

# OZ AC195 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Organization of the Zodiac (OZ) 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 OZ units - these are described below and referenced on the datasheets.

## ABILITIES

The following abilities are common to several Preventers 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).

### Mobile Doll

This unit is a **Mobile Suit**. In addition, the AI control system of the unit replaces a normal pilot. This unit is immune to any power that affects its Ld score. This unit automatically passes all Ld tests.

### Mobile Tank

Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain 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**.


### Weapon Types


All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows:

Weapons with *dark lance*, *flamer*, *fusion*, *gauss*, *grav*, *melta*, *phase*, *star*, *tesla*, or *vortex* as part of the name gain **Energy**

Weapons with *lance*, *las-*, *laser*, *light*, or *prism* as part of the name gain **LASER, Energy**

Weapons with *beam*, *fusion*, *ion*, *particle*, or *plasma* as part of the name gain **Beam, Energy**

<div>12POWER</div> <div>ZECHS MERQUISE OZ-00MS</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																
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<div>Zechs Merquise in the OZ-00MS Tallgeese is a single model equipped with Beam Sabers, a Combat Shield, a Dober Gun, and Titanic Feet. Only one unit with <b>Zechs Merquise</b> may be taken for your army. Only one unit with <b>Tallgeese</b> may be taken for your army.</div>											<table><tr><td>5-9</td><td>12"</td><td>4+</td><td>3+</td></tr></table>				5-9	12"	4+	3+																									
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NAME											M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	BS	Sv							
OZ-02MD											210pts	*	6+	*	6	6	12	1	0	*	7-12+				12"	3+	2+						
A OZ-02MD Virgo is a single model equipped with a Mega Particle Cannon and one unit of four Planet Defensors (p.19).															4-6				9"				4+				3+						
															1-3				5"				5+				4+						
WEAPON											RANGE			TYPE			S	AP	D	ABILITIES													
Mega Particle Cannon											48"			Heavy 3			8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.													
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<div><div><div></div><div>4</div></div><div>POWER</div></div> <div>OZ-06MS LEO</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
OZ-06MS		85pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
100mm Machine Gun		24"		Rapid Fire 6		6	-1	1	-						
180mm Cannon		48"		Heavy 1		8	-3	2D6	-						
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.						
Beam Sabers		+40	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Pistol		+30	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle		+50	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ). This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ). This model may take a Flight Pack ( <b>Power Rating +2</b> ).													
ABILITIES		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1)							Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
FACTION KEYWORDS		AC, AC195, OZ													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

# OZ-06MS LEO 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	
OZ-06MS Veteran	90pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veteran is a single model equipped with a 100mm Machine Gun and Titanic Feet.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun		24"	Rapid Fire 6		6	-1	1	-						
180mm Cannon		48"	Heavy 1		8	-3	2D6	-						
Bazooka		48"	Heavy 2D6		8	-2	1	Blast.						
Beam Cannon		+25	36"	Heavy 1		8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers		+40	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Pistol		+30	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Rifle		+50	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ). This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ). This model may take a Flight Pack ( <b>Power Rating +2</b> ). This model may take two Beam Cannons ( <b>Power Rating +3</b> )												
		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1)								Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
ABILITIES														
FACTION KEYWORDS		AC, AC195, OZ												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												



**5**  
POWER

# HILDE SCHBEIKER

## OZ-06MS LEO

### 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
Hilde Schbeiker	95pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	4+	3+			
Hilde Schbeiker in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one unit with <b>Hilde Schbeiker</b> may be taken for your army.											4-6	9"	5+	4+			
											1-3	5"	6+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
100mm Machine Gun		24"		Rapid Fire 6		6	-1	1	-								
180mm Cannon		48"		Heavy 1		8	-3	2D6	-								
Bazooka		48"		Heavy 2D6		8	-2	1	Blast.								
Beam Cannon		+25	36"	Heavy 1		8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Sabers		+40	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Pistol		+30	24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Beam Rifle		+50	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ). This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ). This model may take a Flight Pack ( <b>Power Rating +2</b> ). This model may take two Beam Cannons ( <b>Power Rating +3</b> )															
ABILITIES		<b>Combat Shield</b> +20: A model with a combat shield has a 5+ invulnerable save. <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)								<b>Flight Pack</b> +35: A model with a Flight Pack gains <b>Fly</b> and <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		AC, AC195, OZ															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Hilde Schbeiker															



**5**  
POWER

# OZ-06MS LEO OFFICER

## 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	
OZ-06MS Officer	95pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
An OZ-06MS Leo Officer is a single model equipped with a 100mm Machine Gun and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
100mm Machine Gun		24"	Rapid Fire 6	6	-1	1	-							
180mm Cannon		48"	Heavy 1	8	-3	2D6	-							
Bazooka		48"	Heavy 2D6	8	-2	1	Blast.							
Beam Cannon	+25	36"	Heavy 1	8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	+40	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Pistol	+30	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Beam Rifle	+50	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ). This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ). This model may take a Flight Pack ( <b>Power Rating +2</b> ). This model may take two Beam Cannons ( <b>Power Rating +3</b> )												
		Combat Shield +20: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1); Core Explodes (p. 1)						Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
ABILITIES														
FACTION KEYWORDS		AC, AC195, OZ												
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POWER

# LADY UNE OZ-06MS LEO

## 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
Lady Une	200pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
Lady Une in an OZ-06MS Leo is a single model equipped with a 100mm Machine Gun, Beam Sabers, a Combat Shield, a Flight Pack, and Titanic Feet. Only one unit with <b>Lady Une</b> may be taken for your army.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun		24"	Rapid Fire 6		6	-1	1	-						
180mm Cannon		48"	Heavy 1		8	-3	2D6	-						
Bazooka		48"	Heavy 2D6		8	-2	1	Blast.						
Beam Sabers		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Pistol		+30 24"	Pistol 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Rifle		+50 36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +2</b> ), or a Beam Rifle ( <b>Power Rating +3</b> ).												
ABILITIES		<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save. <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)							<b>Flight Pack:</b> A model with a Flight Pack gains <b>Fly</b> and <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		AC, AC195, OZ												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lady Une, Fly												



<div><div><div><div></div><div></div></div><div>5</div><div>POWER</div></div><div>OZ-07AMS ARIES</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																									
<table><tr><th>NAME</th><th></th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>OZ-07AMS</td><td>100pts</td><td>*</td><td>*</td><td>*</td><td>7</td><td>6</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME		M	WS	BS	S	T	W	A	Ld	Sv	OZ-07AMS	100pts	*	*	*	7	6	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>15-30"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>15-21"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>15"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	15-30"	4+	4+	4-6	15-21"	5+	5+	1-3	15"	6+	6+
NAME		M	WS	BS	S	T	W	A	Ld	Sv																																										
OZ-07AMS	100pts	*	*	*	7	6	12	2	7	3+																																										
REMAINING W	M	WS	BS																																																	
7-12+	15-30"	4+	4+																																																	
4-6	15-21"	5+	5+																																																	
1-3	15"	6+	6+																																																	
An OZ-07AMS Aries is a single model equipped with a 100mm Machine Gun and Titanic Feet.																																																				
<table><tr><th>WEAPON</th><th></th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>100mm Machine Gun</td><td>+25</td><td>24"</td><td>Rapid Fire 6</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Missile Pod</td><td>-5 / +20</td><td>30"</td><td>Assault 2D3</td><td>7</td><td>-2</td><td>1</td><td>Blast. Add 1 to all hit rolls against targets that can Fly.</td></tr><tr><td>Titanic Feet</td><td></td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>											WEAPON		RANGE	TYPE	S	AP	D	ABILITIES	100mm Machine Gun	+25	24"	Rapid Fire 6	6	-1	1	-	Missile Pod	-5 / +20	30"	Assault 2D3	7	-2	1	Blast. Add 1 to all hit rolls against targets that can Fly.	Titanic Feet		Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.										
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES																																													
100mm Machine Gun	+25	24"	Rapid Fire 6	6	-1	1	-																																													
Missile Pod	-5 / +20	30"	Assault 2D3	7	-2	1	Blast. Add 1 to all hit rolls against targets that can Fly.																																													
Titanic Feet		Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																													
<div><div>This model may replace its 100mm Machine Gun with a Missile Pod.</div><div>This model may take up to 2 additional weapons in any combination. Each weapon must either be a 100mm Machine Gun (<b>Power Rating +1 each</b>) or a Missile Pod (<b>Power Rating +1 each</b>).</div></div>																																																				
<div><div><div>WARGEAR OPTIONS</div><div><div><div>Mobile Suit Transformation:</div><div>This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic becomes 12".</div></div><div><div>Mobile Suit</div><div>(p. 1)</div></div><div><div>Core Explodes</div><div>(p. 1)</div></div></div><div><div>Supersonic:</div><div>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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div><div><div>Airborne:</div><div>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.</div></div></div></div>																																																				
<div><div>ABILITIES</div><div></div></div>																																																				
<div><div>FACTION KEYWORDS</div><div>AC, AC195, OZ</div></div>																																																				
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Ground, Fly</div></div>																																																				




6  
POWER


# LUCREZIA NOIN OZ-07AMS


## 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	
Lucrezia Noin	120pts	*	*	*	7	6	12	3	8	3+	7-12+	12"	3+	2+	
Lucrezia Noin in an OZ-07AMS Aries is a single model equipped with a 100mm Machine Gun and Titanic Feet. Only one unit with <b>Lucrezia Noin</b> may be taken for your army.											4-6	9"	4+	3+	
											1-3	5"	5+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
100mm Machine Gun		+25	24"	Rapid Fire 6		6	-1	1	Blast. Add 1 to all hit rolls against targets that can <b>Fly</b> .						
Missile Pod		-5 / +20	30"	Assault 2D3		7	-2	1							
Titanic Feet			Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a Missile Pod. This model may take up to 2 additional weapons in any combination. Each weapon must either be a 100mm Machine Gun ( <b>Power Rating +1 each</b> ) or a Missile Pod ( <b>Power Rating +1 each</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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.													
		<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
ABILITIES		<b>Mobile Suit Transformation:</b> This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses <b>Fly</b> , <b>Hard to Hit</b> , <b>Airborne</b> , and <b>Supersonic</b> . Additionally, its Movement characteristic becomes 12".													
		<b>Mobile Suit</b> (p. 1)													
		<b>Core Explodes</b> (p. 1)													
FACTION KEYWORDS		AC, AC195, OZ													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Fly, Character, Lucrezia Noin													

<div><div>15</div>POWER</div> <div>OZ-07MS TRAGOS</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>OZ-07MS</td><td>295pts</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>8</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	OZ-07MS	295pts	*	*	*	7	7	12	2	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																										
OZ-07MS	295pts	*	*	*	7	7	12	2	8	3+																																									
REMAINING W	M	WS	BS																																																
7-12+	12"	4+	4+																																																
4-6	9"	5+	5+																																																
1-3	5"	6+	6+																																																
An OZ-07MS Tragos is a single model equipped with two 120mm Low Recoil Cannons, a Beam Rifle, and Titanic Feet.																																																			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																										
120mm Low Recoil Cannon		96"		Heavy D6		9	-3	2	Blast. This weapon may target units not visible to the bearer.																																										
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.																																										
Hover Assault		Melee		Melee		User	-2	2	Make 2 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.																																										
WARGEAR OPTIONS		This model may take a Hover Pack (Power Rating +1).																																																	
ABILITIES		<div>Mobile Suit (p. 1)</div> <div>Core Explodes (p. 1)</div> <div>Hover Pack +25: A model with a Hover Pack gains +2" to its Movement characteristic and may move over terrain as if it had the Fly keyword. It loses Titanic Feet but gains Hover Assault. It loses Mobile Suit but gains Mobile Tank (p. 1). At any time, it may jettison the Hover Pack for the rest of the game.</div>																																																	
FACTION KEYWORDS		AC, AC195, OZ																																																	
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground																																																	

<div></div> <div>8</div> <div>POWER</div> <div>OZ-08MMS CANCER</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	
OZ-08MMS	155pts	*	*	*	8	7	15	2	7	3+	8-15+	9"	4+	4+
An OZ-08MMS Cancer is a single model equipped with Crushing Claws and two Missile Launchers.											4-7	6"	5+	5+
											1-3	4"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Crushing Claws	Melee		Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll.						
Missile Launcher	72"		Heavy D6		8	-2	2	Blast.						
		Aquatic: This unit doubles its Move characteristic when in water.						No Legs: This model may never step out of the Water.						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)							
FACTION KEYWORDS	AC, AC195, OZ													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													

<div>7</div> <div>POWER</div> <div>OZ-09MMS PISCES</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	
OZ-09MMS	145pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-09MMS Pisces is a single model equipped with Crushing Claws, two Missile Launchers, and Titanic Feet.											4-6	8"	5+	5+
											1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Crushing Claws	Melee		Melee		Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll.						
Missile Launcher	72"		Heavy D6		8	-2	2	Blast.						
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.										Mobile Suit (p. 1); Core Explodes (p. 1)			
FACTION KEYWORDS	AC, AC195, OZ													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													



10

POWER

## OZ-12SMS TAURUS

## 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
OZ-12SMS	200pts	*	*	*	8	7	15	2	7	3+	7-12+	15-30"	4+	3+
An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet.											4-6	15-21"	5+	4+
											1-3	15"	6+	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+ for this weapon, it also inflicts a mortal wound.
Laser Gun	-20	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.
Mega Particle Cannon	+10	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

<b>WARGEAR OPTIONS</b>	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun ( <b>Power Rating -1</b> ).
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<b>ABILITIES</b>	<p><b>Mobile Suit Transformation:</b> This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses <b>Fly</b>, <b>Hard to Hit</b>, <b>Airborne</b>, and <b>Supersonic</b>. Additionally, its Movement characteristic becomes 12".</p> <p><b>Mobile Suit</b> (p. 1)</p> <p><b>Core Explodes</b> (p. 1)</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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</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>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>
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<b>FACTION KEYWORDS</b>	AC, AC195, OZ
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<b>KEYWORDS</b>	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly
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<div> <b>10</b> POWER</div> <div>OZ-12SMD TAURUS MOBILE DOLL</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>OZ-12SMD</td><td>200pts</td><td>*</td><td>6+</td><td>*</td><td>8</td><td>7</td><td>15</td><td>1</td><td>0</td><td>*</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	OZ-12SMD	200pts	*	6+	*	8	7	15	1	0	*	<table><tr><th>REMAINING W</th><th>M</th><th>BS</th><th>Sv</th></tr><tr><td>7-12+</td><td>15-30"</td><td>3+</td><td>3+</td></tr><tr><td>4-6</td><td>15-21"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>15"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	BS	Sv	7-12+	15-30"	3+	3+	4-6	15-21"	4+	4+	1-3	15"	5+	5+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																									
OZ-12SMD	200pts	*	6+	*	8	7	15	1	0	*																																								
REMAINING W	M	BS	Sv																																															
7-12+	15-30"	3+	3+																																															
4-6	15-21"	4+	4+																																															
1-3	15"	5+	5+																																															
An OZ-12SMD Taurus Mobile Doll is a single model equipped with a Beam Rifle.																																																		
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																									
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.																																									
Laser Gun		-20	24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.																																									
Mega Particle Cannon		+10	48"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																									
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).																																																
		<div><div>Mobile Suit Transformation:</div><div>This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses <b>Fly</b>, <b>Hard to Hit</b>, <b>Airborne</b>, and <b>Supersonic</b>. Additionally, its Movement characteristic becomes 12".</div></div>								<div><div>Supersonic:</div><div>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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.</div></div> <div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div> <div><div>Airborne:</div><div>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>																																								
ABILITIES		Core Explodes (p. 1)																																																
FACTION KEYWORDS		AC, AC195, OZ																																																
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly																																																



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POWER


# LUCREZIA NOIN

## OZ-12SMS

**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	
Lucrezia Noin	255pts	*	*	*	8	7	15	3	8	3+	7-12+	15-30"	3+	2+
Lucrezia Noin in a SK-12SMS Taurus is a single model equipped with a Beam Rifle, Beam Sabers, and Titanic Feet. Only one model with <b>Lucrezia Noin</b> may be taken for your army.										4-6	15-21"	4+	3+	
										1-3	15"	5+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Laser Gun	-20	24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.						
Mega Particle Cannon	+10	48"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun ( <b>Power Rating -1</b> ).													
<b>Mobile Suit Transformation:</b> This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses <b>Fly</b> , <b>Hard to Hit</b> , <b>Airborne</b> , and <b>Supersonic</b> . Additionally, its Movement characteristic becomes 12".  <b>Mobile Suit</b> (p. 1)										<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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.				
										<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
										<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> .				
ABILITIES	<b>Core Explodes</b> (p. 1)													
FACTION KEYWORDS	AC, AC195, OZ													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Character, Lucrezia Noin													

<div>17 POWER</div> <div>TROWA BARTON OZ-13MSX1</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWASLdSv										REMAINING WMWSBS			
Trowa Barton345pts* * *7715182+										8-15+12"4+2+			
Trowa Barton in an OZ-13MSX1 Vayeate is a single model equipped with a Buster Rifle and Titanic Feet. Only one unit with <b>Trowa Barton</b> may be chosen for your army. Only one unit with <b>Vayeate</b> may be chosen for your army.										4-79"5+3+			
										1-35"6+4+			
WEAPON		RANGE		TYPE		S		AP		D		ABILITIES	
Buster Rifle		When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Weapon..											
--- Beam Rifle Mode		36"		Heavy 3		8		-3		4		-	
--- Buster Rifle Mode		60"		Heavy 2D3		9		-4		4		A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This mode may only be fired 3 times in a battle.	
----- Ancillary Targets		60"		Heavy 2		9		-4		4		When the Buster Rifle Mode is fired, any unit with a 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 Fly.	
Titanic Feet		Melee		Melee		User		-2		D3		Make 3 hit rolls for each attack with this weapon.	
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)										External Generator: After this unit takes damage, roll a D6 and add this unit's current BS. If the result is greater than this unit's remaining Wounds, the External Generator explodes, causing D3 Mortal wounds to every unit within 6". The Buster Rifle can no longer fire if the External Generator explodes.	
FACTION KEYWORDS		AC, AC195, OZ											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton, Vayeate											





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# HEERO YUY OZ-13MSX2

**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
Heero Yuy	*	*	*	7	7	15	5	9	2+	7-12+	12"	2+	2+
Heero Yuy in an OZ-13MSX2 Mercurius is a single model equipped with a Beam Gun, Beam Sabers, a Combat Shield, two units of five Planet Defensors (p. 19), and Titanic Feet. Only one unit with <b>Heero Yuy</b> may be taken for your army. Only one unit with <b>Mercurius</b> may be taken for your army.										4-6	9"	3+	3+
										1-3	5"	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+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Mercurius												



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# LADY UNE XXXG-01W

## 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
Lady Une	*	*	*	8	7	18	2	8	2+	10-18+	15-30"	3+	3+
Lady Une in the XXXG-01W Wing Gundam is a single model equipped with Beam Sabers, a Buster Rifle, Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Twin Machine Cannon. Only one unit with <b>Lady Une</b> may be taken for your army. Only one unit with <b>Wing Gundam</b> may be taken for your army.										5-9	15-21"	4+	4+
										1-4	15"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below. For each entry below, each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Weapon.					
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	-
--- Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. This mode may only be fired 3 times in a battle.
----- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode 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> .
Titanic Feet	Melee	Melee	User	-2	2	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> .
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-

**Combat Shield:** A model with a combat shield has a 5+ invulnerable save.

**Mobile Suit Transformation:** This unit may transform to a Mobile Suit mode at the beginning of the game or any of your movement phases. When transformed, it loses **Fly**, **Hard to Hit**, **Airborne**, **Aircraft**, and **Supersonic**. Additionally, its Movement characteristic becomes 15".

**Gundanium Alloy:** Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.

**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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**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**.

**ABILITIES** **Mobile Suit** (p. 1); **Core Explodes** (p. 1)

**FACTION KEYWORDS** AC, AC195, OZ

**KEYWORDS** Titanic, Vehicle, Aircraft, Mobile Suit, Space, Ground, Character, Lady Une, Wing Gundam, Gundam, Fly



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## PLANET DEFENSER

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Planet Defender 15pts	12"	5+	5+	5	6	2	1	6	4+

For each model past the first, it has **Power Rating +1**.

**Keywords:**

- **Funnel** models do not gain the keywords of any units that contain them.
- For the purposes of interacting with terrain features, **Funnel** models count as having the INFANTRY keyword.

**Shield Team:** If at least 3 Planet Defender models are in unit coherency, they can forgo their shooting phase that turn to form a Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.

**Valued Sacrifice:** Each time a **Funnel** model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the **Funnel** keyword.

**Artificial Helpers:** **Funnel** models are ignored for the purposes of:

- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic, if it also contains models without the **Funnel** keyword.

**Psycommu:**

- This unit must begin the game docked to a unit that can take **Funnels** (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining **Funnel** models in this unit are destroyed.
- A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.

**Docked Funnel:** If this model is docked with another:

- Any weapons this model is equipped with are considered to be equipped to the model it is docked with.
- Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
- If the model it is docked with is destroyed, this **Funnel** model is destroyed as well.

**Limited Parameters:** If this unit contains only **Funnel** models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.

**ABILITIES**

**FACTION KEYWORDS** AC, AC195, White Fang

**KEYWORDS** Funnel, Space, Fly