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.



DFA-03 DOPP

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
DFA-03	70pts	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.

Valoario.						
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	and can of can Fly, a attacked is can Fly. Hard to Ha	: This model can only be charged band can only atta in the Fight phase dit: Your opponer from hit rolls for a model in the Sh	oy un ck or e by nt mu attac	its that be units the state the control of the cont	t hat	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-TO				
KEYWORDS	Fly, Vehic	le, Aircraft, Grou	nd			



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.

additional two HT-01B-Top	p (Power Ra	ting +6). Eac	n mod	iel is	equip	ped with a 175mm Cannon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
175mm Cannon	48"	Heavy 1	8	-3	2D6	-
ABILITIES	and can onl can Fly , and attacked in can Fly . Hard to Hit subtract 1 fr	This model can y be charged of d can only atta the Fight phas : Your oppone from hit rolls for model in the Sh	by unition of the by unition of the by uniting the	its that be units t st cks th	that	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, Z	Zeon-TO				
KEYWORDS	Fly, Vehicle	, Aircraft, HT-0	1B-To	p, G	round	



NAME WS Т W M BS S A Ld HT-01B 100pts 8" 5 6 2 7 3+ 6+ 4+ 6

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	-

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

FACTION KEYWORDS UC, 0079, Zeon-TO

KEYWORDS Vehicle, Ground

ABILITIES

5 POWER				ALD 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	BS
Calden 110pts	*	*	*	6 6	12	2	7	4+	6-12+	12"	4+	4+
Calden in a YMS-03 Waff	-								3-5	9"	5+	5+
Shield, a Heat Hawk, and your army.	litanic Fee	et. Only	one c	this unit	i may	ed in	1-2	5"	6+	6+		
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heav	/y 2D6	8	-2	1	Blast	,				
Heat Hawk	Melee	Ме	elee	+3	-3	6	-					
Titanic Feet	Melee	Ме	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Combat S shield has					ile Suit (p Explode	,					
FACTION KEYWORDS	UC, 0074,	Zeon-	ТО									
KEYWORDS	Titanic, Ve	hicle, N	Mobile	Suit, Spa	ace, (Grou	nd					

7 POWER				IS-(UG					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS S	3 T	Sv	REMAINING W	M	ws	BS			
MS-04 140pts	*	*	* 7	7 7	12	2	7	3+	7-12+	12"	4+	3+
A MS-04 Bugu is a single	model equ	ipped v	with a 1	20mm N	/lachi	ne G	Sun, a	Combat	4-6	9"	5+	4+
Shield, a Heat Hawk, and							,		1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE	S	LITIES							
120mm Machine Gun	30"	Ass	ault 12	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blast	t.				
Heat Hawk	Melee	M	lelee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapic	l Fire D6	6 6	-1	1	Blast	t				
Titanic Feet	Melee	M	lelee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode								Bazooka. hers (Power Ratir	ng +1	each).	
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077	, Zeon-	-TO									
KEYWORDS	Titanic, Ve	ehicle,	Mobile S	Suit, Spa	ace, (Grou	ınd					

8 POWER		RAM M	BA [S-(A	L		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-04 140pts	*	* * 7	7	12	4	9	3+	7-12+	12"	3+	2+
Ramba Ral in a MS-04 Bu	•	•						4-6	9"	4+	3+
Gun, a Combat Shield, a I RaI may be included in yo		, and Titanic Fe	eet. On	ıly on	e un	it with	Ramba	1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
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			s for each attack w	ith thi	s wean	on
Titaliio i GGt									iui uii	s weap	011.
WARGEAR OPTIONS		el may replace el may take up						bazooka. hers (Power Rati r	ng +1	each).	
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077,	Zeon-TO				_					
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Sp	ace,	Grou	ınd, C	haracter, l	Ramba Ral			

5 POWER					-0: KU						DAMAGE Some of this m change as it su shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	۱ 5	Sv	REMAINING V	V M	WS	BS
MS-05B 100pts	*	*	*	7	6	12	2	7	3	}+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			a 100r	mm	Machi	ne C	Gun,	Crad	cker		4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T۱	/PE		S	AP	D	AB	BILITIE	ES				
100mm Machine Gun	24"	Rapid	d Fire	6	6	-1	1	-						
120mm Machine Gun +5	30"	Assa	ault 12	2	6	-1	1	-						
175mm Cannon	48"	Hea	avy 1		8	-3	2D3	-						
Bazooka	48"	Hea	avy 6		8	-2	1				g units with 5 or type to Heavy 2I		odels, c	hange
Cracker Grenades	12"	Grena	ade D	06	*	*	*	tar Gre	get. Iı enade	nstead s, you	oes not inflict ar I, if a unit is hit b ir opponent mus unit until the er	y any C t subtra	racker ct 1 fron	
Heat Hawk	Melee	Me	elee		+3	-3	6	-						
Titanic Feet	Melee	Me	elee		User	-2	2	Ма	ake 3 h	nit rolls	s for each attack	with thi	s weapo	on.
WARGEAR OPTIONS	This mode Cannon, o This mode	r a Baz	zooka	١.							l20mm Machine).	Gun, a	175mm	1
ABILITIES	Mobile Su Core Exp										d <mark>+</mark>20 : A model nerable save.	with a co	ombat s	shield
FACTION KEYWORDS	UC, 0078,	Zeon-	TO											
KEYWORDS	Titanic, Ve	hicle, I	Mobile	e Sui	it, Spa	ace,	Grou	ınd						

5 POWER	\mathbf{Z}_{E}	ΑK			S-0: VE			RA	N	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-05B Vet 110pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	3+
A MS-05B Zaku I Veteran	is a single	model	eaui	opeo	d with a	a 10	0mm	Macl	nine Gun.	4-6	9"	5+	4+
Cracker Grenades, a Hea	-								- ,	1-3	5"	6+	5+
WEAPON	RANGE	T	YPE		S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapi	d Fire	6	6	-1	1	-					
120mm Machine Gun +5	30"	Ass	ault 1	2	6	-1	1	-					
175mm Cannon	48"	He	avy 1		8	-3	2D3	3 -					
Bazooka	48"	He	avy 6	i	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, d	hange
Cracker Grenades	12"	Gren	ade [D 6	*	*	*	targ Grei	et. Instead nades, 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	М	elee		+3	-3	6	-					
Titanic Feet	Melee	М	elee		User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Cannon, c	r a Ba	zooka	а.					un with a [·]	120mm Machine G	Sun, a	175mm	1
ABILITIES	Mobile Su Core Exp		•							d +20 : A model wi nerable save.	th a co	ombat s	shield

FACTION KEYWORDS

KEYWORDS

UC, 0078, Zeon-TO

Titanic, Vehicle, Mobile Suit, Space, Ground

9 POWER		HAR M	AZ S-0			BL	£	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
Char Aznable 220pts	*	* * 7	6	12	4	9	3+	7-12+	12"	2+	2+
Char Aznable in a MS-05								4-6	9"	3+	3+
Machine Gun, a Combat S Char Aznable may be inc			Titanic	Feet.	On	ly one	unit with	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
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	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may replace	its 120r	mm N	1ach	ine Gı	ın with a E	Bazooka.			
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,			
PSYKER	psychic po in each er	ower in each fri nemy psychic p ng. Note - New	endly p hase. I	sychi It may	c ph	ase, a e any l	ind can at power fror	I can attempt to m tempt to deny a si m the Newtype Dis o not damage othe	ngle p scipline	sychic e when	power
FACTION KEYWORDS	UC, 0078,	Zeon-TO									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace, (Grou	ınd, C	haracter, (Char Aznable, Nev	vtype,	Psyker	

7 POWER		MS ZA	S-0(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-06C 140pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06C Zaku II is a sin	gle model	equipped with a	a 120mi	n Ma	chir	e Gun	, a	4-6	9"	5+	5+
Combat Shield, a Heat Ha	-						,	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
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 w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add [′]	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS		el may replace el may take a T						Bazooka.			
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode				
FACTION KEYWORDS	UC, 0078	, Zeon-TO									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace, (Grou	ınd					

7 POWER	ZA	KU		S-0 VI			\mathbf{R}	AN	DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06C Vet 145pts	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-06C Zaku II Veterar	ı is a single	model e	quippe	ed with	a 12	20mm	ı Mac	hine Gun,	4-6	9"	5+	4+
a Combat Shield, a Heat I								,	1-3	5"	6+	5+
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assau	t 12	6	-1	1	-					
Anti-Ship Rifle	72"	Heav	y 2	8	-3	2D3	the p	oreceding i oll. Each ti	rrying the Anti-Shi movement phase, ime you select a ta an ignore the Loo	subtra arget f	act 1 fro	m the
Bazooka -5	48"	Heavy	2D6	8	-2	1	Blas	t.				
Heat Hawk	Melee	Mele	ee	+3	-3	6	-					
Titanic Feet	Melee	Mele	ee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapid F	ire 4	4	0	2	Add	1 to all hit	rolls against targe	ts that	t can Fl	y.
WARGEAR OPTIONS	This mode								Anti-Ship Rifle or	a Baz	ooka.	
ABILITIES	Combat S shield has					nbat		oile Suit (p e Explode				

FACTION KEYWORDS

KEYWORDS

UC, 0078, Zeon-TO

Titanic, Vehicle, Mobile Suit, Space, Ground

		MS	-06		K								
6 POWER		ZAK CA				F		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-06CK 120pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+		
A MS-06CK Zaku Half Ca a Combat Shield, Smoke				with	a 17	5mm C	annon,	4-6 1-3	9" 5"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES						
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		/hen attacking with this weapon, choose one or both of the profiles listed below. If you noose 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 w	eapon n	nay only be fired o	nce pe	er 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	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This mode each). This mode +1), MMP	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)											
		Shield: A mode s a 5+ invulnera uit (p. 1)	des: Once per gar reapons in the Sho its Smoke Grenade, your opponent re s for ranged weapo	ooting des; u nust s	phase, ntil you ubtract	this r next 1							
ABILITIES	Core Exp	olodes (p. 1)				vehicle	Э.	<u> </u>					
FACTION KEYWORDS	UC, 0079, Zeon-TO												
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd							

7 POWER	-	MS-06 ZA				6J		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 140pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+						
A MS-06F or MS-06J is a Combat Shield, Cracker G	•					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 12	6	-1	1	-											
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-											
Bazooka 5	48"	48" Heavy 2D6 8 -2 1 Blast.															
Cracker Grenades	12"	Grenade D6	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 from												
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	s for each attack w	ith thi	s weapo	on.						
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		Shield : A model s a 5+ invulnera			nbat		le Suit (p Explode	,									
FACTION KEYWORDS	UC, 0079	, Zeon-TO															
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd	tanic, Vehicle, Mobile Suit, Space, Ground										

8 POWER		M ZAKU	S-(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-06 Ace 150pts	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+	
A MS-06 Ace is a single n Shield, Cracker Grenades				achir	ne Gu	n, a C	ombat	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
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"	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 a										
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	s for each attack w	ith thi	s weap	on.	
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	e, Mob	ile S	uit, S	pace,	Ground					

8 POWER		MS- ZAKU IOBIL			IC	H		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-06R1-A 160pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single r	nodel equi	oped with a 120	0mm M	achi	ne G	un, a (Combat	4-6	9"	5+	5+
Shield, a Heat Hawk, and	Titanic Fee	et.				·		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Anti-Ship Rifle	72"	If the model carrying the Anti-Ship Rifle moved the preceding movement phase, subtract 1 from hit roll. Each time you select a target for this 72" Heavy 2 8 -3 2D3 weapon, you can ignore the Look Out, Sir rule								om the	
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blas	t.				
Giant Heat Hawk	Melee	Melee	Sx2	-2	6		n attacking m the Hit i	g with this weapon oll.	, you	must sı	ubtract
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
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.						at Hit and Run :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).				
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									

Titanic, Vehicle, Mobile Suit, Space

KEYWORDS

9 POWER			GAI -06F		-A		DAMAGE Some of this mod change as it suffe shown below:			II.	
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 165pts	*	* *	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 Cunit with Gaia may be inc		•	lawk, and	l Tita	ınic F	eet. (Only one	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 2	8	2	receding i	I carrying the Anti-Ship Rifle moved in ng movement phase, subtract 1 from the ch time you select a target for this ou can ignore the Look Out, Sir rule.					
Bazooka -5		Heavy 2D6		-3 -2	1	Blast	-	an ignore the Loo	k Out	, Sii Tui	С.
Heat Hawk	Melee	Melee	+3	-2	6	Diasi	l.				
			_	•		- N/	- 0 1-:4 11-	- f	.:41- 41-:		
Titanic Feet	Melee	Melee	User		2			s for each attack w		•	on.
WARGEAR OPTIONS								Anti-Ship Rifle or nbat Shields.	a Baz	ooka.	
	Combat S Shield has			nbat			his unit can move (even if it has not		•	narge).	
	Twin Comwith Twin			l		il e Suit (p	•				
ABILITIES	invulnerable save.						Core Explodes (p. 1)				
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character,	naracter, Titanic, Vehicle, Mobile Suit, Gaia, Space									

11 POWER	C	HAR M	AZI S-0		C	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		
Char Aznable 195pts	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+		
Char Aznable in the MS-0 with a 120mm Machine G Twin Link 60mm Vulcans.	un, a Comb	at Shield, a H	eat Haw	∕k, Ti	itanic	Feet,	and	4-7	9" 5"	3+	3+		
your army.	DANOE	TVDE	•	4.0	_	ADII	ITIEO	1-3	5"	4+	4+		
WEAPON 120mm Machine Gun	RANGE 30"	TYPE Assault 12	S	AP -1	D	ABIL	ITIES						
Anti-Ship Rifle	72"	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 72" Heavy 2 8 -3 2D3 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	s for each attack w	ith this	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add ′	1 to all hit	rolls against targe	ts that	can F l	y.		
WARGEAR OPTIONS	This mode	l may replace	its 120n	nm N	/lach	ine Gu	ın with an	Anti-Ship Rifle or	a Baz	ooka.			
		hield: A mode			ıbat	Char	ge phase	This unit can move (even if it has not		•			
ABILITIES	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, Ve	hicle, Mobile S	Suit, Cha	ar Az	znabl	e, Psy	ker, Newt	ype, Space, Grou	nd				

10 POWER		R		IBA IS-0			L		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
Ramba Ral 205pts	*	*	*	8 7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07B		_							4-6	9"	3+	3+
Cannon, a Combat Shield of this unit may be include			leat Sa	aber, and	Titan	iic Fe	eet. C	only one	1-3	5"	4+	4+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pis	stol 6	5	0	1	-					
120mm Machine Gun +30	30" Assault 12 6 -1 1 -			-								
Bazooka +25	48"	7,000,000						t				
Heat Rod	Melee	Each tim weapon,					pon, it also	roll a Wound roll on inflicts a Mortal Vonly be used once	Vound	. This		
Heat Saber	Melee	М	lelee	+3	-3	6	-					
Titanic Feet	Melee	М	lelee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This mode +1).	el may	take a	120mm	Mach	ine (Gun (I	Power Rat	ting +1) or a Bazo	oka (F	ower F	Rating
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	aracter, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral										

7 POWER		MS-09 OM/R					ſ	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R 190pts	*	* * 8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a sing	gle model e	quipped with a	a Giant	Bazo	oka,	a Hea	t Saber,	4-6	10"	5+	5+
a Diffuse Beam Gun, and	Titanic Fee	t.						1-3	6"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast. beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	target Guns	t. Instead , your op _l	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with this th, subtract 1						the profiles listed t weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	weapon n	nay only be fired o	nce p	er battle) .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS		el may replace (Power Rati n						Machine Gun (Pong -2).	ower F	Rating -	2), a
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Ground, Space									

8 POWER		MS-09 VET						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09 Veteran 215pts	*	* * {	8 8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a sing	le model e	quipped with a	a Giant I	Bazo	oka,	a Hea	t Saber,	4-6	10"	4+	4+
a Diffuse Beam Gun, and								1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	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 12" Grenade 1 * * * rolls for that unit until the end of the turn.										eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with this th, subtract 1						the profiles listed l weapon.	oelow.	If you	
90mm MMP-70C	30"	Assault 12	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	2	Make	3 hit rolls	s for each attack v	ith thi	s weap	on.
WARGEAR OPTIONS		el may replace (Power Rati r						Machine Gun (Po i ng -2).	ower F	Rating -	-2), a
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Spa	ice					

8 POWER			GAI AS-0					DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 210pts	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.	•							4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	.ITIES				
120mm Machine Gun -40	30"	Assault 12	: 6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	S 9	-3	2	Blast bear		apon can target u	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	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 12" Grenade 1 * * * rolls for that unit until the end of the turn.										eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with thoth, subtract						the profiles listed weapon.	below.	If you	
90mm MMP-70C	30"	Assault 12	. 7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon m	nay only be fired o	nce p	er battle) .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack v	vith thi	s weap	on.
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 Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character	, Titanic, Veh	icle, Mob	ile S	uit, G	aia, C	round, Sp	pace			

8 POWER		RAM YMS			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	
Ramba Ral 175pts	*	* * 8	7	12	5	9	3+	7-12+	12"	2+	2+	
Ramba Ral in the YMS-0	•	•					-	4-6	9"	3+	3+	
model equipped with a 35 one unit with Ramba Ral				and T	itani	c Fee	t. Only	1-3	5"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
35mm Hand Cannon	30"	Pistol 6	5	0	1	-						
Heat Hawk	Melee	Melee	+3	-3	6	-						
Heat Rod	Melee	Melee	+3	-3	6	weap	oon, it also	roll a Wound roll on inflicts a Mortal World Inly be used once	V ound	. This		
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
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, Vehic	e, Mob	ile Su	uit, G	round	l, Ramba l	Ral				

8 POWER		VAS		Y B [S-(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
Vasily Bosch 210pts	*	*	* 8	8	12	2	8	3+	7-12+	15"	3+	3+
Vasily Bosch in a YMS-08									4-6	10"	4+	4+
Beam Bazooka, a Heat S included in your army.	aber, and T	itanic Fe	et. On	ily one	of thi	s un	be	1-3	6"	5+	5+	
WEAPON	RANGE	TYF	PE	S	AP	D	ABIL	ITIES				
Beam Bazooka	48"	Heavy	2D6	8	-2	4	Blast.					
Heat Saber	Melee	Mel	ee	+3	-3	6	-					
Titanic Feet	Melee	Mel	ee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su	it (p. 1)				Explode	es (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon-T	0									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character											