

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.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **AC**, **AC195**, **OZ**, **Ground**, and **Space**. **AC** defines the particular universe of Gundam that these suits fall into, **AC195** as the year the unit was deployed, and **OZ** as the OZ faction. 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 OZ 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.

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**



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POWER

ZECHS MERQUISE

OZ-00MS

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
Zechs Merquise	*	*	*	8	7	18	4	9	3+	10-18+	15"	3+	2+
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 model with Zechs Merquise may be taken for your army. Only one model with Tallgeese may be taken for your army.										5-9	12"	4+	3+
										1-4	8"	5+	4+
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.						
Dober Gun	48"	Heavy 2		8	-3	2D3	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
							Mobile Suit (p. 1); Core Explodes (p. 1)						
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly												



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POWER

TREIZE

KHUSHRENADA

OZ-00MS2

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
Treize Khushrenada	*	*	*	8	7	18	4	9	3+	10-18+	15"	2+	3+
Treize Khushrenada in the OZ-00MS2 Tallgeese II is a single model equipped with Beam Sabers, a Combat Shield, a Dober Gun, and Titanic Feet. Only one model with Tallgeese may be taken for your army.										5-9	12"	3+	4+
										1-4	8"	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.					
Dober Gun	48"		Heavy 2		8	-3	2D3	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
								Mobile Suit (p. 1); Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Tallgeese, Space, Ground, Fly												



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POWER

OZ-02MD
VIRGO


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	Sv
OZ-02MD	*	6+	*	6	6	12	1	0	*	7-12+	12"	3+	2+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	4+	3+
A OZ-02MD Virgo is a single model equipped with a Mega Particle Cannon and four Planet Defensors.										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.
<p>Mobile Doll: 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.</p> <p>Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Beam 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.</p> <p>If at any time there are less than 3 Planet Defensors models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.</p> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>						
<p>Saviour Protocols: If a Planet Defensors unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Planet Defensors unit instead of the target unit. If you do, that Planet Defensors unit suffers a mortal wound instead of the normal damage.</p> <p>Planet Defensors: When a model with Planet Defensors is set up, any accompanying Planet Defensors models are attached and are treated as being embarked. While the Planet Defensors models remain attached, none of the abilities of the Planet Defensors models are available.</p> <p>Any or all of the controlling unit's Planet Defensors models can disembark or re-embark. When disembarked, those Planet Defensors models are treated as a separate unit. If the controlling unit is destroyed, those Planet Defensors models are destroyed as well.</p> <p>If the battlefield is not in Space, the Planet Defensors may only disembark for a single turn before needing to re-embark for a turn.</p>						
<p>ABILITIES</p>						
<p>FACTION KEYWORDS AC, AC195, OZ</p>						
<p>KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground</p>						

<div><div><div></div></div><div>4</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	*	*	*	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 2D3		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 Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Pistol	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	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.					
<div>This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2).</div>													
WARGEAR OPTIONS													
<div><div><div>Combat Shield:</div><div>A model with a combat shield has a 5+ invulnerable save.</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>Flight Pack:</div><div>A model with a Flight Pack gains Fly and Hard to Hit.</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>													
ABILITIES													
FACTION KEYWORDS AC, AC195, OZ													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>5</div> <div>POWER</div> <div>OZ-06MS LEO VETERAN</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 Veteran	*	*	*	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 2D3		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+ 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.						
Beam Pistol	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	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.						
This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)													
<div><div>WARGEAR OPTIONS</div><div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div><div><div>Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</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, Space, Ground</div></div>													



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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	*	*	*	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 model with Hilde Schbeiker 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 2D3		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+ 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.					
Beam Pistol	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	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 (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit .					
ABILITIES	Mobile Suit (p. 1)							Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Hilde Schbeiker												



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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	*	*	*	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 2D3		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+ 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.						
Beam Pistol	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	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.						
This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3). This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2). This model may take a Flight Pack (Power Rating +2). This model may take two Beam Cannons (Power Rating +3)													
WARGEAR OPTIONS													
Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1) Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit. 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, Character													



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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	*	*	*	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.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun	24"	Rapid Fire 2D3		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+ 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.						
Beam Pistol	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	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 (Power Rating +2), or a Beam Rifle (Power Rating +3).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit.						
	Mobile Suit (p. 1)						Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lady Une, Fly												



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POWER

OZ-07AMS ARIES

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-07AMS	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
An OZ-07AMS Aries is a single model equipped with 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 2D3		6	-1	1	-						
Missile Pod	30"	Assault 2		6	0	D3	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.						
WARGEAR OPTIONS	This model may take up to 6 additional weapons in any combination. Each weapon must either be a 100mm Machine Gun (Power Rating +1 each) or a Missile Pod (Power Rating +1 each). If this model fires more than two weapons in a single Shooting phase, subtract 1 from all hit rolls.												
<div><div><div>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div><div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>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.</div></div></div>													
ABILITIES													
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground												



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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	*	*	*	7	6	12	3	8	3+	7-12+	12"	3+	2+
Lucrezia Noin in an OZ-07AMS Aries is a single model equipped with Titanic Feet. Only one model with Lucrezia Noin 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	24"	Rapid Fire 2D3	6	-1	1	-							
Missile Pod	30"	Assault 2	6	0	D3	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.							
WARGEAR OPTIONS	This model may take up to 6 additional weapons in any combination. Each weapon must either be a 100mm Machine Gun (Power Rating +1 each) or a Missile Pod (Power Rating +1 each). If this model fires more than two weapons in a single Shooting phase, subtract 1 from all hit rolls.												
	<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>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.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>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.</p>												
ABILITIES	<p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p>												
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Character, Lucrezia Noin												



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POWER


OZ-07MS TRAGOS

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-07MS	*	*	*	7	7	12	2	8	3+	7-12+	12"	4+	4+							
An OZ-07MS Tragos is a single model equipped with two 120mm Low Recoil Cannons, a Beam Rifle, and Titanic Feet.										4-6	9"	5+	5+							
										1-3	5"	6+	6+							
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES													
120mm Low Recoil Cannon	96"	Heavy D6		9	-3	D3	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	D3	Make 2 hit rolls for each attack with this weapon.													
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.													
WARGEAR OPTIONS	This model may take a Hover Pack (Power Rating +1).																			
							Hover Pack: A model with a Hover Pack gains +2" to it's 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 . At any time, it may jettison the Hover Pack for the rest of the game.													
							Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Tank: This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. 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.						
							Mobile Suit (p. 1)													
ABILITIES	Core Explodes (p. 1)																			
FACTION KEYWORDS	AC, AC195, OZ																			
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground																			

<div>7 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	*	*	*	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	-2	D6	When attacking with this weapon, you must subtract 1 from the hit roll.						
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
		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></div> <div>6</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	*	*	*	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	-2	D6	When attacking with this weapon, you must subtract 1 from the hit roll.						
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Aquatic: This unit doubles its Move characteristic when in water.													
ABILITIES	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	*	*	*	8	7	15	2	7	3+	7-12+	12"	4+	3+
An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet.										4-6	9"	5+	4+
										1-3	5"	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	24"	Pistol 2D3	7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.
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.
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 (**Power Rating -1**).

<p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, its Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p> <p>Mobile Suit (p. 1)</p>		<p>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.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>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.</p>
ABILITIES	Core Explodes (p. 1)	

FACTION KEYWORDS AC, AC195, OZ

KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground



10

POWER

OZ-12SMD TAURUS MOBILE DOLL

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	Sv
OZ-12SMD	*	6+	*	8	7	15	1	0	*	7-12+	12"	3+	3+
An OZ-12SMD Taurus Mobile Doll is a single model equipped with a Beam Rifle.										4-6	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+ for this weapon, it also inflicts a mortal wound.						
Laser Gun	24"	Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.						
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.						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power Rating -1).												
<div><div><p>Mobile Doll: 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.</p><p>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</p><p>Mobile Suit (p. 1)</p></div><div><p>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.</p><p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p><p>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.</p></div></div>													
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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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	*	*	*	8	7	15	3	8	3+	7-12+	12"	3+	2+
Lucrezia Noin in an OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet. Only one model with Lucrezia Noin may be taken for your army.										4-6	9"	4+	3+
										1-3	5"	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.					
Laser Gun	24"		Pistol 2D3		7	-2	3	This weapon ignores the Invulnerable save from Beam Shield Teams.					
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.					
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 (Power Rating -1).												
<div><div><div>Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.</div><div>Mobile Suit (p. 1)</div></div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>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.</div></div>													
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lucrezia Noin												

<div>12 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>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Trowa Barton	*	*	*	7	7	15	1	8	2+	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 Trowa Barton may be chosen for your army. Only one unit with Vayeate may be chosen for your army.										4-7	9"	5+	3+
										1-3	5"	6+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below.												
--- Beam Rifle Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
--- 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon 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 Fly . 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.						
Mobile Suit (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.						
Core Explodes (p. 1)													
ABILITIES													
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton, Vayeate												



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POWER

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+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	3+	3+
Heero Yuy in an OZ-13MSX2 Mercurius is a single model equipped with a Beam Gun, Beam Sabers, a Combat Shield, 10 Planet Defensors, and Titanic Feet. Only one model with Heero Yuy may be taken for your army. Only one model with Mercurius may be taken for your army.										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		+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.						
<div><div><p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p><p>Saviour Protocols: If a Planet Defensors unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Planet Defensors unit instead of the target unit. If you do, that Planet Defensors unit suffers a mortal wound instead of the normal damage.</p><p>Planet Defensors: When a model with Planet Defensors is set up, any accompanying Planet Defensors models are attached and are treated as being embarked. While the Planet Defensors models remain attached, none of the abilities of the Planet Defensors models are available. Any or all of the controlling unit's Planet Defensors models can disembark or re-embark. When disembarked, those Planet Defensors models are treated as a separate unit. If the controlling unit is destroyed, those Planet Defensors models are destroyed as well. If the battlefield is not in Space, the Planet Defensors may only disembark for a single turn before needing to re-embark for a turn.</p></div><div><p>Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Beam 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.</p><p>If at any time there are less than 3 Planet Defensors models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.</p><p>If at least 7 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 7 Planet Defensors models in unit coherency in the Complete Beam Shield Team, then any 3 or more Planet Defensors models in unit coherency can reform into a Beam Shield Team instead.</p></div></div>													
ABILITIES								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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POWER

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+	12"	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 model with Lady Une may be taken for your army. Only one model with Wing Gundam may be taken for your army.										5-9	9"	4+	4+
										1-4	5"	5+	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.						
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below.												
--- Beam Rifle Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
--- 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon mode may only be fired 3 times in a battle.							
						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 Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
----- Ancillary Targets	60"	Heavy 2		9	-4	4	Make 3 hit rolls for each attack with this weapon.						
Titanic Feet	Melee	Melee		User	-2	D3	Add 1 to all hit rolls against targets that can Fly .						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2							
Twin Machine Cannon	18"	Rapid Fire 2D3		6	0	1							
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					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.							
	Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit , Airborne , and Supersonic . Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet, Beam Sabers or the Twin Machine Cannon while transformed.					Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							
	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.					Airborne*: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .							
Mobile Suit (p. 1); Core Explodes (p. 1)													
FACTION KEYWORDS	AC, AC195, OZ												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Lady Une, Wing Gundam, Gundam, Fly												

OZ 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)
Officer, OZ-06MS	1	70

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, OZ-06MS	1	65

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-02MD	1	65
OZ-06MS	1	60
OZ-12SMD	1	125

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Zechs Merquise, OZ-00MS	1	145
Treize Khushrenada, OZ-00MS2	1	145
Lady Une, OZ-06MS	1	80
Lucrezia Noin, OZ-07AMS	1	95
Lucrezia Noin, OZ-12SMS	1	140
Trowa Barton, OZ-13MSX1	1	145
Heero Yuy, OZ-13MSX2	1	165
Lady Une, XXXG-01W	1	220

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-07AMS	1	75
OZ-09MMS	1	75

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-07MS	1	70
OZ-08MMS	1	85

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
100mm Machine Gun	25
120mm Low Recoil Cannon	75
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Gun	55
Beam Pistol	65
Beam Rifle	75
Buster Rifle	200
Dober Gun	40
Laser Gun	50
Mega Particle Cannon	80
Missile Launcher	25
Missile Pod	20
Twin Link 60mm Vulcans	10
Twin Machine Cannons	30

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Crushing Claws	20
Hover Assault	0
Titanic Feet	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Flight Pack	35
Hover Pack	25
Planet Defensor	15

OZ WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon may target units not visible to the bearer.
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 Pistol	24"	Pistol 3	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.
Buster Rifle	When attacking with this weapon, choose one of the profiles listed below.					
--- Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon 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 Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Dober Gun	48"	Heavy 2	8	-3	2D3	-
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the invulnerable save from Beam Shield Teams.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Pod	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly .
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .
Twin Machine Cannons	24"	Assault 2	7	-1	2	-

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.
Crushing Claws	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Hover Assault	Melee	Melee	User	-2	D3	Make 2 hit rolls when attacking with this weapon.
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.
Flight Pack	A model with a Flight Pack gains Fly and Hard to Hit .