REPUBLIC/PRINCIPALITY OF ZEON - THE ORIGIN ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Republic/Principality of Zeon - The Origin (Zeon-TO) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Zeon-TO units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC-TO, Zeon-TO, <Year>, Ground, Aquatic, and Space. UC-TO defines the particular universe of Gundam that these suits fall into (Universal Century - The Origin), Zeon-TO as the Republic/Principality of Zeon - The Origin, and <Year> as the year the unit was deployed. 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 Zeon-TO 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.

Escape Vehicle - < Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

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.

Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Newtype

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

NEWTYPE DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

Plot Armor

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

Combat Hypnosis

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

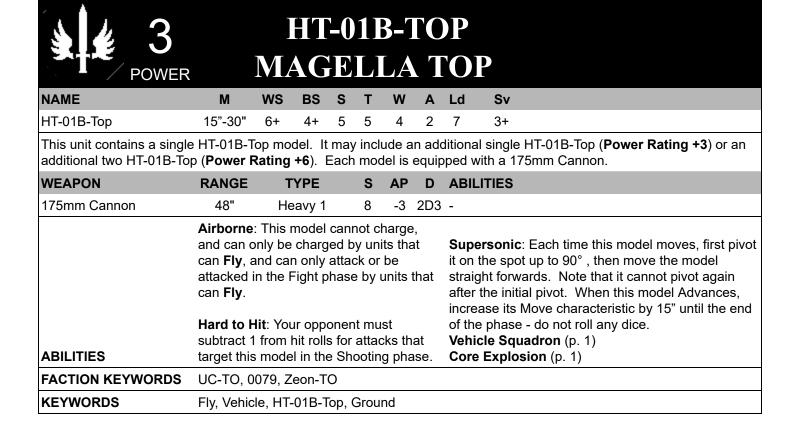


DFA-03 DOPP

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
DFA-03	15"-36"	6+	4+	5	5	6	2	7	3+

This unit contains a single DFA-03 model. It may include an additional single DFA-03 (**Power Rating +4**) or an additional two DFA-03 (**Power Rating +8**). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
ABILITIES	and can of can Fly, a attacked can Fly. Hard to Hard	: This model can only be charged b and can only atta in the Fight phas lit : Your opponer I from hit rolls for a model in the Sh	oy un ck or e by nt mu attac	its that be units t	t nat at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)
FACTION KEYWORDS	UC-TO, 0	079, Zeon-TO				
KEYWORDS	Fly, Vehic	le, Ground		•		





HT-01B MAGELLA TANK

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

This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 175mm Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-

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

FACTION KEYWORDS UC-TO, 0079, Zeon-TO

KEYWORDS Vehicle, Ground

FOWER POWER			CA YN	LD MS-					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
Calden	*	*	* 6	6	12	2	7	4+	6-10+	12"	4+	4+
Calden in a YMS-03 Waff Shield, a Heat Hawk, and your army.									3-5 1-2	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
Bazooka	48"	Hea	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	hange
Heat Hawk	Melee	М	elee	+1	-2	D6	-					
Titanic Feet	Melee	M	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	•			
FACTION KEYWORDS	UC-TO, 0	074, Ze	eon-TO									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground										

7 POWER					S-(J G					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-04	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-04 Bugu is a single	model equ	ipped	with a	120ı	mm N	1ach	ine G	Sun, a	Combat	4-6	9"	5+	4+
Shield, a Heat Hawk, and								,		1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	As	sault 6	3	6	-1	1	-					
				_					•	g units with 5 or m		odels, d	change
Bazooka	48"	Hea	avy 2D)3	8	-2	1	this \	weapon's t	type to Heavy 2D6	i.		
Heat Hawk	Melee	M	1elee		+1	-2	D6	-					
Titanic Feet	Melee	M	1elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with This model may take in addition up to 2 Three Shot Neach).										ver Ra	ating +	1
ABILITIES	Combat S shield has						ile Suit (p Explode						
FACTION KEYWORDS	UC-TO, 0	077, Z	eon-T	0									
KEYWORDS	Titanic, Ve	ehicle,	Mobil	e Sui	it, Spa				•				

8 POWER		RAN	IBA MS-0		RA	L		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
MS-04	*	* *	7 7	12	4	9	3+	7-12+	12"	3+	2+	
Ramba Ral in a MS-04 B Gun, a Combat Shield, a Ral may be included in yo	Heat Hawk							4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, o	change	
Heat Hawk	Melee	Melee	+1	-2	D6	-						
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Ratingeach).										
ABILITIES		Shield: A mo			ile Suit (p Explode	,						
FACTION KEYWORDS	UC-TO, 00	077, Zeon-T	0									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ramba Ral										

5 POWER				S-0:					DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-05B	*	*	* 7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B Zaku I is a sing Grenades, a Heat Hawk,			d with a	100mm	n Ma	chine	Gun,	, Cracker	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	LITIES				
100mm Machine Gun	24"	Rapid I	Fire 2D3	3 6	-1	1	-					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
175mm Cannon	48"	Hea	avy 1	8	-3	2D3	-					
Bazooka	48"	Heav	/y 2D3	8	-2	1			g units with 5 or m type to Heavy 2D0		odels, c	hange
Cracker Grenades	12"	Grena	ade D6	*	*	*	targe Gren	et. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must t unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Me	elee	+1	-2	D6	-					
Titanic Feet	Melee	Ме	elee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	Cannon,	This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka. This model may take a Combat Shield (Power Rating +1).										
ABILITIES	Combat shield has					bat		ile Suit (p Explode				
FACTION KEYWORDS	UC-TO, C	078, Ze	on-TO									
KEYWORDS	Titanic, V	ehicle, N	Mobile S	Suit, Spa	ace,	Grou	nd					



KEYWORDS

DAMAGE

Some of this model's characteristics

POWER	Z	AKU I	VE	T		RA	N	change as it suffe shown below:	ers dai	mage, a	as
NAME	М	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-05B Vet	*	* * 7	7 6	12	2	7	3+	7-12+	12"	4+	3+
A MS-05B Zaku I Veteran Cracker Grenades, a Hea				a 10	0mm	Mach	ine Gun,	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
100mm Machine Gun	24"	Rapid Fire 2D	3 6	-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or me type to Heavy 2D6		odels, d	change
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	et. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtra	racker ct 1 froi	
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Cannon,	el may replace or a Bazooka. el may take a (120mm Machine G).	iun, a	175mn	n
ABILITIES		Shield : A modes s a 5+ invulner			nbat		ile Suit (p Explode				
FACTION KEYWORDS	UC-TO, C	078, Zeon-TO									

Titanic, Vehicle, Mobile Suit, Space, Ground



CHAR AZNABLE MS-05S

DAMAGE

POWER			ΙV	TO	- U	3 5				shown below:			
NAME	М	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Char Aznable	*	*	*	7	6	12	4	9	3+	7-12+	12"	2+	2+
Char Aznable in a MS-05										4-6	9"	3+	3+
Machine Gun, a Combat with Char Aznable may b					anic	Feet.	. On	ly one	e model	1-3	5"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES				
120mm Machine Gun	30"	Ass	sault 6)	6	-1	1	-					
Bazooka	48"	Hea	vy 2D	3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Heat Hawk	Melee	M	lelee		+1	-2	D6	-					
Titanic Feet	Melee	M	lelee	Į	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	replac	ce its	120r	nm N	/lach	ine G	un with a E	Bazooka.			
ABILITIES	Combat S shield has						bat		oile Suit (p e Explode	,			
PSYKER	psychic po in each er manifestir	lewtype: This model is considered a psyker. This model can attempt to manifest a single sychic power in each friendly psychic phase, and can attempt to deny a single psychic power a each enemy psychic phase. It may use any power from the Newtype Discipline when nanifesting. Note - Newtypes do not know Smite, and do not damage other models from terils of the Warp.											
FACTION KEYWORDS	UC-TO, 0	078, Z	eon-T	0									
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Sui	t, Spa	ace,	Grou	nd, C	haracter, 0	Char Aznable, Nev	vtype,	Psyke	r

7 POWER				IS-0 AKU					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
MS-06C	*	*	*	7 7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06C Zaku II is a sin	ale model e	eguippe	ed wit	h a 120m	m Ma	achir	e Gur	n. a	4-6	9"	5+	5+
Combat Shield, a Heat Ha								.,	1-3	5"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
Bazooka	48"	Hea	vy 2D	3 8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	change
Heat Hawk	Melee	М	elee	+1	-2	D6	-					
Titanic Feet	Melee	М	elee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4 4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F	ly.
WARGEAR OPTIONS	This mode								Bazooka.			
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-TO, 0	078, Ze	eon-T	0								
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground										



MS-06C ZAKU II VETERAN

DAMAGE

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06C Vet	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-06C Zaku II Veteran is	a sing	le mode	el eau	ipped	d with	n a 12	0mn	n Mac	hine Gun.	4-6	9"	5+	4+
a Combat Shield, a Heat Ha	-		-						,	1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.					
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Heat Hawk	Melee	Melee	-								
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 Fly .					
WARGEAR OPTIONS		el may replace i el may take a Tv				ne Gun with an Anti-Ship Rifle or a Bazooka. ⁄ulcans.					
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-TO, 00	78, Zeon-TO									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground										

			MS-	-06	\mathbf{C}	K						
W 6		7.	AKI		IA		R		DAMAGE			
									Some of this mod			
POWER			CAI	NN	O	N			change as it suffe shown below:	ers da	mage, a	18
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06CK	*	*	* 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06CK Zaku Half Ca	annon is a s	single m	nodel eq	uipped	with	a 17	5mm	Cannon,	4-6	9"	5+	5+
a Combat Shield, Smoke								,	1-3	5"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	AB	ILITIES				
75mm Gatling Cannon	30"	Assa	ult 2D6	7	-1	1	-					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
175mm Cannon	48"	Hea	avy 1	8	-3	2D3	-					
									g units with 5 or m		odels, d	change
Bazooka	48"		vy 2D3	8	-2	1		weapon's	type to Heavy 2D6	i.		
Heat Hawk	Melee		elee	+1	-2							
MMP-70C								or both of de with this	the profiles listed be weapon.	elow.	If you	
90mm MMP-70C	30"	Ass	ault 6	7	-1	1	-					
Grenade Launcher	30"	Ass	ault 1	6	-1	D3	This	s weapon n	nay only be fired o	nce p	er battle	∍.
Three Shot Missile Launcher	60"	Rapid	Fire D3	6	-1	1			g units with 5 or me type to Rapid Fire		odels, d	change
Titanic Feet	Melee	Me	elee	User	-2	D3	Mal	ke 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode each).	el may t el may t P-70C (F	take in a take a 12 Power R	ddition 20mm ating -	up t Mach +1).	o 4 T nine (hree Gun (Shot Missi	n Gatling Cannon (le Launchers (Pov ting +1), Bazooka	ver R	ating +	1
	Combat shield has					bat			ides: Once per gar veapons in the Sho			

model can use it's Smoke Grenades; until your next

Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this

vehicle.

Titanic, Vehicle, Mobile Suit, Space, Ground

Mobile Suit (p. 1)

Core Explodes (p. 1)

UC-TO, 0079, Zeon-TO

ABILITIES

KEYWORDS

FACTION KEYWORDS

7 POWER		MS-06 ZA	F/N			6J		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a Combat Shield, Cracker C	•					hine G	Sun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	t. Instead ades, you	loes not inflict any d, if a unit is hit by Ir opponent must s t unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fire D3	3 6	-1	1		•	g units with 5 or m type to Rapid Fire		odels, d	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS								175mm Cannon or le Launchers (Po v			1
ABILITIES		Shield: A mode s a 5+ invulner			nbat		le Suit (p Explode	,			
FACTION KEYWORDS	UC-TO, 0	079, Zeon-TO									
KEYWORDS	Titanic, V	ehicle, Mobile	Suit, Sp	ace,	Grou	nd					

8 POWER	-	MS-061 ZAKU						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06F/MS-06J Ace	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06F Ace or MS-06J	Ace is a s	ingle model equ	ipped v	with	a 120)mm M	lachine	4-6	9"	4+	4+
Gun, a Combat Shield, Cı								1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m Type to Heavy 2D6		odels, d	hange
Cracker Grenades	12"	Grenade D6	*	*	*	target Grena	t. Instead ades, you	oes not inflict any I, if a unit is hit by r opponent must s unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS								75mm Cannon or le Launchers (Pov			1
ABILITIES		Shield : A model s a 5+ invulneral			nbat		le Suit (p Explode	,			

KEYWORDS

FACTION KEYWORDS

UC-TO, 0079, Zeon-TO

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



MS-06R1-A ZAKU II HIGH MOBILITY TYPE

DAMAGE

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06R1-A	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single m	odel ea	uipped v	with a	120r	nm M	lachir	ne G	un. a (Combat	4-6	9"	5+	5+
Shield, a Heat Hawk, and T								,		1-3	5"	6+	6+
WEADON	DANCE		VDE		6	۸D	П	۸DII	ITIES				

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Giant Heat Hawk	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS	This mode Giant Hea	• •	ts 120r	nm N	Иасhі	ne Gun with an Anti-Ship Rifle, a Bazooka, or a
		hield : A mode a 5+ invulnera			bat	Hit and Run :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
ABILITIES	Mobile Su	i t (p. 1)				Core Explodes (p. 1)
FACTION KEYWORDS	UC-TO, 00	79, Zeon-TO				
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace		

				-A						
M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	* * 7	7	12	3	8	3+	7-12+	12"	4+	3+
-		_					4-6	9"	5+	4+
		wk, and	l Tita	nic F	eet. (Only one	1-3	5"	6+	5+
RANGE	TYPE	S	AP	D	ABIL	ITIES				
30"	Assault 6	6	-1	1	-					
72"	Heavy 1	8	-3	2D3	the p	receding l	movement phase, apon may target a	subtra	act 1 fro	om the
48"	Heavy 2D3	8	-2	1					odels, c	change
Melee	Melee	+1	-2	D6	-					
Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
								a Baz	ooka.	
Shield has	a 5+ invulner	able sav	e.		Char	ge phase	(even if it has not			
_			l with	1	Mob	i le Suit (p	. 1)			
_		. u + ·			Core	Explode	s (p. 1)			
UC-TO, 00	79, Zeon-TO									
Character,	Titanic, Vehic	le, Mob	ile S	uit, G	aia, S	pace				
	* Ku II High Melcombat Shie ncluded in y RANGE 30" 72" 48" Melee Melee This mode This mode This mode Shield has Twin Communication Invulnerab UC-TO, 000	M WS BS S * * * * 7 Total II High Mobility Type is Combat Shield, a Heat Hancluded in your army. RANGE TYPE 30" Assault 6 72" Heavy 1 48" Heavy 2D3 Melee Melee Melee Melee This model may replace	M WS BS S T * * * 7 7 Total II High Mobility Type is a single Combat Shield, a Heat Hawk, and included in your army. RANGE TYPE S 30" Assault 6 6 72" Heavy 1 8 48" Heavy 2D3 8 Melee Melee +1 Melee Melee User This model may replace its 120r This model may replace it's Con Combat Shield: A model with a Shield has a 5+ invulnerable save. Twin Combat Shields: A mode Twin Combat Shields: A mode Twin Combat Shields has a 4+ invulnerable save. UC-TO, 0079, Zeon-TO	M WS BS S T W * * 7 7 12 To II High Mobility Type is a single mode combat Shield, a Heat Hawk, and Tital Included in your army. RANGE TYPE S AP 30" Assault 6 6 -1 72" Heavy 1 8 -3 48" Heavy 2D3 8 -2 Melee Melee +1 -2 Melee Melee User -2 This model may replace its 120mm In This model may replace it's Combat Combat Shield: A model with a Corn Shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. UC-TO, 0079, Zeon-TO	M WS BS S T W A * * * 7 7 12 3 To II High Mobility Type is a single model eccentrate Shield, a Heat Hawk, and Titanic Fincluded in your army. RANGE TYPE S AP D 30" Assault 6 6 -1 1 72" Heavy 1 8 -3 2D3 48" Heavy 2D3 8 -2 1 Melee Melee +1 -2 D6 Melee Melee User -2 D3 This model may replace its 120mm Maching This model may replace it's Combat Shield Combat Shield: A model with a Combat Shield has a 5+ invulnerable save. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. UC-TO, 0079, Zeon-TO	M WS BS S T W A Ld * * * 7 7 12 3 8 To a li High Mobility Type is a single model equipper Combat Shield, a Heat Hawk, and Titanic Feet. Concluded in your army. RANGE TYPE S AP D ABILE 30" Assault 6 6 -1 1 - If the the positive of the	M WS BS S T W A Ld Sv * * * 7 7 12 3 8 3+ Tull High Mobility Type is a single model equipped with a Combat Shield, a Heat Hawk, and Titanic Feet. Only one included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - If the model can the preceding in hit roll. This we hit roll. This we hit roll. This we hit roll. This we apon's find the preceding in hit roll. This we apon's find the preceding in hit roll. This we apon's find the preceding in hit roll. This we apon's find the preceding in hit roll. This weapon's find the preceding in hit roll. The prec	M WS BS S T W A Ld Sv REMAINING W * * * 7 7 12 3 8 3+ 7-12+ **Combat Shield, a Heat Hawk, and Titanic Feet. Only one included in your army. **RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - If the model carrying the Anti-Shield preceding movement phase, hit roll. This weapon may target a shield with 1 sweapon's type to Heavy 2D6 **Melee Melee User -2 D3 Make 3 hit rolls for each attack with 1 smodel may replace it's Combat Shield with Twin Combat Shields: A model with	M WS BS S T W A Ld SV REMAINING W M * * * 7 7 12 3 8 3+ 7-12+ 12" Tull High Mobility Type is a single model equipped with a Combat Shield, a Heat Hawk, and Titanic Feet. Only one ncluded in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - If the model carrying the Anti-Ship Riffle the preceding movement phase, subtrahit roll. This weapon may target a Change it is not the closest model. When targeting units with 5 or more mediate this weapon's type to Heavy 2D6. Melee Melee H1 -2 D6 - Melee Melee User -2 D3 Make 3 hit rolls for each attack with this model may replace its 120mm Machine Gun with an Anti-Ship Riffle or a Baz This model may replace its 120mm Machine Gun with an Anti-Ship Riffle or a Baz This model may replace its Combat Shield with Twin Combat Shields. Combat Shield: A model with a Combat Shield with Twin Combat Shields: A model with Twin Comba	M WS BS S T W A Ld Sv REMAINING W M WS LIT I High Mobility Type is a single model equipped with a combat Shield, a Heat Hawk, and Titanic Feet. Only one included in your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - If the model carrying the Anti-Ship Rifle move the preceding movement phase, subtract 1 firsh hit roll. This weapon may target a Character, 72" Heavy 1 8 -3 2D3 it is not the closest model. When targeting units with 5 or more models, or this weapon's type to Heavy 2D6. Melee Melee +1 -2 D6 - Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace it's Combat Shield with Twin Combat Shields: A model with Twin

11 POWER	C	HAR A	AZ S-0			BLI	£	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Char Aznable	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+	
Char Aznable in the MS-0 with a 120mm Machine G Twin Link 60mm Vulcans.	un, a Comb	oat Shield, a He	eat Hav	vk, T	itanic	Feet,	and	4-7	9"	3+	3+	
your army.	J, J							1-3	5"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	the po	receding i II. This we	rrying the Anti-Sh movement phase, eapon may target a sest model.	subtra	act 1 fro	m the	
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange	
Heat Hawk	Melee	Melee	+1	-2	D6	-						
Titanic Feet	Melee	Melee	User	-2	D3	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	I to all hit	rolls against targe	ts tha	t can FI	y.	
WARGEAR OPTIONS	This mode	el may replace	its 120r	nm N	Mach	ine Gu	n with an	Anti-Ship Rifle or	a Baz	ooka.		
ABILITIES	Combat S	Mobile Suit (p. 1) Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1)										
PSYKER	psychic po in each er	ower in each fri nemy psychic p ng. Note - New	endly p hase. l	sych It ma	nic ph ıy use	ker. T ase, a any p	his mode nd can at ower fror	I can attempt to m tempt to deny a si n the Newtype Dis o not damage othe	ngle p scipline	sychic լ e when	oower	
FACTION KEYWORDS	UC-TO, 00	079, Zeon-TO										

Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground

KEYWORDS

10 POWER		RAM M	[BA S-0			L		DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Ramba Ral	*	* *	8 7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07E								4-6	9"	3+	3+
Cannon, a Combat Shield model with Ramba Ral m				Titar	nic Fe	eet. C	only one	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	hange
Heat Rod	Melee	Melee	+1	-3	D6	weap	pon, it also	roll a Wound roll of inflicts a Mortal World once	Vound	. This	
Heat Saber	Melee	Melee	+2	-2	D6	-	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode +1).	l may take a	120mm	Mach	nine (Gun (F	Power Ra	ting +1) or a Bazo	ooka (F	Power I	Rating
ABILITIES		hield: A mod a 5+ invulner			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC-TO, 00	79, Zeon-TO	-						_		_

Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral

KEYWORDS



MS-09/MS-09R DOM/RICK DOM

DAMAGE

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-09/MS-09R	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a sin	ale model	eguipp	ed wit	h a E	Bazoo	oka. a	Hea	at Sab	er. a	4-6	10"	5+	5+
Diffuse Beam Gun, and T	•					- · · · · · · · · · · · · · · · · · · ·			,	1-3	6"	6+	6+
WEAPON	RANGE	Т	YPF		S	ΔP	D	ΔRII	ITIES				

,						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 6	6	-1	1	-
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Heat Saber	Melee	Melee	+2	-2	D6	-
MMP-70C		•	•			one or both of the profiles listed below. If you smade with this weapon.
90mm MMP-70C	30"	Assault 6	7	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS		l may replace ooka (Power R			with	a 120mm Machine Gun, a MMP-70C, or a 360mm
ABILITIES	Mobile Su	it (p. 1)				Core Explodes (p. 1)
FACTION KEYWORDS	UC-TO, 00	79, Zeon-TO		-		
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Gro	ound	, Spa	nce



MS-09/MS-09R VETERAN

DAMAGE

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-09/MS-09R Veteran	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09/MS-09R Veteran is	a single	e mode	l eaui	pped	with	a Ba	zook	(a. a F	leat	4-6	10"	4+	4+
Saber, a Diffuse Beam Gun,	_		•					,		1-3	6"	5+	5+

Saber, a Diliuse Dealif O	uri, aria rita	illo i cct.				1-5 0 51 51		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
120mm Machine Gun	30"	Assault 6	6	-1	1	-		
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.		
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.		
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.		
Heat Saber	Melee	Melee	+2	-2	D6	-		
MMP-70C						e one or both of the profiles listed below. If you is made with this weapon.		
90mm MMP-70C	30"	Assault 6	7	-1	1	-		
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
WARGEAR OPTIONS	This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm GEAR OPTIONS Giant Bazooka (Power Rating +2).							
ABILITIES	Mobile Su	it (p. 1)				Core Explodes (p. 1)		
FACTION KEYWORDS	UC-TO, 00	UC-TO, 0079, Zeon-TO						
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Gro	ound	, Spa	ace		

8 POWER		MS-09	GAI 9/M		.09	PR		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia	*	* * (8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom or N			_					4-6	10"	4+	4+
Bazooka, a Heat Saber, a with Gaia may be included			Titanic F	eet.	Only	y one r	model	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy D6	9	-3	D2	beare	er. When t	an target units not targeting units with eapon's type to He	5 or	more m	
Bazooka	48"	Heavy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, c	hange
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead s, your op	oes not inflict any d, if a unit is hit by ponent must subtr hit until the end of t	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+2	-2	D6	-					
MMP-70C		cking with this th, subtract 1						the profiles listed be weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	e.
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may replace ooka (Power l			with	a 120ı	mm Mach	ine Gun, a MMP-7	70C, o	r a 360	mm
ABILITIES	Mobile Su	i t (p. 1)				Core	Explode	s (p. 1)			

Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space

UC-TO, 0079, Zeon-TO

FACTION KEYWORDS

KEYWORDS

8 POWER		RAM YMS						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Ramba Ral	*	* * 8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the YMS-07B-0 Prototype Gouf Tactical Demonstrator is a single model equipped with a 35mm Hand Cannon, a Heat Rod, and Titanic Feet. Only one model with Ramba Ral may be included in your army.								4-6 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
Heat Hawk	Melee	Melee	+2	-2	D6	-					
Heat Rod	Melee	Melee	+1	-3	D6	wear	oon, it also	roll a Wound roll o inflicts a Mortal V nly be used once	Vound	. This	
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may take a Combat Shield (Power Rating +1). ARGEAR OPTIONS This model may replace its Heat Rod with a Heat Hawk.										
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (Core Explode)					\ I	,				
FACTION KEYWORDS	UC-TO, 00	79, Zeon-TO									
KEYWORDS	Character,	Titanic, Vehicl	e, Mob	ile S	uit, G	round	l, Ramba l	Ral			

8 POWER		VASIL YN	Y B IS-0			CH		DAMAGE Some of this mode change as it suffer shown below:									
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS						
Vasily Bosch	*	* *	8 8	12	2	8	3+	7-12+	15"	3+	3+						
Vasily Bosch in a YMS-08B Dom Test Type is a single model equipped with a Beam Bazooka, a Heat Saber, and Titanic Feet. Only one of this model may be included in your army.								4-6 1-3	10" 6"	4+ 5+	4+ 5+						
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES										
Beam Bazooka	48"	Heavy 2D3	8	-2	4	this v	weapon's	ng units with 5 or m s type to Heavy 2D6 of 6+ for this weapo l.	i. Eacl	h time y	you roll						
Heat Saber	Melee	Melee	+2	-2	D6	-											
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit ro	lls for each attack w	ith thi	s weap	on.						
ABILITIES	Mobile Su	i t (p. 1)				Core	Explod	es (p. 1)									
FACTION KEYWORDS	UC-TO, 00	79, Zeon-TC)														
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Spa	ice, C	haracter				Titanic, Vehicle, Mobile Suit, Ground, Space, Character						

ZEON-TO 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)
MS-06F/J Ace	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-05B	1	55
MS-06C	1	70
MS-06F/J	1	70
MS-09/MS-09R	1	100

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06R1-A	1	90

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
HT-01B	1-3	60
MS-06CK	1	70

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
DFA-03	1-3	35
HT-01B-Top	1-3	30

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-04	1	70
MS-05B Veteran	1	60
MS-06C Veteran	1	75
MS-08/MS-09R Veteran	1	115

NAMED CHARACTERS						
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)				
Calden, YMS-03	1	45				
Ramba Ral, MS-04	1	90				
Char Aznable, MS-05S	1	115				
Gaia, MS-06R1-A	1	95				
Char Aznable, MS-06S	1	151				
Ramba Ral, MS-07B	1	130				
Gaia, MS-09/MS-09R	1	120				
Ramba Ral, YMS-07B-0	1	120				
Vasily Bosch, YMS-08B	1	100				

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
75mm Gatling Gun	50
100mm Machine Gun	25
120mm Machine Gun	30
175mm Cannon	25
360mm Giant Bazooka	70
Anti-Ship Rifle	30
Bazooka	25
Beam Bazooka	90
Cracker Grenades	0
Diffuse Beam Gun	0
MMP-70C	40
Three Shot Missile Launcher	25
Twin Link 60mm Vulcans	10

MELEE WEAPONS				
WEAPON	POINTS PER WEAPON			
Giant Heat Hawk	20			
Heat Hawk	20			
Heat Saber	20			
Heat Rod	20			
Titanic Feet	0			

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Combat Shield	20		
Smoke Grenades	0		

ZEON-TO WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
75mm Gatling Cannon	30"	Assault 2D6	7	-1	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-
360mm Giant Bazooka	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Bazooka	48"	Heavy 2D3	8	-2	4	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Diffuse Beam Gun	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
MMP-70C		king with this weaponade with this weapon		ose on	e or both	n of the profiles listed below. If you choose both, subtract 1 from all
90mm Machine Gun	30"	Assault 6	7	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
Giant Heat Hawk	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Rod	Melee	Melee	+1	-2	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.
Heat Saber	Melee	Melee	+2	-2	D6	
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Smoke Grenades	Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.