9
POWER

**GAIA
MS-06R1-A**

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 |
|--|-----|--|-----|------------|-----------|------|----|-----|---|--------|-------------|-----|----|----|
| Gaia | 165 | * | * | * | 7 | 7 | 12 | 3 | 8 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| Gaia in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with Gaia may be included in your army. | | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| 120mm Machine Gun | | 30" | | Assault 12 | | 6 | -1 | 1 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. | | | | | |
| Anti-Ship Rifle | | 72" | | Heavy 2 | | 8 | -3 | 2D3 | | | | | | |
| Bazooka | | -5 | 48" | | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | |
| Heat Hawk | | Melee | | Melee | | +3 | -3 | 6 | - | | | | | |
| Titanic Feet | | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | |
| WARGEAR OPTIONS | | This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. This model may replace its Combat Shield with Twin Combat Shields. | | | | | | | | | | | | |
| ABILITIES | | Combat Shield: A model with a Combat Shield has a 5+ invulnerable save. | | | | | | | Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). | | | | | |
| | | Twin Combat Shields +20: A model with Twin Combat Shields has a 4+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | |
| FACTION KEYWORDS | | UC, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | | Character, Titanic, Vehicle, Mobile Suit, Gaia, Space | | | | | | | | | | | | |

11

POWER

CHAR AZNABLE
MS-06S

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 | |
|---|-----|---|-----|--------------|-----------|------|----|-----|---|---|-------------|-----|----|----|---|----|----|--|
| Char Aznable | 195 | * | * | * | 7 | 7 | 15 | 5 | 9 | 3+ | 8-15+ | 12" | 2+ | 2+ | | | | |
| Char Aznable in the MS-06S Zaku II Commander Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Char Aznable may be included in your army. | | | | | | | | | | | 4-7 | 9" | 3+ | 3+ | | | | |
| | | | | | | | | | | | 1-3 | 5" | 4+ | 4+ | | | | |
| WEAPON | | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | | | | | |
| 120mm Machine Gun | | 30" | | Assault 12 | | 6 | -1 | 1 | - | | | | | | | | | |
| Anti-Ship Rifle | | 72" | | Heavy 2 | | 8 | -3 | 2D3 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. | | | | | | | | | |
| Bazooka | | -5 | 48" | | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | | | |
| Heat Hawk | | Melee | | Melee | | +3 | -3 | 6 | - | | | | | | | | | |
| Titanic Feet | | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | | | |
| Twin Link 60mm Vulcans | | 12" | | Rapid Fire 4 | | 4 | 0 | 2 | Add 1 to all hit rolls against targets that can Fly . | | | | | | | | | |
| WARGEAR OPTIONS | | This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. | | | | | | | | | | | | | | | | |
| ABILITIES | | Mobile Suit (p. 1) | | | | | | | | Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). | | | | | | | | |
| | | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | | 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-TO | | | | | | | | | | | | | | | | |
| KEYWORDS | | Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground | | | | | | | | | | | | | | | | |

POWER

RAMBA RAL
MS-07B

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 | |
|---|---|-----|------------|---|------|----|----|--|----|---|-------|-----|----|----|
| Ramba Ral | 205 | * | * | * | 8 | 7 | 12 | 5 | 9 | 3+ | 7-12+ | 12" | 2+ | 2+ |
| Ramba Ral in the MS-07B Gouf is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army. | | | | | | | | | | 4-6 | 9" | 3+ | 3+ | |
| | | | | | | | | | | 1-3 | 5" | 4+ | 4+ | |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 35mm Hand Cannon | 30" | | Pistol 6 | | 5 | 0 | 1 | - | | | | | | |
| 120mm Machine Gun | +30 | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | +25 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast | | | | | | |
| | | | | | | | | | | 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 Rod | Melee | | Melee | | +3 | -3 | 6 | | | | | | | |
| Heat Saber | Melee | | Melee | | +3 | -3 | 6 | - | | | | | | |
| Titanic Feet | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1). | | | | | | | | | | | | | |
| ABILITIES | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral | | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS | |
|---|--|---|------------|---|------|----|-----------|--|----|-------------|-------|-----|----|----|
| MS-09/MS-09R | 190 | * | * | * | 8 | 8 | 12 | 2 | 7 | 3+ | 7-12+ | 15" | 4+ | 4+ |
| A MS-09/MS-09R is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. | | | | | | | | | | 4-6 | 10" | 5+ | 5+ | |
| | | | | | | | | | | 1-3 | 6" | 6+ | 6+ | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| 120mm Machine Gun | -40 | 30" | Assault 12 | | 6 | -1 | 1 | Blast. This weapon can target units not visible to the bearer. | | | | | | |
| 360mm Giant Bazooka | | 84" | Heavy 2D6 | | 9 | -3 | 2 | | | | | | | |
| Bazooka | -45 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| 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 | | +3 | -3 | 6 | - | | | | | | |
| MMP-70C | -30 | When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon. | | | | | | | | | | | | |
| ---- 90mm MMP-70C | | 30" | Assault 12 | | 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 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2). | | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space | | | | | | | | | | | | | |



MS-09/MS-09R
VETERAN

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 |
|--|--|---|------------|----|------|----|----|--|----|----|-------------|-----|----|----|
| MS-09 Veteran | 215 | * | * | * | 8 | 8 | 12 | 2 | 8 | 3+ | 7-12+ | 15" | 3+ | 3+ |
| A MS-09 Veteran is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. | | | | | | | | | | | 4-6 | 10" | 4+ | 4+ |
| | | | | | | | | | | | 1-3 | 6" | 5+ | 5+ |
| WEAPON | | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | -40 | 30" | Assault 12 | | 6 | -1 | 1 | Blast. This weapon can target units not visible to the bearer. | | | | | | |
| 360mm Giant Bazooka | | 84" | Heavy 2D6 | | 9 | -3 | 2 | | | | | | | |
| Bazooka | -45 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | |
| 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 | | +3 | -3 | 6 | - | | | | | | |
| MMP-70C | -30 | When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon. | | | | | | | | | | | | |
| ---- 90mm MMP-70C | | 30" | Assault 12 | | 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 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2). | | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space | | | | | | | | | | | | | |

8
POWER

**GAIA
MS-09**

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 | | |
|---|--|---|------------|---|------|----|-----------|--|----|-------------|-------|-----|----|----|--|
| Gaia | 210 | * | * | * | 8 | 8 | 12 | 3 | 8 | 3+ | 7-12+ | 15" | 3+ | 3+ | |
| Gaia in a MS-09 Dom is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. Only one unit with Gaia may be included in your army. | | | | | | | | | | 4-6 | 10" | 4+ | 4+ | | |
| | | | | | | | | | | 1-3 | 6" | 5+ | 5+ | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | | |
| 120mm Machine Gun | -40 | 30" | Assault 12 | | 6 | -1 | 1 | - | | | | | | | |
| 360mm Giant Bazooka | | 84" | Heavy 2D6 | | 9 | -3 | 2 | Blast. This weapon can target units not visible to the bearer. | | | | | | | |
| Bazooka | -45 | 48" | Heavy 2D6 | | 8 | -2 | 1 | Blast. | | | | | | | |
| 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 | | +3 | -3 | 6 | - | | | | | | | |
| MMP-70C | -30 | When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon. | | | | | | | | | | | | | |
| ---- 90mm MMP-70C | | 30" | Assault 12 | | 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 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| WARGEAR OPTIONS | This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2). | | | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | | Core Explodes (p. 1) | | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space | | | | | | | | | | | | | | |

8
POWER

RAMBA RAL
YMS-07B-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 | |
|---|-----|---|----|----------|---|------|----|----|---|-------------|-------|-----|----|----|
| Ramba Ral | 175 | * | * | * | 8 | 7 | 12 | 5 | 9 | 3+ | 7-12+ | 12" | 2+ | 2+ |
| Ramba Ral in the YMS-07B-0 Prototype Gouf Tactical Demonstrator is a single model equipped with a 35mm Hand Cannon, a Heat Rod, and Titanic Feet. Only one unit with Ramba Ral may be included in your army. | | | | | | | | | | 4-6 | 9" | 3+ | 3+ | |
| | | | | | | | | | | 1-3 | 5" | 4+ | 4+ | |
| WEAPON | | RANGE | | TYPE | | S | AP | D | ABILITIES | | | | | |
| 35mm Hand Cannon | | 30" | | Pistol 6 | | 5 | 0 | 1 | - | | | | | |
| Heat Hawk | | Melee | | Melee | | +3 | -3 | 6 | - | | | | | |
| Heat Rod | | Melee | | Melee | | +3 | -3 | 6 | 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. | | | | | |
| Titanic Feet | | Melee | | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | |
| WARGEAR OPTIONS | | This model may take a Combat Shield (Power Rating +1). | | | | | | | | | | | | |
| | | This model may replace its Heat Rod with a Heat Hawk. | | | | | | | | | | | | |
| ABILITIES | | Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. | | | | | | | | | | | | |
| | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | | | | | | | |
| FACTION KEYWORDS | | UC, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | | Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral | | | | | | | | | | | | |



8
POWER

VASILY BOSCH

YMS-08B

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 | |
|---|---|-----------|----|------|----|---|--|----|----|-------------|-------|-----|----|----|
| Vasily Bosch | 210 | * | * | * | 8 | 8 | 12 | 2 | 8 | 3+ | 7-12+ | 15" | 3+ | 3+ |
| Vasily Bosch in a YMS-08B Dom Test Type is a single model equipped with a Beam Bazooka, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army. | | | | | | | | | | 4-6 | 10" | 4+ | 4+ | |
| | | | | | | | | | | 1-3 | 6" | 5+ | 5+ | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | |
| Beam Bazooka | 48" | Heavy 2D6 | | 8 | -2 | 4 | Blast. | | | | | | | |
| Heat Saber | Melee | Melee | | +3 | -3 | 6 | - | | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | 2 | Make 3 hit rolls for each attack with this weapon. | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | | |
| FACTION KEYWORDS | UC, 0079, Zeon-TO | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character | | | | | | | | | | | | | |