

ZEON REMNANTS ARMY LIST 0081-0085

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

KEYWORDS

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

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

PRIOR INDICES

Zeon Remnants detachments may include any non-**Character** unit from previous Zeon related indices in their army selection. Zeon Remnants may add a **Rocket Booster (Power Rating +1)** to any **Mobile Suit** unit from this or previous indices.

ABILITIES

The following abilities are common to several Zeon Remnant units:

Mobile Suit

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

Core Explodes

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

Rocket Booster

A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides **Fly** until the beginning of your next Movement phase.

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.



16

POWER

CIMA GARAHAU
AGX-04**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
Cima Garahau	*	*	*	8	8	18	4	9	2+	10-18+	15"	2+	3+
Cima Garahau in the AGX-04 Gerbera Tetra is a single model equipped with two 35mm Hand Cannons, a Beam Carbine, Beam Sabers, and Titanic Feet. Only one model with Cima Garahau may be taken for your army.										5-9	10"	3+	4+
										1-4	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
Beam Carbine	30"	Rapid Fire 2D3		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take 3 Boost Pods (Power Rating +2).												
Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.										Mobile Suit (p. 1)			
Hit and Run : This unit may move 2D6" in your Charge phase, even if it has not declared a charge.										Boost Pod : A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains Hard to Hit* and Fly . This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.			
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, Zeon Remnants, Delaz Fleet												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Cima Garahau												

<div><div><div><div></div></div></div><div>7</div><div>POWER</div></div> <div>MS-06F2</div> <div>ZAKU II F2</div>										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-06F2	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F2 is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
--- Grenade Launcher	30"	Assault 1		7	-1	D3	This weapon may only be fired once per battle.						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Grenades	6"	Grenade 1		6	-1	D3	-						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (Power Rating +1).												
	This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).												
	This model may replace its Grenades with Smoke Grenades.												
	This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1)					Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.							
	Core Explodes (p. 1)												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
FACTION KEYWORDS	UC, 0081, Zeon Remnants, <Team>												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



8

POWER


MS-06F2

ZAKU II F2 VETERAN

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06F2 Veteran	*	*	*	8	7	12	2	8	3+	7-12+	12"	3+	3+
A MS-06F2 Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
90mm MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 90mm MMP-70C	30"	Assault 6	7	-1	1	-							
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.							
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Grenades	6"	Grenade 1	6	-1	D3	-							
Heat Hawk	Melee	Melee	+1	-2	D6	-							
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.							
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (Power Rating +1).												
	This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).												
	This model may replace its Grenades with Smoke Grenades.												
	This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1)					Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.							
	Core Explodes (p. 1)												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
FACTION KEYWORDS	UC, 0081, Zeon Remnants, <Team>												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

<div>8 POWER</div> <div>MS-06F2 ZAKU II F2 ACE</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																																
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>MS-06F2 Ace</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>3</td><td>8</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	MS-06F2 Ace	*	*	*	8	7	12	3	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>3+</td><td>3+</td></tr><tr><td>4-6</td><td>9"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	3+	3+	4-6	9"	4+	4+	1-3	5"	5+	5+																																									
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																																																	
MS-06F2 Ace	*	*	*	8	7	12	3	8	3+																																																																																	
REMAINING W	M	WS	BS																																																																																							
7-12+	12"	3+	3+																																																																																							
4-6	9"	4+	4+																																																																																							
1-3	5"	5+	5+																																																																																							
A MS-06F2 Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.																																																																																										
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td colspan="7">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.</td></tr><tr><td>90mm MMP-70C</td><td>30"</td><td>Assault 6</td><td>7</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>--- 90mm MMP-70C</td><td>30"</td><td>Assault 1</td><td>7</td><td>-1</td><td>D3</td><td>This weapon may only be fired once per battle.</td></tr><tr><td>120mm Machine Gun</td><td>30"</td><td>Assault 6</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Bazooka</td><td>48"</td><td>Heavy 2D3</td><td>8</td><td>-2</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.</td></tr><tr><td>Grenades</td><td>6"</td><td>Grenade 1</td><td>6</td><td>-1</td><td>D3</td><td>-</td></tr><tr><td>Heat Hawk</td><td>Melee</td><td>Melee</td><td>+1</td><td>-2</td><td>D6</td><td>-</td></tr><tr><td>Sturm Faust</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-2</td><td>D6</td><td>Each of these weapons may only be fired once per battle.</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D3</td><td>6</td><td>-1</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>														WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.							90mm MMP-70C	30"	Assault 6	7	-1	1	-	--- 90mm MMP-70C	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.	120mm Machine Gun	30"	Assault 6	6	-1	1	-	Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.	Grenades	6"	Grenade 1	6	-1	D3	-	Heat Hawk	Melee	Melee	+1	-2	D6	-	Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.	Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																																																				
When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.																																																																																										
90mm MMP-70C	30"	Assault 6	7	-1	1	-																																																																																				
--- 90mm MMP-70C	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.																																																																																				
120mm Machine Gun	30"	Assault 6	6	-1	1	-																																																																																				
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.																																																																																				
Grenades	6"	Grenade 1	6	-1	D3	-																																																																																				
Heat Hawk	Melee	Melee	+1	-2	D6	-																																																																																				
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.																																																																																				
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.																																																																																				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																																																																				
<div>This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (Power Rating +1).</div> <div>This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).</div> <div>This model may replace its Grenades with Smoke Grenades.</div> <div>This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1).</div>																																																																																										
<table><tr><td rowspan="3">ABILITIES</td><td colspan="5">Mobile Suit (p. 1)</td><td rowspan="3">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.</td></tr><tr><td colspan="5">Core Explodes (p. 1)</td></tr><tr><td colspan="5">Combat Shield: A model with a combat shield has a 5+ invulnerable save.</td></tr></table>														ABILITIES	Mobile Suit (p. 1)					Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Core Explodes (p. 1)					Combat Shield: A model with a combat shield has a 5+ invulnerable save.																																																																
ABILITIES	Mobile Suit (p. 1)					Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.																																																																																				
	Core Explodes (p. 1)																																																																																									
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.																																																																																									
FACTION KEYWORDS UC, 0081, Zeon Remnants, <Team>																																																																																										
KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Space, Ground																																																																																										



12
POWER

ERIK BLANKE MS-08TX/N

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Erik Blanke	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Erik Blanke in a MS-08TX/N Efrete Nacht is a single model equipped with a 35mm Hand Cannon, a Cold Blade, four Cold Kunai, and Titanic Feet. Only one model of this type may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
35mm Hand Cannon	30"	Pistol 6	5	0	1	-							
90mm MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 90mm MMP-70C	30"	Assault 6	7	-1	1	-							
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.							
Cold Blade	Melee	Melee	+3	-2	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Cold Kunai (Melee)	Melee	Melee	+1	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Cold Kunai, each time this model fights it may make an additional attack with them.							
Cold Kunai (Thrown)	24"	Assault 1	7	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Cold Kunai may not be used again this battle.							
Heat Saber	Melee	Melee	+2	-2	D6	-							
Shotgun	When attacking with this weapon, choose one of the profiles below												
----Solid Slug	30"	Assault 1	7	-2	D6	-							
----Scatter Shot	24"	Assault D3	6	-1	D3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may take a 90mm MMP-70C (Power Rating +2), a Heat Saber (Power Rating +1), or a Shotgun (Power Rating +1).												
	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					Cold Kunai: These weapons may be used in melee or thrown. If thrown, they are lost and cannot be recovered this battle.							
ABILITIES	Core Explodes (p. 1)					Mobile Suit (p. 1)							
FACTION KEYWORDS	UC, 0081, Zeon Remnants, Invisible Knights												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												



12

POWER

MS-14F

GELGOOG MARINE

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-14F	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14F is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
90mm MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
--- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
This model may replace its 120mm Machine Gun with a 90mm MMP-70C (Power Rating +1), a Bazooka, or a Beam Rifle (Power Rating +2).													
This model may take a Small Shield (Power Rating +1).													
WARGEAR OPTIONS													
ABILITIES													
Mobile Suit (p. 1)										Small Shield: A model with a small shield has a 6+ invulnerable save.			
Core Explodes (p. 1)													
FACTION KEYWORDS													
UC, 0083, Zeon Remnants, Delaz Fleet													
KEYWORDS													
Titanic, Vehicle, Mobile Suit, Ground, Space													



12
POWER

MS-14F GELGOOG MARINE 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-14F Ace	*	*	*	8	8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14F Ace is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
35mm Hand Cannon	30"	Pistol 6	5	0	1	-							
90mm MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
--- 90mm MMP-70C	30"	Assault 6	7	-1	1	-							
--- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.							
120mm Machine Gun	30"	Assault 6	6	-1	1	-							
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
This model may replace its 120mm Machine Gun with a 90mm MMP-70C (Power Rating +1), a Bazooka, or a Beam Rifle (Power Rating +2).													
WARGEAR OPTIONS	This model may take a Small Shield (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)					Small Shield: A model with a small shield has a 6+ invulnerable save.							
FACTION KEYWORDS	UC, 0083, Zeon Remnants, Delaz Fleet												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space												



16
POWER

CIMA GARAHAU MS-14FS

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
Cima Garahau	*	*	*	8	8	15	4	9	3+	8-15+	12"	2+	3+
Cima Garahau in a MS-14Fs Gelgoog Marine Commander Type is a single model equipped with two 35mm Hand Cannons, a Beam Machine Gun, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Cima Garahau may be taken for your army.										4-7	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
35mm Hand Cannon	30"		Pistol 6		5	0	1	-					
Beam Machine Gun	36"		Heavy D6		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .					
ABILITIES	Mobile Suit (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save.					
	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0083, Zeon Remnants, Delaz Fleet												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Cima Garahau												



15
POWER

ANAVEL GATO RX-78GP02A

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
Anavel Gato	*	*	*	8	10	18	5	9	2+	10-18+	15"	2+	2+
Anavel Gato in the RX-78GP02A Gundam Physalis is a single model equipped with a Beam Sabers, a Massive Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Anavel Gato may be taken for your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Anti-Ship Rifle	72"	Heavy 1		8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.						
Beam Bazooka	48"	Heavy 2D3		8	-2	4	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
MLRS	48"	Heavy 6		8	-2	D6	This weapon may be fired up to 2 times per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Pistol 6		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take a Beam Bazooka (Power Rating +5) or an MLRS (Power Rating +4). If this model does not take the Beam Bazooka, then it may take an Anti-Ship Rifle (Power Rating +2).												
	<div><div>Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</div><div>Massive Shield: A model with a Massive Shield has a 4+ invulnerable save.</div></div> <div>Nuclear Warhead: The GP02A nuclear warhead is not a weapon for encounters less than apocalyptic. Instead, it may be better served as a unique mission scenario, The Nightmare of Solomon See the end of this Index for that mission scenario.</div>												
ABILITIES	Mobile Suit (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0083, Postwar EFF, Delaz Fleet												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Fly, Ground, Space, Anavel Gato												

ZEON REMNANTS 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. If using a unit from a previous index, use the costs listed in that index.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, MS-06F2	1	95
Ace, MS-14F	1	155

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MS-06F	1	90
MS-14F	1	145

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06F2	1	75

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Cima Garahau, AGX-04	1	190
Erik Blanke, MS-08TX/N	1	120
Cima Garahau, MS-14Fs	1	160
Anavel Gato, RX-78GP02A	1	220

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
90mm MMP-70C	40
120mm Machine Gun	30
Anti-Ship Rifle	30
Bazooka	25
Beam Bazooka	90
Beam Carbine	55
Beam Machine Gun	75
Beam Rifle	75
Grenades	0
MLRS	72
Shotgun	20
Sturm Faust	6
Three Shot Missile Launcher	25
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Cold Blade	40
Cold Kunai	20
Heat Hawk	20
Heat Saber	20
Titanic Feet	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Boost Pod	15
Combat Shield	20
Massive Shield	30
Small Shield	10
Rocket Booster	10

ZEON REMNANTS WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
90mm MMP-70C	When attacking with this weapon, choose one or more of the profiles listed below. If you choose more than one, subtract 1 from all to hit rolls made with this weapon.					
--- 90mm MMP-70C	30"	Assault 6	6	-1	1	-
--- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Bazooka	48"	Heavy 2D3	8	-2	4	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy D6	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.
Cold Kunai (Thrown)	24"	Assault 1	7	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Cold Kunai may not be used again this battle.
Grenades	6"	Grenade 1	6	-1	D3	-
MLRS	48"	Heavy 6	8	-2	D6	This weapon may be fired up to 2 times per battle.
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 these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Blade	Melee	Melee	+3	-2	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Kunai (Melee)	Melee	Melee	+1	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Cold Kunai, each time this model fights it may make an additional attack with them.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Saber	Melee	Melee	+2	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR

Boost Pod	A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains Hard to Hit* and Fly . This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Massive Shield	A model with a Massive Shield has a 4+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.
Rocket Booster	A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.

ETERNAL WAR

NIGHTMARE OF SOLOMON

Anavel Gato prepares for his own part of an attack on Konpeitoh, which is hosting the Naval Review. The Delaz Fleet keeps probing the enemy defenses, keeping them occupied. A defense satellite detects Gato breaking through another sector and the enemy is ordered to intercept him before he crashes the Review, firing his Mk. 82 nuclear warhead and destroying the fleet!

THE ARMIES

Each player selects a Battle Forged army to an agreed points limit. Thematically, we suggest a Zeon Remnants Delaz Fleet army versus a Postwar EFF Albion Team army.

THE BATTLEFIELD

Create the battlefield and set up terrain. A great deal of small to large pieces of space debris would fit the theme well for terrain.

DEPLOYMENT

Using the Spearhead Assault deployment map, roll off to determine which player can pick one of the deployment zones for their army. Their opponent must use the other deployment zone.

The players then alternate deploying units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a D6; on a 6 they manage to Seize the Initiative, and they get first turn instead!

MISSION SPECIAL RULES

Open Space

Battles in **Open Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit. Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units must possess the **Space** keyword to field that unit in Space battles.

Debris Zone

When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away. After any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls higher than its LD, it takes a Mortal Wound.

STRATEGEMS

In this mission, the players can spend Command Points (CP) for the following additional Strategem.

1CP: **Defense Satellites** (Strategem)

Select an enemy unit. For the duration of your turn, your units may shoot at that unit without penalty from **Debris Zone**.

BATTLE LENGTH

At the end of Battle Round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues; otherwise the game is over. At the end of Battle Round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues; otherwise the game is over. The battle automatically ends after Battle Round 7.

VICTORY CONDITIONS

At the end of the battle, if the player who picked their Deployment Zone's Warlord has escaped from the far edge of the table (in their opponent's Deployment Zone), then they score a Major Victory. If the player who did not pick their Deployment Zone kills their opponent's Warlord, before it escapes, they score a Major Victory. If the Warlord was not killed or did not escape, then the battle is a draw.

SOLOMON, I HAVE RETURNED!!

The player who picked their deployment zone may have their Warlord escape through the far edge of the table in their opponent's Deployment Zone. If they do so, the game ends immediately as the nuke is deployed. Their opponent's HQ units may prevent them from leaving the battlefield if they are within 6" of the Warlord - the Warlord must go another way.