

# AEUG ARMY LIST 0087

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

## KEYWORDS

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

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

## ABILITIES

The following abilities are common to several AEUG units:

### Mobile Suit

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

### Core Explodes

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

## 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.



# 5

POWER

## KATZ KOBAYASHI FXA-50D

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Katz Kobayashi	15"-30"	6+	4+	6	5	6	2	7	4+
Katz Kobayashi in a FXA-50D G Defender Core is a single model equipped with a Beam Gun. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
ABILITIES	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						<b>Supersonic:</b> 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.		
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
FACTION KEYWORDS	UC, 0087, AEUG								
KEYWORDS	Fly, Vehicle, Space, Character, Defender								



14

POWER

# MS-14A GELGOOG

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14A	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A Gelgoog is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



11

POWER

# MSA-003 NEMO

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSA-003	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A MSA-003 Nemo is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace it's Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), a 100mm Machine Gun ( <b>Power Rating -2</b> ), a 120mm Machine Gun ( <b>Power Rating -2</b> ), a 180mm Cannon ( <b>Power Rating -2</b> ), or a Bazooka ( <b>Power Rating -2</b> ).												
	360° Cockpit: May reroll a hit roll once per turn.						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



12

POWER

# MSA-003 NEMO VETERAN

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Veteran	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
A MSA-003 Nemo Veteran is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace it's Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), a 100mm Machine Gun ( <b>Power Rating -2</b> ), a 120mm Machine Gun ( <b>Power Rating -2</b> ), a 180mm Cannon ( <b>Power Rating -2</b> ), or a Bazooka ( <b>Power Rating -2</b> ).												
	360° Cockpit: May reroll a hit roll once per turn.					Combat Shield: A model with a combat shield has a 5+ invulnerable save.							
ABILITIES	Mobile Suit (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



9

POWER

# MSA-003 NEMO SNIPER

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	T
MSA-003 Sniper	*	6+	*	8	*	12	2	7	3+	7-12+	12"	2+	7
A MSA-003 Nemo Sniper is a single model equipped with a 360° Cockpit, Beam Sabers, a Combat Shield, a Sniper Rifle, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	3+	6
										1-3	5"	4+	5
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Sniper Rifle	72"	Heavy 1		8	-3	2D3	If the model carrying the Sniper Rifle moved in the preceding Movement Phase, subtract 1 from the hit roll. This weapon may target a <b>Character</b> , even if it is not the closest unit.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
360° Cockpit: May reroll a hit roll once per turn.										Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



12

POWER

# MSA-003 NEMO ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Ace	*	*	*	8	7	12	2	8	3+	7-12+	12"	3+	3+
A MSA-003 Nemo Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace it's Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), a 100mm Machine Gun ( <b>Power Rating -2</b> ), a 120mm Machine Gun ( <b>Power Rating -2</b> ), a 180mm Cannon ( <b>Power Rating -2</b> ), or a Bazooka ( <b>Power Rating -2</b> ).												
	360° Cockpit: May reroll a hit roll once per turn.					Combat Shield: A model with a combat shield has a 5+ invulnerable save.							
ABILITIES	Mobile Suit (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



14

POWER

# RECCOA LONDE

## MSA-005

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Recco Londe	*	*	*	7	7	15	3	7	4+	8-15+	12"	3+	3+
Recco Londe in a MSA-005 Methuss is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one model with <b>Recco Londe</b> may be included in your army. Only one model with <b>Methuss</b> may be included in your army.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Gun	24"		Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .					
ABILITIES	<b>360° Cockpit:</b> May reroll a hit roll once per turn.							<b>Supersonic*:</b> 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 9" until the end of the phase - do not roll any dice.					
	<b>Airborne*:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .							<b>Transformation:</b> This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use the Beam Sabers or its Titanic Feet, but it gains <b>Fly</b> , <b>Supersonic*</b> , <b>Airborne*</b> , and <b>Hard to Hit*</b> . Its Movement Characteristic is doubled.					
	<b>Hard to Hit*:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	<b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1)												
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Recco Londe, Methuss												





13  
POWER

## FA YUIRI MSA-005

### DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Fa Yuiri	*	*	*	7	7	15	2	7	4+	8-15+	12"	4+	3+
Fa Yuiri in a MSA-005 Methuss is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one model with <b>Fa Yuiri</b> may be included in your army. Only one model with <b>Methuss</b> may be included in your army.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Gun	24"		Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .					
<div><div><div><b>360° Cockpit:</b> May reroll a hit roll once per turn.</div><div><b>Airborne*:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</div><div><b>Hard to Hit*:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div><div><div><b>Supersonic*:</b> 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 9" until the end of the phase - do not roll any dice.</div><div><b>Transformation:</b> This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use the Beam Sabers or its Titanic Feet, but it gains <b>Fly</b>, <b>Supersonic*</b>, <b>Airborne*</b>, and <b>Hard to Hit*</b>. Its Movement Characteristic is doubled.</div></div></div>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Fa Yuiri, Methuss												



16

POWER

# QUATTRO BAJEENA

## MSN-00100

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quattro Bajeeena	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Quattro Bajeeena in a MSN-00100 Hyaku Shiki is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle, Beam Sabers, and Titanic Feet. Only one unit with <b>Quattro Bajeeena</b> may be taken for your army. Only one unit with <b>Hyaku Shiki</b> may be taken for your army. This unit may not be taken in the same army as a unit with <b>Char Aznable</b> .										5-9	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
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	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace its Heavy Beam Rifle with a Bazooka ( <b>Power Rating -3</b> ).												
ABILITIES	<b>Hit and Run:</b> This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
	<b>360° Cockpit:</b> May reroll a hit roll once per turn.												
PSYKER	<b>Anti Beam Coating</b> This unit has a 4+ invulnerable save against Beam and Laser shooting attacks.												
	<b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)												
KEYWORDS	<b>Newtype</b> 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.												
	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quattro Bajeeena, Hyaku Shiki, Newtype, Psyker												
FACTION KEYWORDS	UC, 0087, AEUG												



29

POWER

# KAMILLE BIDAN

## MSZ-006

**DAMAGE**


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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Kamille Bidan	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Kamille Bidan in a MSZ-006 Zeta Gundam is a single model equipped with a 360° Cockpit, Beam Sabers, a Combat Shield, a Grenade Launcher, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with <b>Kamille Bidan</b> may be included in your army. Only one model with <b>Zeta</b> may be included in your army.										5-9	10"	3+	3+
										1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
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.
Hyper Mega Launcher	72"	Heavy 3D3	9	-4	4	A model can only fire the Hyper Mega Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired three times in a battle. This is a Beam weapon.
--- Ancillary Targets	72"	Heavy 1	9	-4	3	When the Hyper Mega Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
<b>WARGEAR OPTIONS</b> <p>This model may take a Grenade Magazine (<b>Power Rating +1</b>).</p> <p>This model may replace it's Heavy Beam Rifle with a Hyper Mega Launcher (<b>Power Rating +6</b>).</p>						

Continued next page

	<p><b>Grenade Magazine</b> A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.</p> <p><b>360° Cockpit:</b> May reroll a hit roll once per turn.</p> <p><b>Biosensor:</b> A model equipped with a biosensor may reroll a save die once per turn.</p> <p><b>Combat Shield</b> A model with a Combat Shield gains a 5+ Invulnerable save.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>	<p><b>Supersonic*:</b> 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 9" until the end of the phase - do not roll any dice.</p> <p><b>Airborne*:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Transformation:</b> This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Grenade Launcher or Titanic Feet, but it gains <b>Fly</b>, <b>Supersonic*</b>, and <b>Airborne*</b>. Its Movement Characteristic is doubled, and its Beam Sabers transform into 2x Beam Guns.</p>
<b>ABILITIES</b>	<b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1)	
<b>PSYKER</b>	<b>Powerful Newtype</b> 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. 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.	
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG	
<b>KEYWORDS</b>	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kamille Bidan, Newtype, Powerful Newtype, Psyker, Zeta, Gundam	

<div>13 POWER</div> <div>RGC-83 GM CANNON II</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGC-83	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-83 GM Cannon II is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
<div><div><div>Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.</div></div><div><div>Combat Shield: A model equipped with a Combat Shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div></div>													
ABILITIES													
FACTION KEYWORDS		UC, 0087, AEUG											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											



9

POWER

# RGM-79N GM CUSTOM

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N GM Custom is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-7	10"	5+	4+
										1-3	6"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).												
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, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



10

POWER

# RGM-79N GM CUSTOM ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N Ace	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom Ace is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).												
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, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



15

POWER

# RMS-099/MSA-099 RICK DIAS

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rick Dias	*	*	*	7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Rick Dias is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take a Bazooka ( <b>Power Rating +1</b> ).												
	Mobile Suit (p. 1)					Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.							
ABILITIES	Core Explodes (p. 1)					360° Cockpit: May reroll a hit roll once per turn.							
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly												





16

POWER

# RMS-099/MSA-099 RICK DIAS ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rick Dias Ace	*	*	*	7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Rick Dias Ace is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take a Bazooka ( <b>Power Rating +1</b> ).												
<b>Mobile Suit</b> (p. 1)							<b>Hit and Run:</b> This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						
ABILITIES	<b>Core Explodes</b> (p. 1)							<b>360° Cockpit:</b> May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character												



17

POWER

# QUATTRO BAJEENA

## RMS-099/MSA-099

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quattro Bajeeena	*	*	*	7	8	15	5	9	3+	8-15+	15"	2+	2+
Quattro Bajeeena in a RMS-099/MSA-099 Rick Dias is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one model with <b>Quattro Bajeeena</b> may be included in your army. This unit may not be taken in an army that has a unit with <b>Char Aznable</b> .										4-7	10"	3+	3+
										1-3	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take a Bazooka ( <b>Power Rating +1</b> ).												
PSYKER	<b>Newtype</b> 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.												
	<b>Mobile Suit</b> (p. 1)						<b>Hit and Run:</b> This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						
ABILITIES	<b>Core Explodes</b> (p. 1)						<b>360° Cockpit:</b> May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Newtype, Psyker, Quattro Bajeeena												



11

POWER

# RMS-179/RGM-79R GM II

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), 180mm Cannon ( <b>Power Rating -2</b> ), or Bazooka ( <b>Power Rating -2</b> ).												
	Mobile Suit (p. 1)						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



12

POWER

# RMS-179/RGM-79R GM II ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R Ace	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM-79R Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), 180mm Cannon ( <b>Power Rating -2</b> ), or Bazooka ( <b>Power Rating -2</b> ).												
Mobile Suit (p. 1)									Combat Shield: A model with a combat shield has a 5+ invulnerable save.				
ABILITIES	Core Explodes (p. 1)									360° Cockpit: May reroll a hit roll once per turn.			
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



15

POWER

# KAMILLE BIDAN

## RX-178

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Kamille Bidan	*	*	*	8	7	18	4	9	3+	10-18+	12"	2+	3+
Kamille Bidan in a RX-178 Gundam Mk II is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with <b>Kamille Bidan</b> may be included in your army. Only one unit with <b>RX-178</b> may be included in your army.										5-9	9"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -2</b> ).												
	This model may take Twin Link 60mm Vulcans.												
PSYKER	<b>Powerful Newtype</b> 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. 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.												
ABILITIES	<b>Mobile Suit</b> (p. 1)												
	<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.												
FACTION KEYWORDS	<b>Core Explodes</b> (p. 1)												
	<b>360° Cockpit:</b> May reroll a hit roll once per turn.												
KEYWORDS	UC, 0087, AEUG												
	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Kamille Bidan, Gundam, Newtype, Powerful Newtype, Psyker, RX-178, Defender												



12

POWER

# EMMA SHEEN

## RX-178

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen	*	*	*	8	7	18	3	9	3+	10-18+	12"	3+	3+
Emma Sheen in a RX-178 Gundam Mk II is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with <b>Emma Sheen</b> may be included in your army. Only one unit with <b>RX-178</b> may be included in your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -2</b> ).												
	This model may take Twin Link 60mm Vulcans.												
ABILITIES	Mobile Suit (p. 1)												
	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, AEUG												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Emma Sheen, Gundam, RX-178, Defender												

2

POWER

## FLYING ARMOR / DODAI KAI

This must be taken as an option for a **Mobile Suit** unit. A unit may only have one **Extra Equipment** option.

<b>ABILITIES</b>	<b>Flying Armor</b> A model equipped with a Flying Armor gains +3" to its Speed Characteristic.	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase.
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG	
<b>KEYWORDS</b>	Extra Equipment, Ground	
<b>GRANTED KEYWORDS</b>	Fly	

14

POWER

## G-DEFENSER PARTS

This model is equipped with a Long Beam Rifle and two Missile Launchers. This model must be taken as an option for a unit with the **Defenser** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a <b>Character</b> , even if it is not the closest unit.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
<b>ABILITIES</b>	<p><b>G-Defenser</b> A model equipped with the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the model has <b>Supersonic</b>), +1 to its Toughness, +1 to its armor saves, and +3 Wounds (wounds are lost from the G Defenser Parts first). Like Chobham Armor, the G-Defenser parts may be ejected at any time, returning all values to their printed numbers.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase. If the model already has <b>Hard to Hit</b>, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p> <p><b>Long Shot</b> If the unit that these parts are equipped to has <b>Supersonic</b>, then the Long Beam Rifle may be fired only if the unit moved its minimum speed.</p> <p><b>Parts Transfer</b> If two models with the <b>Defenser</b> keyword are within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model to the other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts. If the Parts have taken 3 Wounds or have been ejected, they may no longer be transferred.</p> <p><b>G Transport</b> If the FXA-50D G Defenser Core has the G-Defenser Parts equipped, a unit with <b>RX-178</b> and <b>Defenser</b> may Embark, or start the game Embarked. Instead of Disembarking, the <b>RX-178</b> unit may instead Transfer the parts to itself and the FXA-50D G Defenser Core would then Disembark.</p>					
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG					
<b>KEYWORDS</b>	Extra Equipment, Space					

17

POWER

## MEGA BAZOOKA LAUNCHER

This model is equipped with a Heavy Beam Launcher. This model must be taken as an option for a unit with the **Hyaku Shiki** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	<p>A model can only fire the Heavy Beam Launcher if it remained stationary in the preceding 4 movement phases and fired no other weapons during those turns. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword.</p>
<p><b>Transformation:</b> A model equipped with the Mega Bazooka Launcher may transform to or from a Carrier Mode at the beginning of any of your Movement phases. When in the Carrier Mode, the model cannot fire any weapons, but it gains <b>Fly</b> and its Movement Characteristic is increased by 6".</p> <p><b>Mega Bazooka Launcher</b> A model equipped with the Mega Bazooka Launcher may eject it at any time, returning all values to their printed numbers.</p> <p><b>Charging Assistance</b> A friendly <b>Mobile Suit</b> unit may assist the model that the Mega Bazooka Launcher is equipped to. If the friendly unit stays within 3" of the Mega Bazooka Launcher equipped model for 2 full turns, using no weapons and taking no other actions, the Mega Bazooka Launcher may be fired after 2 turns instead of 4.</p>						
<b>ABILITIES</b>						
<b>FACTION KEYWORDS</b> UC, 0087, AEUG						
<b>KEYWORDS</b> Extra Equipment, Space						



# AEUG POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MSA-003 Ace	1	80
RGM-79N Ace	1	80
RMS-099/MSA-099 Ace	1	150
RMS-179/RGM-79R Ace	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MSA-003	1	65
RMS-179/RGM-79R	1	65

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-14A	1	150
MSA-003 Veteran	1	75
MSA-003 Sniper	1	75
RGM-79N	1	83
RMS-099/MSA-099	1	150

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Katz Kobayashi, FXA-50D	1	45
Recco Londe, MSA-005	1	110
Fa Yuiri, MSA-005	1	100
Quattro Bajeeena, MSN-00100	1	210
Kamille Bidan, MSZ-006	1	410
Quattro Bajeeena, RMS-099/MSA-099	1	180
Kamille Bidan, RX-178	1	160
Emma Sheen, RX-178	1	125

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGC-83	1	65

EXTRA EQUIPMENT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Flying Armor / Dodai Kai	1	30
G Defender Parts	1	235
Mega Bazooka Launcher	1	330

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
90mm Machine Gun	15
100mm Machine Gun	25
120mm Machine Gun	30
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Gun	55
Beam Rifle	75
Grenade Launcher	5
Heavy Beam Rifle	80
Hyper Mega Launcher	200
Long Beam Rifle	145
Sniper Rifle	30
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Titanic Feet	0
Twin Beam Saber	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
360° Cockpit	10
Combat Shield	20
Grenade Magazine	15

# AEUG WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	A model can only fire the Heavy Beam Launcher if it remained stationary in the preceding 4 movement phases and fired no other weapons during those turns. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword.
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.
Hyper Mega Launcher	72"	Heavy 3D3	9	-4	4	A model can only fire the Hyper Mega Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired three times in a battle. This is a Beam weapon.
--- Ancillary Targets	72"	Heavy 1	9	-4	3	When the Hyper Mega Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character, even if it is not the closest unit.
Sniper Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Sniper Rifle moved in the preceding Movement Phase, subtract 1 from the hit roll. This weapon may target a <b>Character</b> , even if it is not the closest unit.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can <b>Fly</b> .

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.

## OTHER WARGEAR

360° Cockpit	May reroll a hit roll once per turn.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Grenade Magazine	A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.