TITANS ARMY LIST 0087

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

PRIOR INDICES

Titans detachments may include any non-**Character** unit from previous EFF related indices in their army selection. Titans detachments may include any Titans related units from prior indices, including **Characters**.

ABILITIES

The following abilities are common to several Titans 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. 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).

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

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

Plot Armor

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

Combat Hypnosis

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

2 75	FC	OUR	M	UF	RA	S	AV	Œ	DAMAGE				
POWER				X -					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	
Four Murasame 2000pts	*	* *	12	10	36	4	10	2+	38-50	20"	4+	3+	
Four Murasame in a MRX	(_NNQ Psyck	no Gunda	m is a	sinale	mod	ലം	nuinne	d with a	26-37	16"	5+	4+	
360° Cockpit, a Massive (13-25	12"	5+	4+	
Particle Cannon. Only or		it may be	taker	for yo		my.			1-12	8"	6+	5+	
WEAPON	RANGE	TYP	E	S	AP	D		ITIES					
Beam Rifle	30"	Heav	y 3	8	-3	4			roll a Wound roll o inflicts a Mortal V				
Three Barrelled Diffuse Mega Particle Cannon	48"	Melee Melee User -3 3 Make 3 hit rolls for each attack with this weapon.											
Titanic Stride	No unit may receive more than 6 hits from this 48" Heavy 18 8 -2 2 weapon (including the target unit). Melee Melee User -3 3 Make 3 hit rolls for each attack with this weapon. Each time you roll a Wound roll of 6+ with this										on.		
Twin Beam Rifle	Each time you roll a Wound roll of 6+ with this 30" Heavy 6 8 -3 4 weapon, it also inflicts a Mortal Wound.												
	Massive C	Massive Combat Shield: A model with a Massive Combat Shield has a 4+ invulnerable save.											
	invulnerable save. 360° Cockpit: This unit may reroll a hit roll once per turn. Giant Mobile Suit - As Mobile Suit (p. 1), but counts as 20 models when when determining control of an objective marker Airborne: This model cannot charge, an be charged by units that can Fly, and ca attack or be attacked in the Fight phase can Fly. Anti Beam Coating: This model has an invulnerable save against ranged Beam											its that	
		from hit r	olls fo	r attac	ks th		also b	oe used to	this model's currer o save against Mo Beam and Laser a	rtal Wo	ounds	- y	
ABILITIES	subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit Mode: At the beginning of the game and each of its Movement phases, this unit may transform to a Mobile Suit Mode. When in Mobile Suit Mode, this model gains 10x Beam Rifles, a Twin Beam Rifle, and Titanic Stride; it loses Fly, receives 2D6 mortal wounds.										ay bile a		
PSYKER	it explodes, and each unit within 3D6" Twin Beam Rifle, and Titanic Stride; it loses Fly ,												
FACTION KEYWORDS	UC, 0087	, Titans											
KEYWORDS	Character	, Titanic,	Vehicl	e, Aircı	raft, N	∕lobi	le Suit,	Ground,	Space, Psyker, Gi	ant Mo	bile Su	ıit	

9 POWER	NR	X-0 4	4	AS	SI		M	AR	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
NRX-044 185pts	*	* *	8	7	15	2	7	3+	8-15+	12-24"	4+	4+
A NRX-044 Asshimar is a Beam Rifle and Titanic Fe		el equippe	ed wit	th a 36	0° C	ockp	it, a He	avy	4-7 1-3	12-18" 12"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Heavy Beam Rifle	36"	Assault	: 3	8	-3	4			roll a Wound roll inflicts a Mortal '		th this	
Titanic Feet	Melee	Melee)	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.
	and can or can Fly, ar attacked in can Fly.	nly be cha nd can onl	rged y atta	by unit	ts tha	it	360° turn.	Cockpit:	This unit may rer	oll a hit ı	roll ond	ce per
	initial pivot	t pivot it o the mode cannot p , and it mu	n the I stra ivot a ust m	spot ι ight fo igain a ove a ι	up to rward fter tl minin	ds. he	Move Mobil to Hit Its Mo	ment pha e Suit Mo :, Airborr ovement (ode: At the begin ases, this unit may ode. When Transf ne, Fly, Superson Characteristic bed	y transfo ormed, i nic, and comes 1:	rm to a t loses AIRCF 2".	a Hard RAFT.
	Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.							es, if this Hover. Wi orne, Airo	beginning of each unit is in its Mobil hen Hovering, it lo craft, and Supers becomes 12" and	e Armor oses Ha i s onic . It	mode r d to H s Move	, it lit, ement
ABILITIES	Hard to Hi subtract 1 target this	lls fo	r attac	ks th				weapons if it Rei			ry.	
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Vel	hicle, Airc	raft, I	Mobile	Suit,	Gro	und, Fl	y				

9 POWER		X-04 V]		AS EF				AR	DAMAGE Some of this mo- change as it suff- shown below:			
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
NRX-044 Veteran 190pts	*	* *	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
A NRX-044 Asshimar Vete	eran is a sir	ngle mode	l equi	pped v	with a	360	° Coc	kpit, a	4-7	12-18"	5+	4+
Heavy Beam Rifle and Tita	anic Feet.								1-3	12"	6+	5+
WEAPON	RANGE	TYPE	•	S	AP	D	ABIL	ITIES				
Heavy Beam Rifle	36"	Assaul	t 3	8	-3	4			roll a Wound roll inflicts a Mortal \		th this	
Titanic Feet	Melee	Mele	е	User	-2	2	Make	e 3 hit rolls	s for each attack v	with this	weap	on.
	Airborne: and can o can Fly, a attacked in can Fly.	nly be cha nd can on	rged l ly atta	oy unit	ts tha	t	360° turn.	Cockpit:	This unit may rer	oll a hit ı	roll on	ce per
	Superson moves, firs then move Note that i initial pivo	st pivot it on the the state of the mode of the the state of the state	on the el strai ivot a	spot ι ight fo gain a	up to rward fter th	ls. ne	Move Mobi to Hi	ement pha le Suit Mo it, Airbor r	ode: At the begin ases, this unit may ode. When Transfone, Fly, Supersor Characteristic bed	/ transfo ormed, i nic, and	rm to t loses AIRC I	a s Hard
	of 15" eac Advances characteri phase - do	h turn. W , increase stic by 15" o not roll a	hen th its Mo until ny dic	is moon ove the en e.	del d of t		phas may Airb Char	es, if this Hover. Whorne, Airo acteristic	beginning of each unit is in its Mobil nen Hovering, it lo craft, and Supers becomes 12" and	e Armor oses Ha o nic . It it gains	mode rd to h s Mov +1 to	e, it Hit, rement hit
ABILITIES	Hard to H subtract 1 target this	from hit ro	olls for	attac	ks tha			J	weapons if it Rer			ary.

FACTION KEYWORDS

KEYWORDS

UC, 0087, Titans

Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Fly

							R	CH	change as it suf shown below:	fers dam	age, a	s
M	WS	BS	S	Т	W	Α	Ld	Sv				BS
*	*	*		7		2		3+			_	3+
									4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
RANGE	T۱	/PE		S	AP	D	ABIL	LITIES				
36"	Ass	ault 3	3	8	-3	4					th this	
Melee	Me	elee	ι	Jser	-2	2	Mak	e 3 hit roll	s for each attack	with this	weapo	on.
and can or can Fly , a	nly be o	charg only	ed by attacl	unit k or l	ts tha	at	turn.	·	•			·
moves, first then move Note that i	st pivot the m t canno	it on odel s ot pive	the s _l straigl ot aga	pot ι ht fo ain a	up to rward fter tl	ds. he	Move Mobi to H	ement pha ile Suit Mo it, Airbor	ases, this unit ma ode. When Trans ne, Fly, Superso	y transfo formed, i nic, and	rm to a t loses AIRCI	a H ard
Advances characteris phase - do	, increa stic by o not ro	ise its 15" u II any	Moventil the dice.	e e en	d of t	the	phas may Airb Char	es, if this Hover. W orne, Air acteristic	unit is in its Mobi hen Hovering, it I craft, and Supers becomes 12" and	le Armor oses Ha l sonic . It d it gains	mode rd to F s Move +1 to	, it lit, ement hit
subtract 1	from h	it rolls	s for a	attac	ks th			· ·	·			ıry.
									•		•	
Titanic, Ve	hicle, A	Aircra	ft, Mo	bile	Suit,	Gro	und, F	ly, Buran	Blutarch, Charac	ter		
	M * 044 Asshim Rifle and Tita ny. RANGE 36" Melee Airborne: and can o can Fly, a attacked in can Fly. Superson moves, first then move Note that i initial pivo of 15" eac Advances characteri phase - do Hard to H subtract 1 target this UC, 0087,	M WS * * 044 Asshimar is a Rifle and Titanic Ferny. RANGE TY 36" Ass Melee Me Airborne: This mand can only be a can Fly, and can attacked in the Final From Fly. Supersonic: Ead moves, first pivote then move the minitial pivot, and it of 15" each turn. Advances, increated the characteristic by phase - do not rouse the control of	M WS BS * * * 044 Asshimar is a single Rifle and Titanic Feet. Only. RANGE TYPE 36" Assault 3 Melee Melee Airborne: This model and can only be charged can Fly, and can only attacked in the Fight pean Fly. Supersonic: Each time moves, first pivot it on then move the models Note that it cannot pive initial pivot, and it must of 15" each turn. Whe Advances, increase its characteristic by 15" uphase - do not roll any Hard to Hit: Your opposubtract 1 from hit rolls target this model in the UC, 0087, Titans	M WS BS S * * * 8 044 Asshimar is a single moderate and Titanic Feet. Only of any. RANGE TYPE 36" Assault 3 Melee Melee Use Airborne: This model cannot and can only be charged by can Fly, and can only attack attacked in the Fight phase can Fly. Supersonic: Each time this moves, first pivot it on the sthen move the model straig Note that it cannot pivot againitial pivot, and it must move of 15" each turn. When this Advances, increase its Move characteristic by 15" until the phase - do not roll any dice. Hard to Hit: Your opponent subtract 1 from hit rolls for a target this model in the Shouc, 0087, Titans	M WS BS S T * * * * 8 7 044 Asshimar is a single model exifle and Titanic Feet. Only one unity. RANGE TYPE S 36" Assault 3 8 Melee Melee User Airborne: This model cannot chand can only be charged by unity can Fly, and can only attack or attacked in the Fight phase by unity can Fly. Supersonic: Each time this more moves, first pivot it on the spot of the move the model straight for Note that it cannot pivot again a initial pivot, and it must move a sinitial piv	M WS BS S T W * * * 8 7 15 044 Asshimar is a single model equiper Rifle and Titanic Feet. Only one unit winy. RANGE TYPE S AP 36" Assault 3 8 -3 Melee Melee User -2 Airborne: This model cannot charge and can only be charged by units the can Fly, and can only attack or be attacked in the Fight phase by units from the spot up to then move the model straight forward Note that it cannot pivot again after the initial pivot, and it must move a minimof 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of sphase - do not roll any dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks the target this model in the Shooting phase UC, 0087, Titans	M WS BS S T W A * * * 8 7 15 2 044 Asshimar is a single model equipped with and Titanic Feet. Only one unit with B my. RANGE TYPE S AP D 36" Assault 3 8 -3 4 Melee Melee User -2 2 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, and it must move a minimum of 15" each turn. 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 UC, 0087, Titans	M WS BS S T W A Ld * * * 8 7 15 2 8 044 Asshimar is a single model equipped with a lifle and Titanic Feet. Only one unit with Buran Inny. RANGE TYPE S AP D ABIL Sach Assault 3 8 -3 4 wear Melee Melee User -2 2 Make 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, and it must move a minimum of 15" each turn. 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 Mob UC, 0087, Titans	* * * 8 7 15 2 8 3+ 044 Asshimar is a single model equipped with a 360° Rifle and Titanic Feet. Only one unit with Buran Blutarch my. RANGE TYPE S AP D ABILITIES Each time you weapon, it also weapon, it also weapon, it also weapon, it also also weapon, it also weapon	M WS BS S T W A Ld Sv * * * 8 7 15 2 8 3+ 8-15+ 044 Asshimar is a single model equipped with a 360° kifle and Titanic Feet. Only one unit with Buran Blutarch my. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll weapon, it also inflicts a Mortal Melee Melee User -2 2 Make 3 hit rolls for each attack 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, and it must move a minimum of 15" each turn. 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 UC, 0087, Titans	M WS BS T W A Ld SV REMAINING W M * * * 8 7 15 2 8 3+ 8-15+ 12-24" 044 Asshimar is a single model equipped with a 360° diffe and Titanic Feet. Only one unit with Buran Blutarch my. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ will weapon, it also inflicts a Mortal Wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this dattacked in the Fight phase 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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 1 lts Movement Characteristic becomes 1 lts Movement Characteristic becomes 1 lts Movement Characteristic becomes 12" and it gains with its ranged weapons if it Remains Si with later than the shooting phase with its ranged weapons if it Remains Si with its ranged weapons i	M WS BS S T W A Ld SV REMAINING W M WS * * * 8 7 15 2 8 3+ 8-15+ 12-24" 3+ 044 Asshimar is a single model equipped with a 360° title and Titanic Feet. Only one unit with Buran Blutarch ny. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Mobile Suit Mode: At the beginning of each of Movement phases, this unit may transform to a Movement phases, this unit may transform to a Movement phases, this unit may transformed, it loses to Hit, Airborne, Fly, Supersonic, and AIRCI Its Movement Characteristic becomes 12". Mobile Suit Mode: At the beginning of each of Movement phases, this unit may transformed, it loses to Hit, Airborne, Fly, Supersonic, and AIRCI Its Movement Characteristic becomes 12". Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode may Hover. When Hovering, it loses Hard to Hairborne, Aircraft, and Supersonic. Its Movemant Subtract 1 from hit rolls for attacks that target this model in the Shooting phase UC, 0087, Titans Mobile Suit (p. 1); Core Explodes (p. 1)

19 POWER			AT VR							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
Gates Capa 375pts	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+
Gates Capa in a NRX-055 Cockpit, a Beam Rifle, Be Feet. Only one unit with (am Sabers,	a Dif	fuse M	ega F	Partio	cle C	annc			5-9 1-4	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Нє	eavy 3		8	-3	4	weap	on, it also	roll a Wound roll co	Vound		
Beam Sabers	Melee	N	1elee		+6	-3	6						
Diffuse Mega Particle Cannon	Melee Melee +6 -3 6 Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.												ay
Titanic Feet	Melee	N	1elee	U	Jser	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
	and can or can Fly , an	Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be 360° Cockpit: This unit may reroll a hit roll once per attacked in the Fight phase by units that turn.											·
	Superson moves, firs then move Note that i initial pivot	t pivo the m	ot it on nodel s not pive	the sp straigh ot aga	oot unt for nit for nin af	p to s ward ter th	s. ie	Move Mobil to Hi	ement pha le Suit Mo t, Airbor r	ises, this unit may ide. When Transfo ide, Fly, Supersoni Characteristic become	transf rmed, ic, and	form to it loses d AIRC I	a B Hard
	of 15" each Advances, characteris phase - do	n turn. incre stic by	. Whe ase its ⁄ 15" uı	n this Move ntil the	mod e e end	del		phase may Airb o	es, if this Hover. WI orne, and	peginning of each unit is in its Mobile nen Hovering, it los Supersonic . Its I becomes 12" and i	Armo ses H a Mover	or mode ard to H ment	, it lit,
ABILITIES	Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary. subtract 1 from hit rolls for attacks that target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1)										ıry.		
PSYKER	target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1) Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												nosis check our ase.
FACTION KEYWORDS	UC, 0087,												<u>'</u>
KEYWORDS				raft, \	/ehi	cle, M	1obil	e Suit,	Ground,	Space, Fly, Psyke	r, Gat	es Capa	3

18 POWER	RC)SAI NR						M	DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	WS BS		T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rosamia Badam 365pts	*	* *	8	8	18	3	8	3+	10-18+	12"	3+	3+
Rosamia Badam in a NRX 360° Cockpit, a Beam Rifl Titanic Feet. Only one mo	e, Beam Sa	bers, a Di	ffuse	Mega	Parti	icle (Cannor	n, and	5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy	3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			;
Beam Sabers	Each time you roll a Wound roll of 6+ with this Melee He +6 -3 6 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this											
Diffuse Mega Particle Cannon	<u>'</u>											
Titanic Feet	Melee	Melee	;	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapor 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. Make 3 hit rolls for each attack with this weapor 360° Cockpit: This unit may reroll a hit roll once turn.											
	Supersoni moves, firs then move Note that it initial pivot,	t pivot it o the mode cannot pi	n the I strai ivot a	spot ι ight fo gain a	up to rward fter th	is. ne	Move Mobil to Hit	ment pha e Suit Mo t, Airbor r	ode: At the beging uses, this unit may ode. When Transfo ne, Fly, Superson Characteristic bec	transf rmed, ic, an	form to , it loses d AIRC	a s Hard
	of 15" each Advances, characteris	turn. Wh increase i tic by 15"	nen th its Mo until	nis mo ove the en	del		phase may l Airbo	es, if this description of the second		e Armo ses H Mover	or mode ard to l ment	e, it Hit,
ABILITIES	phase - do not roll any dice. Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary. Subtract 1 from hit rolls for attacks that target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1)										ary.	
PSYKER												
FACTION KEYWORDS	UC, 0087,											'
KEYWORDS			ircraf	t, Veh	nicle,	Mob	le Suit	, Ground,	, Space, Fly, Psyk	er, Ro	samia E	Badam

19 POWER		JERI NR	X-05	55-		3	0	DAMAGE Some of this mod change as it suffe shown below:	rs daı	mage, a	as		
NAME Jerid Messa 375pts	M *	ws bs	S T 8 8	W 18	A 3	Ld 8	Sv 3+	REMAINING W	M 12"	WS 3+	BS 2+		
Jerid Mesa in a NRX-055-	-01 Baund Γ	oc is a singl						5-9	9"	4+	3+		
Cockpit, a Beam Rifle, Be Feet. Only one model wit	am Sabers,	a Diffuse Me	ega Parti	cle C	anno	on, and		1-4	5"	5+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8	-3	4	weap	on, it also	roll a Wound roll of inflicts a Mortal W	/ound				
Beam Sabers	Melee	Melee	+6	-3	6		•						
Diffuse Mega Particle Cannon	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.										nay		
Titanic Feet	allocate hits to enemy units within 3" of the target 48" Heavy 6 8 -2 2 unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon								on.				
	Melee User -2 2 Make 3 hit rolls for each attack with this weapon. 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. Mobile Suit Mode: At the beginning of each of its												
	moves, first then move Note that it	ic: Each time of pivot it on t the model si t cannot pivo , and it must	he spot ι traight fo t again a	ip to rward fter th	ls. ne	Move Mobil to Hi	ement pha le Suit Mo t, Airbor r	ode: At the beginnases, this unit may ode. When Transfone, Fly, Supersonic Characteristic become.	transi rmed, i c, an	form to it loses d AIRC	a s Hard		
	of 15" each Advances, characteris	n turn. Wher increase its stic by 15" un not roll any	this mod Move til the en	del		phase may l Airbo	es, if this Hover. Wl orne, and	beginning of each unit is in its Mobile hen Hovering, it los Supersonic . Its I becomes 12" and i	Armo ses H Mover	or mode ard to l ment	e, it Hit,		
ABILITIES	subtract 1	from hit rolls	for attac	ks tha			_	•			ary.		
PSYKER	psyker. Ho Newtype F is success fails, this n own. This	Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary. Subtract 1 from hit rolls for attacks that arget this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1) Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Character,	Titanic, Airci	aft, Vehi	cle, N	/lobil	e Suit,	Ground,	Space, Fly, Psyke	r, Jeri	d Mesa			

17 POWER			O] GA		X-C 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
ORX-005 340pts	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
An ORX-005 is a single m Beam Sabers, Titanic Fee						oit, tw	ю Ве	am Rif	fles,	4-7 1-3	12-18" 12"	5+ 6+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	eavy 3		8	-3	4			roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	M	lelee		+6	-3	6		roll a Wound roll o inflicts a Mortal \		th this		
Titanic Feet	Melee	M	lelee		User	-2	2	Make	3 hit rolls	s for each attack v	vith this	weapo	on.
	Airborne: and can o can Fly, a attacked in can Fly.	nly be nd car	charg n only	ed by	y unit ck or b	s tha	t	360° (turn.	Cockpit:	This unit may rere	oll a hit ı	roll ond	ce per
	Superson moves, firsthen move Note that initial pivo of 15" eac Advances	st pivo the m t cann t, and h turn.	t it on nodel s not pive it mus . Whe	the straig ot ag t mo	spot ught for ain af ve a r s mod	ip to s ward fter th minim	ls. ne	Move Mobile to Hit Its Mo gains	ment pha e Suit Mo s, Airbor i ovement Hit and	lode: At the begin ases, this unit may ode. When Transfone, Fly, Supersor Characteristic bed Run: This unit ma , even if it has not	transfoormed, in transfoormed, in the transformed i	rm to a t loses AIRCF 2", and 2D6" i	Hard RAFT. d it n your
	characteri phase - do	15" u	ntil th	ne en	d of t	he			Shields : A model 4+ invulnerable sa		in Cor	mbat	
ADULTICO	Hard to H subtract 1	from h	nit rolls	s for	attacl	ks tha			le Suit (p	,			
ABILITIES EACTION KEYMORDS	target this			Sno	ooting	pna	se.	Core	Explode	es (p. 1)			
FACTION KEYWORDS KEYWORDS	UC, 0087,			ft NA	obile	Qui+	Gra	und St	ages Elv				
NE I WORDS	Titanic, Ve	incle,	Allula	ıı, ıvı	onlie	Juit,	GIU	uriu, Sp	Jace, rly				

18 POWER	RC)S	AM O)A]	M	DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rosamia Badam 350pts	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
Rosamia Badam in an OF Cockpit, two Beam Rifles, Only one unit with Rosam	Beam Sabe	ers, Ti	tanic l	eet,	and	Twin	Con			4-7 1-3	12-18" 12"	5+ 6+	4+ 5+
WEAPON	RANGE	T	YPE		S	AP	D	ABILI	TIES				
Beam Rifle	36"	He	avy 3		8	-3	4		-	roll a Wound roll inflicts a Mortal \		th this	
Beam Sabers	Each time you roll a Wound roll of 6+ with this Melee He -3 6 weapon, it also inflicts a Mortal Wound. Melee User -2 2 Make 3 hit rolls for each attack with this weapon.												
Titanic Feet	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.												on.
	Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. 360° Cockpit: This unit may reroll a hit roll once per turn.												ce per
	Supersoni moves, firs then move Note that it initial pivot, of 15" each Advances, characteris phase - do	t it on nodel s ot pivo it mus Whe ase its 15" u	the straig ot aga t mov n this Mov ntil th	spot u tht for ain a ve a r s mod ve ne en	ip to s rward fter th minim del	s. ie ium	Move Mobile to Hit Its Mo gains Charg	ment pha e Suit Mo , Airborr ovement (Hit and I ge phase, Combat	ode: At the begin uses, this unit may ode. When Transfone, Fly, Supersor Characteristic bed Run: This unit may even if it has not Shields: A mode 4+ invulnerable sa	y transfo ormed, it nic, and comes 12 ny move declare	rm to a t loses AIRCF 2", and 2D6" i d a ch	a Hard RAFT. d it in your arge.	
ABILITIES	subtract 1 t	rom h	nit rolls	for a	attacl	ks tha			e Suit (p	,			
PSYKER	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1) Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0087,	Titans	S										
KEYWORDS	Character,	Titani	c, Airc	raft,	Vehi	cle, N	1obil	e Suit,	Ground,	Space, Fly, Psyke	er, Rosa	mia Ba	adam

18 POWER		O GAP	R LA				CE		DAMAGE Some of this mo- change as it suff- shown below:			
NAME	M	WS BS		T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ORX-005 Ace 350pts	*	* *	8	7	15	2	8	3+	8-15+	12-24"	3+	3+
An ORX-005 Gaplant Ace Beam Rifles, Beam Sabe							ockpit,	two	4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	Melee)	+6	-3	6		roll a Wound roll o inflicts a Mortal \		th this		
Titanic Feet	Melee	Melee	•	User	-2	2	Make	3 hit rolls	s for each attack v	with this	weapo	on.
	and can o can Fly , a	This mode nly be chai nd can onl n the Fight	rged b y attac	y unit	ts tha be	ıt	turn.	-	This unit may ren			
	moves, fir then move Note that initial pivo of 15" eac Advances	nic: Each ti st pivot it o e the mode it cannot pi t, and it mu h turn. Wh , increase i stic by 15"	n the solution the straigness of the straigness	spot ught fo pain a ve a s moo ve	up to rward fter th minin del	ds. he num	Move Mobil to Hit Its Mo gains Charç	ement pha e Suit Mo t, Airbori ovement Hit and ge phase	lode: At the begin ases, this unit may ode. When Transfone, Fly, Supersor Characteristic bed Run: This unit ma , even if it has not Shields: A mode	/ transfo ormed, i nic, and comes 1: ay move declare	rm to a t loses AIRCI 2", and 2D6" i	a Hard RAFT. d it in your arge.
	phase - do	o not roll ar l it : Your op	ny dice	€.				ds has a · le Suit (p	4+ invulnerable sa o. 1)	ave.		
ABILITIES	subtract 1	from hit ro model in the	lls for	attac	ks tha			Explode	·			
FACTION KEYWORDS	UC, 0087							•	. ,			
KEYWORDS	Titanic, Ve	ehicle, Airci	raft, M	obile	Suit,	Gro	und, S	pace, Fly	, Character			

18 POWER				RAC		I	DAMAGE Some of this mo change as it suff shown below:							
NAME	M	WS	BS :	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Jack Rackham 360pts	*	*	*	8 7	15	3	8	3+	8-15+	12-24"	3+	2+		
Jack Rackham in an ORX Cockpit, two Beam Rifles, Only one unit with Jack R	Beam Sab	ers, Tita	anic Fe	eet, and	Twin	Con			4-7 1-3	12-18" 12"	4+ 5+	3+ 4+		
WEAPON	RANGE	TY	PE	S	AP	D	ABILI	ITIES						
Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this												
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this												
Missile Launcher +25	72"	72" Heavy D6 8 -2 2 Blast.												
Titanic Feet	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.											n.		
WARGEAR OPTIONS	This mode	l may ta	ake up	to 2 Mis	ssile l	Laun	chers	(+1 Powe	er Rating each).					
	and can or can Fly , a	This model may take up to 2 Missile Launchers (+1 Power Rating each). 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. Mobile Suit Mode: At the beginning of each of its												
		st pivot in the mo t canno t, and it h turn. h increas stic by 1	it on the del stander of the tender of t	ne spot uraight for again a move a uraillating this module.	up to rward fter th minim del	ds. ne num	Move Mobile to Hit Its Mo gains Charg	ment pha e Suit Mo r, Airborr ovement (Hit and l ge phase, Combat	ises, this unit may ode. When Transf ne, Fly, Superson Characteristic bed Run: This unit ma even if it has not Shields: A mode	y transformed, inic, and comes 1 ay move t declare	rm to a t loses AIRCF 2", and 2D6" i d a cha	Hard RAFT. I it n your arge.		
ABILITIES	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. Twin Combat Shields: A model of Shields has a 4+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0087,	Titans												
KEYWORDS	Titanic, Ve	hicle, A	ircraft	, Mobile	Suit,	Gro	und, Sp	pace, Fly,	Character, Jack	Rackhai	n			

19 POWER		RAH Z PM				RC	V	DAMAGE Some of this mo- change as it suff shown below:				
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Sarah Zabiarov 390pts	*	* * 8	7	15	3	7	3+	8-15+	12-24"	4+	3+	
Sarah Zabiarov in a PMX-Cockpit, Beam Sabers, tw Launchers, and Titanic Fe army. Only one unit with	o Mega Pa eet. Only or	article Cannons, ne unit with Mes	two Ti sala m	nree nay b	Shot e inc	Missil luded	е	4-7 1-3	12-18" 12"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Sabers	Melee	Melee	+6	-3	6	weap	on, it also	roll a Wound roll o inflicts a Mortal	Wound.			
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll inflicts a Mortal \		tn tnis		
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	with this	weapo	on.	
	and can of can Fly, a attacked in can Fly. Superson moves, fir then move Note that initial pivo of 15" each	Melee User -2 2 Make 3 hit rolls for each attack with this weapon. 360° Cockpit: This unit may reroll a hit roll once pe turn. 360° Cockpit: This unit may reroll a hit roll once pe turn. 4 in turn. 4 Mobile Suit Mode: At the beginning of each of its movement phases, this unit may transform to a										
ABILITIES EACTION KEYWORDS	•	o not roll any did	ce.			Mobi	le Suit (p	o. 1); Core Explo	des (p. 1)		
FACTION KEYWORDS	UC, 0087	, เแสกร										

KEYWORDS

Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character, Messala, Sarah Zabiarov, Fly

20 POWER		ECCO PM				NDI	E	DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Reccoa Londe 400pts	*	* * 8	7	15	3	8	3+	8-15+	12-24"	3+	3+	
Reccoa Londe in a PMX-Cockpit, Beam Sabers, to Launchers, and Titanic Farmy. Only one unit with	wo Mega Pa eet. Only on	rticle Cannons, e unit with Mes	two Ti sala m	nree nay b	Shot e ind	Missile luded i	Э	4-7 1-3	12-18" 12"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP		ABILI	TIFS	1-0	12	<u>J.</u>	J.	
Beam Sabers	Melee	Melee	+6	-3	6	Each	time you	roll a Wound roll inflicts a Mortal		th this		
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weap	on.	
	and can or can Fly , ar	This model car nly be charged nd can only atta n the Fight phas	by unit ack or l	s tha	ıt	Mobile Suit Mode. When Transformed, it loses Har						
ABILITIES	moves, first then move Note that in initial pivot of 15" each Advances, characteris	ic: Each time the properties to pivot it on the the model strated to cannot pivot and it must men turn. When the increase its Mostic by 15" untile not roll any did	spot uight for a gain a ove a unis moo ove the en	ip to rward fter tl minin del	ds. he num	Charge phase, even if it has not declared a charge.						

Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character, Messala, Reccoa Londe, Fly

FACTION KEYWORDS

KEYWORDS

UC, 0087, Titans

		PAP		M	US								
23 POWER		SCIR PM				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		
Paptimus Scirocco 430pts	*	* * 8	7	15	5	8	3+	8-15+	12-24"	2+	2+		
Paptimus Scirocco in a Pl Cockpit, Beam Sabers, tw Launchers, and Titanic Fe	o Mega Pa	article Cannons,	two T	hree	Shot	Missile	9	4-7	12-24"	3+	3+		
army. Only one unit with	Paptimus	Scirocco may b	e inclu	uded	in yo	ur arm	у.	1-3	12"	4+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI							
Beam Sabers	Melee	,											
Mega Particle Cannon	48"	Each time you roll a Wound roll of 6+ with this 48" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.											
Three Shot Missile Launcher	60" Rapid Fire D6 6 -1 1 Blast.												
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	weapo	on.		
ABILITIES	·												
	•	o not roll any did		is co	nside			. 1); Core Explod		<u> </u>	est un		
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0087	UC, 0087, Titans											
KEYWORDS		ehicle, Aircraft, N ype, Powerful N				und, Sp	pace, Cha	aracter, Messala,	Paptimu	ıs Scir	occo,		

25 POWER	R	E	DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	T _	W	A	Ld	Sv	REMAINING W	M	WS	BS		
Reccoa Londe 510pts Reccoa Londe in a PMX-0 360° Cockpit, Beam Sabe Particle Cannons, and Tita included in your army.	rs, two Diff	use Mega Partid	cle Ca	nnon	s, tw	o Mega	а	10-18+ 5-9 1-4	12" 9" 5"	3+ 4+ 5+	3+ 4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V					
Diffuse Mega Particle Cannon	48"												
Large Missile +10	Each of this weapon may only be fired once per 48" Heavy 1 8 -2 4 battle.												
Mega Particle Cannon	48"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Three Shot Missile Launcher	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.		
Twin Beam Rifle +60	36"	Heavy 6	8	-3	4			roll a Wound roll o inflicts a Mortal V					
Wargear Options	This mode Rating +3	el may replace o 3). el may replace o	ne of i	ts Me	ega I	Particle	Cannon	n g +1 per two mi s s with a Twin Bear s with a Palace At	n Rifle	Powe			
	360° Cockpit : This unit may reroll a hit roll once per turn.												
ABILITIES	Mobile Suit (p. 1) Palace Athene Shield -45: A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.												
FACTION KEYWORDS	UC, 0087												
KEYWORDS		ehicle, Mobile Su	uit, Gro	ound,	Spa	ice, Ch	aracter, F	Reccoa Londe					

FER 17 POWER	SA	RAH Z PM				RC	V	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		
Sarah Zabiarov 340pts	*	* * 7	7	15	2	7	3+	8-15+	15"	3+	3+		
Sarah Zabiarov in a PMX-002 Bolinoak Sammahn is a single model equipped with a 360° Cockpit, a Bolinoak Sammahn Shield, two Three Shot Missile launchers, and Titanic Feet. Only one unit with Sarah Zabiarov may be included in your army. 4-7 10" 4+ 4+ 5+													
WEAPON	RANGE	TYPE	S	AP	D		ITIES						
Beam Gun	24"	Pistol 2D3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this											
Claw Pincer	Melee	Melee	+3	-3	6	If this weapon hits an enemy in the Fight phase and that enemy is still in Engagement range during the following Shooting phase, the Beam Guns gain an							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith this	s weap	on.		
	to all rang unit make receive th	argeters: This red to hit rolls. Es an attack, ene benefits of coows against tha	Each tir emy un ver to t	me th its do heir	nis	360° Cockpit: This unit may reroll a hit roll once per turn. ot Bolinoak Sammahn Shield: A model equipped with a Bolinoak Sammahn Shield gains a 5+					·		
ABILITIES	-	uit (p. 1); Core l			p. 1)	Invulnerable save. Additionally, the model gains 2x 1) Beam Guns, Beam Sabers, and a Claw Pincer.							
FACTION KEYWORDS	UC, 0087		•		. ,		,	<u> </u>					

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

KEYWORDS

20 POWER		SC	CIR	ΓΙΝ (Ο (X -(DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Paptimus Scirocco 440pts	*	* :	8	8	18	6	9	2+	10-18+	12"	2+	2+
Paptimus Scirocco in a P									5-9	8"	3+	3+
Cockpit, Beam Sabers, a Paptimus Scirocco may				anic Fe	et. (Only	one u	nit with	1-4	5"	4+	4+
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES				
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this Melee										
Heavy Beam Rifle	36"	Assau	lt 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Mele	e	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
	360° Cock roll once p	•	unit m	ay rero	oll a	hit	Bios turn.		nis unit may reroll a	a save	die one	ce per
ABILITIES	Mobile Su	uit (p. 1)					Core	Explode	s (p. 1)			
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve Powerful N				ound	, Spa	ce, C	haracter, F	Paptimus Scirocco	, New	type,	

8 POWER				[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
RMS-106 165pts	*	* *	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 Hizack is a sir Cockpit, Beam Sabers, a	•				ım M	lachi	ne Gur	n, a 360°	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABILI	ITIES				
120mm Machine Gun	30"	Assault	12	6	-1	1	-					
Beam Rifle +45	36"	Heavy	3	8	-3	4		-	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	:	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Heat Hawk -20	Melee	Melee	:	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire	e D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	•	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may repl t must repl el may take	ace it ace it up to	s 120n ts Bea o two T	nm M m Sa Three	lach bers Sho	ine Gu with a ot Missi	n with a E Heat Ha ile Launci	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Rating hbat Shields (Pow	r Ration g -1) ng +1	each).	
	360° Coc roll once p	kpit : This ι per turn.	ınit m	ay rero	oll a l	nit		oat Shiel nvulneral	d : A model with a ble save.	comb	at shield	d has
ABILITIES	Mobile St	uit (p. 1) lodes (p. 1)						Shields <mark>+20</mark>: A m s has a 4+ invulne			
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS	Titanic, Ve	ehicle, Mob	ile Sı	uit, Spa	ace, (Grou	ınd					

8 POWER		RAH Z RM	V	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	
Sarah Zabiarov 165pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+	
Machine Gun, a 360° Coo	kpit, Beam	06 Hizack is a single model equipped with a 120mm pit, Beam Sabers, a Combat Shield, and Titanic Feet. abiarov may be taken for your army. 4-6 9" 5+ 1-3 5" 6+										
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee										
Heat Hawk -20	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 v	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode does so, i This mode	el may replace it t must replace i el may take up to	ts 120r ts Bea o two ī	nm M m Sa Γhree	lach bers Sho	ine Gu with a ot Miss	ın with a l a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Ratin hers (Power Rati nbat Shields (Pow	r Rati g -1) ng +1	each).		
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.									d has		
ABILITIES	Mobile So	uit (p. 1)				Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.						
FACTION KEYWORDS	UC, 0087											
KEYWORDS		ehicle, Mobile Si	uit, Spa	ace, (Grou	ınd, Cl	naracter, S	Sarah Zabiarov				

POWER		KAC CAC RM	OC)L 10	E]	R		DAMAGE Some of this mod change as it suffe shown below:	ers da	mage, a	ıs	
NAME	M	WS BS S	ı	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kacricon Cacooler 170pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+	
Kacricon Cacooler in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Kacricon Cacooler may be taken for your army. 4-6 9" 4+ 5+ 1-3 5" 5+ 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	roll a wound roll o inflicts a mortal w								
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Heat Hawk -20	Melee	Melee	+3	-3	6	weap	on, it also	30 Illinois a mortal would.				
Three Shot Missile Launcher +25	60"	Rapid Fire D6		-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 mod does so, i This mod This mod	el may replace it must replace el may take up el may replace	its 120 its Bea to two its Con	mm M im Sa Three nbat S	Mach abers Shiel	ine Gu with a ot Miss	in with a E a Heat Ha ile Launc	wk (Power Rating Beam Rifle (Power wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Rati g -1). ng +1	each).		
	360° Coc roll once	kpit : This unit r per turn.	nay rer	oll a l	hit	_	bat Shiel invulneral	d : A model with a ble save.	comb	at shield	d has	
	Mobile S	uit (p. 1)				Twin Combat Shields +20: A model with twin						
ABILITIES	Core Exp	olodes (p. 1)						s has a 4+ invulne				
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS	Titanic, V	tanic, Vehicle, Mobile Suit, Space, Ground, Character, Kacricon Cacooler										

POWER		EMMA RM				DAMAGE Some of this mod change as it suffe shown below:		mage, a	ıs		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen 170pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+
Emma Sheen in a RMS-1 Machine Gun, a 360° Coc Only one model with Emn	kpit, Beam	Sabers, a Com	bat Sh	ield,	and			4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this									
Heat Hawk -20	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 mode does so, i This mode	el may replace it t must replace i el may take up t	ts 120r ts Bea o two∃	mm N m Sa Three	lach bers Sho	ine Gu with a ot Miss	ın with a E a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Ratii g -1). ng +1	each).	
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield a 5+ invulnerable save.								d has		
	Mobile Suit (p. 1) Twin Combat Shields +20: A model with twin										
ABILITIES		lodes (p. 1)				comb	at shields	s has a 4+ invulne	rable s	save.	
FACTION KEYWORDS	UC, 0087, Titans										
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace, (Grou	ınd, Cł	naracter, E	Emma Sheen			

9 POWER		RM HIZA				CE		DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RMS-106 Ace 175pts	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-106 Hizack Ace is 360° Cockpit, Beam Sabe						lachine	Gun, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll of inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll of inflicts a mortal v				
Heat Hawk -20	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	with thi	s weap	on.	
WARGEAR OPTIONS	This mode does so, in This mode	el may replace i t must replace el may take up t	ts 120r its Bea to two	mm M ım Sa Three	lach bers Sho	ine Gur s with a ot Missil	n with a E Heat Ha le Launc	wk (Power Ratin Beam Rifle (Powe wk (Power Ratin hers (Power Rati hbat Shields (Pov	er Rati g -1). ing +1	each).		
	360° Coc roll once	kpit : This unit n per turn.	nay rer	oll a h	nit			d : A model with a ble save.	comb	at shield	d has	
ADU ITIFO	Mobile S							Shields +20: A n			ı	
ABILITIES		olodes (p. 1)				comba	at shields	s has a 4+ invulne	erable	save.		
FACTION KEYWORDS	•	JC, 0087, Titans										
KEYWORDS	Characte	racter, Titanic, Vehicle, Mobile Suit, Space, Ground, Character										

9 POWER	M	JERIC RM ws bs s		10 w	6 A	SA	Sv	DAMAGE Some of this mode change as it suffer shown below: REMAINING W	ers dar M	mage, a	
Jerid Messa 180pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-100 Machine Gun, a 360° Coo Only one unit with Jerid N	kpit, Beam	Sabers, a Con	ոbat Sh	ield,				4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Heat Hawk -20	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	vith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may replace i t must replace el may take up t	ts 120r its Bea to two 1	nm N m Sa Three	Mach abers e Sho	ine Gu with a ot Missi	n with a E Heat Ha ile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Rating hbat Shields (Pow	r Ratii g -1). ng +1	each).	
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.									d has	
	Mobile St	uit (p. 1)									
ABILITIES	Core Exp	lodes (p. 1)						Shields <mark>+20</mark>: A m s has a 4+ invulne			
FACTION KEYWORDS	UC, 0087, Titans										
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace,	Grou	ınd, Ch	aracter, c	Jerid Messa			

POWER	100	RMS IZACK					VI	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
RMS-106CS 175pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	2+
A RMS-106CS Hizack Cu	stom is a s	single model equ	ipped	with	a 12	0mm N	/lachine	4-6	9"	5+	3+
Gun, a 360° Cockpit, Bea	m Sabers,	a Combat Shield	d, and	Titar	ic F	eet.		1-3	5"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Long Beam Rifle +115	84"	Heavy 3D3	9	-4	4	Rema phase Save weap weap time y	ained State. Subtract. Each timon, it also on may o	nly fire the Long B tionary in the precent 2 from any targe the you roll a Woun of inflicts a Mortal Wolly be fired 3 timest a target for this work Out, Sir rule.	eding et unit' d roll Vound s in a	movem s Invuln of 6+ wi l. This battle.	ent erable ith this Each
Three Shot Missile	<u> </u>	,		•	•	.9					
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 Long Beat Heat Haw This mode This mode Combat S	el may replace it m Rifle (Power I k (Power Ratin el may take up to el may replace it Shield: A model	s 120i Rating g -1). o 2 Th s Com with a	mm N g +6) ree S nbat S com	Mach . If it Shot I Shiel	ine Gu does of Missile d with	n with a E either, it r Launche Twin Com	wk (Power Rating Beam Rifle (Power nust replace its Be rs (Power Rating abat Shields (Power This unit may rero	r Rational R	Sabers v nch). ting +1)	vith a
ADULTIFO	Twin Cor	s a 5+ invulnerat nbat Shields: A pat shields has a	mode			turn.	L. O.: 16 /	4) 0 F :	(4)	

ABILITIES

KEYWORDS

FACTION KEYWORDS

invulnerable save.

Titanic, Vehicle, Mobile Suit, Space, Ground

UC, 0087, Titans

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

11 POWER			MS- AR <i>A</i>					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
RMS-108 220pts	*	* *	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-108 Marasai is a s								4-6	9"	5+	5+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	oat Shield, T	Гitanic Fe	et, an	d Tw	in Linl	k 60mm	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	5 8	-3	3		-	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	Use	r - 2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4 4	0	2	Add	1 to all to	hit rolls against tar	gets tl	hat can	Fly.
ABILITIES		hield: A mo a 5+ invuln it (p. 1)			Cockpit: Explode	This unit may rero	ll a hit	roll on	ce per		
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobil	le Suit, Տր	oace,	Grou	ınd	-				

11 POWER	MA	\mathbf{R}			S [V		AN	DAMAGE Some of this mo change as it suff shown below:					
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-108 Veteran 230pts	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
A RMS-108 Marasai Veter Beam Machine Gun, Bear 60mm Vulcans.		-								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Each time you											
Beam Sabers	Melee	M	/lelee		+6	-3	6		_	roll a wound roll of inflicts a mortal			
Titanic Feet	Melee	Ν	/lelee		User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	e 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat car	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+	invuln			Cockpit: Explode	This unit may rer s (p. 1)	oll a hi	t roll or	ice per			
FACTION KEYWORDS	UC, 0087	, Titan:	s										
KEYWORDS	Titanic, Ve	ehicle,	Mobil	le Su	it, Sp	ace,	Grou	ınd					

POWER		KAC CAC RN	OC					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
Kacricon Cacooler 230pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	3+
Kacricon Cacooler in a RN Cockpit, a Beam Machine	Gun, Bean	n Sabers, a Co	mbat S	Shield	, Tita	anic F	eet, and	4-6	9"	5+	4+
Twin Link 60mm Vulcans. in your army.	Only one	unit with Kacri o	con Ca	cool	er m	ay be	included	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a wound roll c inflicts a mortal v			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	gets t	hat can	Fly.
ABILITIES		shield: A mode a 5+ invulnera iit (p. 1)			bat	turn.	-	This unit may reros	oll a hi	t roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace, (Grou	ınd, C	haracter, k	Kacricon Cacooler			

12 POWER	I	R MAR	MS- ASA			CE		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
RMS-108 Ace 235pts	*	* *	8 7	12	2	7	3+	7-12+	12"	3+	3+
A RMS-108 Marasai Ace i								4-6	9"	4+	4+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	oat Shield, ⊺	Γitanic Fee	et, an	d Tw	in Linl	k 60mm	1-3	5"	5+	5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	5 8	-3	3		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against tar	gets tl	hat can	Fly.
ABILITIES		hield: A mo a 5+ invuln iit (p. 1)			bat	turn.	•	This unit may rero	ll a hit	roll one	ce per
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobil	e Suit, Sp	ace,	Grou	ınd, C	haracter				

12 POWER		JERI RI	D M			SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Jerid Messa 240pts	*	* *	8 7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-108 Cockpit, a Beam Machine Twin Link 60mm Vulcans. army.	Gun, Bear	n Sabers, a (Combat S	hield	l, Tita	anic Fe		4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	1 0		<u> </u>	<u> </u>
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
ABILITIES	Combat S shield has Mobile Su	oll a hi	t roll on	ce per							
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	ınd, Ch	aracter, J	Jerid Messa			

11 POWER				MS BA				β		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
RMS-117 210pts	*	*	*	8 7		12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with	n a Be	am Rifle	e, B	ean	n Sal	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laun										1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE	S	4	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	avy 3	8		-3	4		-	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	lelee	+(ò	-3	6		_	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Ass	sault 1	6		-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	M	lelee	Us	er	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su Core Exp	٠.	,						bat Shiel invulnerat	d : A model with a ble save.	comba	at shield	d has
FACTION KEYWORDS	UC, 0087,	Titans	3							<u> </u>			
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Suit, S	Spa	ce, (Grou	nd					

11 power		S-117 β V	GA ETE				DY	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	
RMS-117 Veteran 215pts	*	* *	8 7	12	2	8	3+	7-12+	12"	4+	3+	
A RMS-117 Veteran is a s	-			m Ri	fle, E	Beam :	Sabers, a	4-6	9"	5+	4+	
Combat Shield, two Gren	ade Launch	ners, and Tita	anic Feet.					1-3	5"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Grenade Launcher	30"	Assault 1	6	-1	D3			eapon may only be	fired	once p	er	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)					ibat Shiel invulneral	d : A model with a ble save.	comb	at shiel	d has	
FACTION KEYWORDS	UC, 0087,	, Titans										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

10 POWER			RI BA							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
Barzam 225pts	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a s	ingle mode	el equi	pped \	with a	a 360°	° Coc	kpit	a Bea	m Rifle,	4-6	9"	4+	4+
Beam Sabers, and Titanic	Feet.									1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	avy 2D	6	8	-2	1	Blast.					
Beam Rifle	36"	Не	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	/lelee		User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	a Cor	mbat :	Shiel	d (P	ower F	•	Power Rating -2).			
		/								d <mark>+20</mark>: A model wi nerable save.	th a co	ombat s	shield
	Mobile Su	ut (p.	1)					360°	Cocknit:	This unit may rero	ll a hit	roll on	ce ner
ABILITIES	Core Exp	lodes	(p. 1)					turn.	oonpit.	The differency fore			00 poi
FACTION KEYWORDS	UC, 0087	Titan	s										
KEYWORDS	Character	, Titan	ic, Vel	nicle,	Mobi	ile Su	ıit, S	pace,	Ground, J	lerid Messa, Gund	am		

11 POWER	RI	MS			/R		M	-79	9R	DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R 220pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R	is a single ı	nodel	equip	ped	with a	360)° Co	ckpit,	a Beam	4-6	9"	5+	5+
Rifle, Beam Sabers, a Co	mbat Shield	d, Titar	nic Fe	et, a	and Tw	in Li	nk 60	mm'	Vulcans.	1-3	5"	6+	6+
WEAPON	RANGE	T'	YPE		S	AP	D	ABII	LITIES				
90mm Machine Gun -60	24"	Rapi	d Fire	4	6	0	1	-					
180mm Cannon -50	48"	He	avy 1		8	-3	2D6	-					
Bazooka -50	48"	Hea	vy 2D	6	8	-2	1	Blas	t.				
Beam Rifle	36"	He	avy 3		8	-3	4		•	roll a wound roll inflicts a mortal			
Beam Sabers	Melee	M	elee		+6	-3	6		•	roll a wound roll inflicts a mortal			
Titanic Feet	Melee	М	elee		User	-2	2	Mak	e 3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat car	ı Fly.
WARGEAR OPTIONS	This mode Cannon (F	-	•							hine Gun (Powe l 2).	r Ratin	g -3), 1	80mm
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.										d has		
ABILITIES	Mobile Su	i it (p. 1	1)					Cor	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Ve	hicle,	Mobil	e Sı	uit, Spa	ace,	Grou	nd					

12 POWER		RM GM						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
RMS-179 Ace 230pts	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM-1 a Beam Rifle, Beam Sabe Vulcans.		•						4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.
WARGEAR OPTIONS		el may replace i Power Rating -						hine Gun (Power 2).	Ratino	y -3), 18	30mm
	360° Cocl	kpit: This unit noer turn.	nay rero	oll a	ibat Shiel invulneral	d : A model with a ole save.	comba	at shield	d has		
ABILITIES	Mobile Su	uit (p. 1)				Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Character	, Titanic, Vehicl	e, Mobi	le S	uit, S	pace,	Ground				

14 POWER		G		RMV VTA					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
RMV-1 280pts	*	*	*	7 7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single mode									4-6	7"	5+	5+
two 120mm Low Recoil Ca Smoke Launchers.	annons, Cr	ushing	Treac	is, two M	issile	Lau	ncher	s, and	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
80mm Anti-Personnel Machine Gun	12"	Pis	tol 12	5	0	1	-					
120mm Low Recoil Cannon	96"	Hea	ıvy D6	9	-3	2	This bear	•	nay target units no	t visib	le to th	е
Crushing Treads	Melee	М	elee	User	-2	2	Mak	e 2 hit rolls	s for each attack w	/ith thi	s weap	on.
Missile Launcher	72"	Hea	vy D6	8	-2	2	Blas	t.				
ABILITIES	Smoke La instead of Shooting p Smoke La Shooting p subtract 1 weapons	shooti chase, unche chase, from a	ng any this m rs; unt your c	weapon odel can il your ne opponent olls for ra	use in to use in the extoneral inged	he its t	Mob the r in th turn unit Adva the r this	movement e same tu in which it makes a ra anced, tha nit roll as if unit only g er if at leas	Models in this unit phase and still shrn. This unit is eliqued Advanced. Each anged attack in a fit attack suffers the firing an Assault vain a bonus to its thalf of the model model gains Titan	oot argible to time a turn in e pena weapo save f	nd/or che shoot model which alty incured or being scured	iarge in a in this it irred to dels in g in from
FACTION KEYWORDS	UC, 0087,	Titans	3									

Titanic, Vehicle, Mobile Tank, Ground

KEYWORDS

→ ⊡ 15		OUAR R'	PE X-1			A (ОН	DAMAGE Some of this mod change as it suffe			
POWE	M	WS BS S		W	Α	Ld	Sv	shown below: REMAINING W	М	WS	BS
Mouar Pharaoh 300r		* * 7	•	15	3	7	3+	8-15+	12"	4+	3+
Mouar Pharaoh in a R Cockpit, two Beam Ca Only one of this unit m	K-110 Gabthley nnons, Beam S	Sabers, a Hea		uippe	ed wi			4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Cannon	36"	Heavy 1	8	-3	6		•	roll a Wound roll o o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll o o inflicts a Mortal V			
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll o o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack v	vith thi	is weap	on.
	and can or can Fly, ar attacked in can Fly. Supersoni moves, firs then move	This model can be charged and can only at the Fight phase ic: Each time at pivot it on the model stress cannot pivot	This unit may rero lode: At the begins ases, this unit may ode. When Transfo ne, Fly, Superson Characteristic bed Run: This unit ma , even if it has not	ning o trans ormed iic, an comes y mov	f each of form to , it loses d AIRC 12", and re 2D6"	of its a s Hard RAFT d it in you					
Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)									om hit		
FACTION KEYWORD	S UC, 0087,	Titans									

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

KEYWORDS

15 POWER			D M X-1			SA		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		
Jerid Messa 310pts	*	* *	7 7	15	3	8	3+	8-15+	12"	3+	3+		
Jerid Messa in a RX-110 (two Beam Cannons, Bear one unit with Jerid Messa	n Sabers, a	Heavy Bear	n Rifle, a					4-7 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Cannon	36"	Heavy 1	8	-3	6			roll a Wound roll o inflicts a Mortal V					
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V					
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.		
	and can or can Fly , ar	This model only be charge and can only and the Fight ph	ed by unitattack or	ts tha be	ıt	360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT							
	moves, first then move	ic: Each time st pivot it on t the model s t cannot pivo	he spot ι traight fo	up to rward	ds.	Its Movement Characteristic becomes 12", and it							
	of 15" each Advances, characteris	t, and it must h turn. Wher , increase its stic by 15" ur	n this mo Move ntil the en	del		rolls f	or attacks ting phas		odel ii	n the	om hit		
ABILITIES	•	not roll any	dice.			Mobi	le Suit (p	o. 1); Core Explod	es (p.	1)			
FACTION KEYWORDS	UC, 0087,												
KEYWORDS	Titanic, Ve	hicle, Aircraf	t, Mobile	Suit,	Gro	und, S	pace, Fly	, Character, Jerid I	Messa	l			

13 T	DU	JN	KI		. C	CO	O	PE	R	DAMAGE Some of this mod	del's cl	haracte	ristics		
POWER			R	X	-1	39				change as it suffe shown below:					
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
Dunkel Cooper 260pts	*	*	*	7	7	15	4	7	3+	8-15+	12"	4+	3+		
Dunkel Cooper in a RX-13 Cockpit, two Beam Canno one of these units may be	ns, Beam S	abers	s, a He							4-7 1-3	9" 5"	5+ 6+	4+ 5+		
WEAPON	RANGE	•	YPE		S	AP	D	ABILI	ITIES						
Beam Cannon	36"	He	avy 1		8	-3	4		-	roll a Wound roll on inflicts a Mortal V					
Beam Sabers	Melee	M	lelee		+6	-3	6		•	roll a Wound roll o inflicts a Mortal V					
Heat Rod	When attac	cking	with th	ne H	eat R	od, cł	noos	e one	of the two	modes below.					
Entangle Mode	Melee	M	lelee		*	*	*			ul hit with this wea ose an attack in th	•				
Heat Mode	Melee	M	lelee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heavy Beam Rifle +80	36"	Ass	sault 3	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Titanic Feet	Melee	M	lelee		User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This model	l may	take a	а Не	avy B	eam	Rifle	(Powe	er Rating	+4).					
	Airborne: and can or							360° (turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per		
	can Fly , ar attacked in can Fly .		-				hat	Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Fly , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it							
	Supersoni moves, firs then move Note that it	t pivo the m	t it on nodel :	the : strai	spot ught fo	ip to s rward	s.								
	initial pivot of 15" each Advances, characteris	, and in turn. increa	it mus Whe ase its	t mo en thi s Mo	ve a i s mod ve	minim del	num	rolls f		our opponent mus s that target this m e.			om hit		
ABILITIES	phase - do	-						Mobil	le Suit (p	. 1); Core Explod	es (p.	1)			
FACTION KEYWORDS	UC, 0087,	Titans	3												
KEYWORDS	Titanic, Vel	itanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character													

12 POWER	F	RAMS R	SUS X-1			SA		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
Ramsus Hasa 260pts	*	* *	7 7	15	4	7	3+	8-15+	12"	3+	4+
Ramsus Hasa in a RX-139 Cockpit, two Beam Canno one of these units may be	ns, Beam S	Sabers, a He						4-7 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4			roll a Wound roll o inflicts a Mortal V			;
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a Wound roll o inflicts a Mortal V			;
Heat Rod	When attac	cking with th	e Heat R	od, cl	noos			modes below.			
Entangle Mode	Melee	Melee	*	*	*			ul hit with this wea ose an attack in th	•		
Heat Mode	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Heavy Beam Rifle +80	36"	Assault 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			;
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	l may take a	Heavy B	eam	Rifle	(Pow	er Rating	+4).			
	and can or can Fly , ar	This model aly be chargo ad can only a the Fight pl	ed by unit attack or l	ts tha be	t	 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. 					
	Supersonic : Each time this model moves, first pivot it on the spot up to 90°,					Its Movement Characteristic becomes 12", and it gains Hit and Run : This unit may move 2D6" in you Charge phase, even if it has not declared a charge					
ADULTICO	of 15" each Advances, characteris	, and it must n turn. Whe increase its itic by 15" u	n this mod Move ntil the en	del		rolls f Shoo	or attacks ting phas		odel i	n the	om hit
ABILITIES	•	not roll any	aice.			MODI	ie Suit (p	. 1); Core Explod	es (p.	1)	
FACTION KEYWORDS	UC, 0087,		C4 N A . 1 . 1	0	<u> </u>		01				
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character										

14 POWER		YAZAI R	N G X-1					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Yazan Gable 290pts	*	* * 7	7	15	5	8	3+	8-15+	12"	2+	3+
Yazan Gable in a RX-139 Cockpit, two Beam Canno one unit with Yazan Gable	ns, Beam S	Sabers, a Heat	Rod, a					4-7 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Heat Rod	When atta	cking with the	Heat R	od, cl	าดดร			o modes below.			
Entangle Mode	Melee	Melee	*	*	*			ful hit with this wea lose an attack in th	•		
Heat Mode	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Heavy Beam Rifle +80	36"	Assault 3	8	-3	4		_	roll a Wound roll o inflicts a Mortal V			
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	el may take a H	leavy B	eam	Rifle	(Pow	er Rating	j +4).			
	and can o can Fly , a attacked in can Fly .	This model ca nly be charged nd can only att n the Fight pha	by unit ack or b se by u	s tha be inits t	t	 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. 					
ABILITIES	moves, first then move Note that initial pivo of 15" eac Advances								e 2D6" i red a ch ract 1 fron the	in your arge.	
FACTION KEYWORDS	UC, 0087,						(p	o. 1); Core Explod	(P.	•1	
KEYWORDS			Mobile	Suit,	Gro	und, S _l	pace, Ch	aracter, Yazan Gal	ble		
L											

17 POWER			RID RX				SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws i	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Jerid Messa 350pts	*	*	* 7	7	15	3	8	3+	8-15+	15"	3+	3+
Jerid Messa in a RX-160 Beam Sabers, two Mega Jerid Messa may be inclu	Particle Car	nons, a							4-7 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Mel	ee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heav	/y 1	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Mel	ee	User	-2	D23	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
	Hard to Hi subtract 1 target this	from hit	rolls for	r attacl	ks th		Char	ge phase,	This unit may move even if it has not This unit may rero	declar	ed a ch	arge.
ABILITIES	Mobile Su	it (p. 1)	Core I	Explod	les (p. 1)		-	This difficulty fore	ii a iii	. 1011 0110	oo poi
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, M	obile Sı	uit, Gro	ound	, Spa	ice, Fl	y, Charact	ter, Jerid Messa			

12 power		JER	ID N RX-			SA		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
Jerid Messa 270pts	*	* *	8 7	18	3	8	3+	10-18+	12"	3+	3+
Jerid Messa in a RX-178								5-9	9"	4+	4+
Cockpit, a Beam Rifle, Be unit with Jerid Messa ma				and Tit	anic	Feet.	Only one	1-4	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2I	D6 8	-2	1	Blast	t.				
Beam Rifle	36"	Heavy	3 8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+(S -3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	Us	er -2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may repla el may take					azooka (P	Power Rating -2).			
	360° Cock roll once p	cpit : This u er turn.	nit may r	eroll a	hit	Combat Shield : A model with a combat shield has a 5+ invulnerable save.					
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Character,	Titanic, Ve	ehicle, Mo	bile S	Suit, S	Space,	Ground, c	Jerid Messa, Gund	lam		