PRINCIPALITY OF ZEON - THUNDERBOLT ARMY LIST

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

ABILITIES

The following abilities are common to several Zeon-TB units:

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.

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).

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.

Alternate Terrain

Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and are a subset of the rules that are found in the GundamHammer 40k Codex.

Open Space

Battles in **Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit, and the unit may move no more than 3". Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.

Lunar Surface

Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

Debris Field

As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls more than its LD, it must take a Mortal Wound. When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away.

7 POWER			MS-(AK)					DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-05 145	*	* *	7 6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05 Zaku I is a single	model equ	uipped with a	a 120mm	Mach	nine	Gun, a	1	4-6	9"	5+	5+
Bazooka, Cracker Grenad						,		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
Bazooka -5	48"	Heavy 2D	6 8	-2							
Cracker Grenades	12"	Grenade D	06 *	*	t. Instead ades, you	oes not inflict any I, if a unit is hit by a r opponent must s unit until the end	any C ubtra	racker ct 1 fror			
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	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.										
ABILITIES	Mobile Suit (p. 1)Hit and Run: This unit can move 2D6" in yourCore Explodes (p. 1)Charge phase (even if it has not declared a charge).										
FACTION KEYWORDS	UC, 0078,	Zeon-TB									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground										

POWER	\mathbf{Z}_{E}	N AKU I	IS-(VE			RA	N	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-05 Vet 150	*	* *	7 6	12	2	7	3+	7-12+	12"	3+	3+	
A MS-05 Zaku I Veteran i	s a single m	nodel equippe	d with a	120r	nm N	/lachin	ne Gun, a	4-6	9"	4+	4+	
Bazooka, Cracker Grena							<u>, </u>	1-3	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.					
Cracker Grenades	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 12" Grenade D6 * * * hit rolls for that unit until the end of the turn.											
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may replace	its 120r	nm N	/lach	ine Gu	un with a E	Bazooka.				
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				Hit and Run :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
FACTION KEYWORDS	UC, 0078, Zeon-TB											

Titanic, Vehicle, Mobile Suit, Space, Ground

KEYWORDS

7 POWER	D	ARYL M	L (S-(Z	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
Daryl Lorenz 160	*	* * 7	6	12	3	8	3+	7-12+	12"	2+	3+
Daryl Lorenz in a MS-05 2 Gun, a Bazooka, Cracker with Daryl Lorenz may be	Grenades,	a Heat Hawk,						4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	This weapon does not inflict target. Instead, if a unit is hit Grenades, your opponent multiple of the control									racker ct 1 fro	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may replace	its 120r	nm N	/lach	ine Gı	un with a E	Bazooka.			
ABILITIES	Mobile Suit (p. 1)Hit and Run: This unit can move 2D6" in yourCore Explodes (p. 1)Charge phase (even if it has not declared a ch										
FACTION KEYWORDS	UC, 0078,	Zeon-TB									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz										

8 POWER			MS-(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-06 155	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06 Zaku II is a singl Combat Shield, Cracker G						Gun, a		4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D	6 8	-2	1						
Cracker Grenades	12"	Grenade D	06 *	*	. Instead	loes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtrac	racker ct 1 fron			
Heat Hawk	Melee	Melee	+3	-3	6	-					
Sturm Faust +5	48"	Heavy 1	8	-2	D6			weapons may only	/ be fir	red once	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode This mode	175mm Cannon or	a Baz	zooka.							
		hield : A mo a 5+ invulne			nbat			his unit can move (even if it has not			narge).
ABILITIES	Mobile Su	i t (p. 1)				Core	Explode	es (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TB									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace							

8 POWER	SI	EAN M	IIT [S-(A	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	
Sean Mitadera 160	*	* * 7	7	12	2	7	3+	7-12+	12"	3+	4+	
Sean Mitadera in a MS-06 Machine Gun, a Combat S Feet. Only one model with	Shield, Crad	cker Grenades,	a Hea	t Hav	wk, a	nd Tita		4-6 1-3	9" 5"	4+ 5+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-						
Bazooka -5	48" Heavy 2D6 8 -2 1 Blast.											
Cracker Grenades	12"	any C	ge on t racker ct 1 fror turn.									
Heat Hawk	Melee	Melee	+3	-3	6	-						
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	y be fii	red onc	e per	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	vith thi	s weap	on.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.											
		hield : A mode a 5+ invulnera				his unit can move (even if it has not			narge).			
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079,	Zeon-TB										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Char	acter,	Sean Mit	adera				

8 POWER		N ZAKI	IS-(U II				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
MS-06 165	*	* * -	7 7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Zaku II Ace is a combat Shield, Cracker G	_					hine G	Gun, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	i.				
Cracker Grenades	12"	ge on the racker ct 1 fror turn.									
Heat Hawk	Melee	Melee	+3	-3	6	-					
Sturm Faust +5	48"	Heavy 1	8	-2	D6			weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	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 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.										
		Shield : A mode a 5+ invulner			nbat	Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TB									
KEYWORDS	Character,	, Titanic, Vehic	cle, Mob	ile S	uit, S	pace					

D					ZNZ	Z	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:					
M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
*	* * 7	8	12	3	8	3+	7-12+	12"	3+	2+		
equipped w ka, a Comb	rith a 120mm N at Shield, a He	Aachine eat Haw	Gur k, ar	n, thr nd Tit	ee 360	mm	4-6 1-3	9" 5"	4+ 5+	3+ 4+		
	•	S		D	ABILI	ITIES						
30"	Assault 12	6	-1	1	-							
84"	Heavy 2D6	9	-3	2	Blast. This weapon can target units not visible to the bearer.							
48"	Heavy 2D6	8	-2					r this				
48" Heavy 2D6 8 -2 1 Blast												
Melee	Melee	+3	-3	6	-							
48"	Heavy 1	8	-2	D6			weapons may only	y be fii	red onc	e per		
Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
	•			•		Rating +	5).					
								may re	eroll a s	ave		
may only f	ire up to two o			I	Hit and Run :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							
Combat S	hield : A mode			ıbat	rolls fo	or attacks	s that target this m			om hit		
Mobile Su	i t (p. 1)				Core Explodes (p. 1)							
UC, 0079,	Zeon-TB											
Character,	Titanic, Vehic	e, Mobi	ile S	uit, S	pace, [Daryl Lor	enz					
	M * Zaku High equipped w ka, a Comb I Lorenz m RANGE 30" 84" 48" 48" Melee This mode This mode This mode This mode Combat S shield has Mobile Su UC, 0079,	M WS BS S * * * 7 Zaku High Mobility Type equipped with a 120mm Mode, a Combat Shield, a Heaving and a Combat Shield, a Heaving and a Combat Shield, a Heaving and a Combat Shield and a	M WS BS S T * * * 7 8 Zaku High Mobility Type (Psychology of the equipped with a 120mm Machine Ka, a Combat Shield, a Heat Haw of Lorenz may be included in your RANGE TYPE S 30" Assault 12 6 84" Heavy 2D6 9 48" Heavy 2D6 8 48" Heavy 2D6 8 Melee Melee +3 48" Heavy 1 8 Melee Melee User This model may take a Beam Bath This model may take up to three services at a time. More Arms than Hands: This may only fire up to two of its ran weapons at a time. Combat Shield: A model with a shield has a 5+ invulnerable save. Mobile Suit (p. 1) UC, 0079, Zeon-TB	M WS BS S T W * * * 7 8 12 Zaku High Mobility Type (Psycho Zalequipped with a 120mm Machine Gurka, a Combat Shield, a Heat Hawk, are Lorenz may be included in your arm RANGE TYPE S AP 30" Assault 12 6 -1 84" Heavy 2D6 9 -3 48" Heavy 2D6 8 -2 48" Heavy 2D6 8 -2 Melee Melee +3 -3 48" Heavy 1 8 -2 Melee Melee User -2 This model may take a Beam Bazoo This model may take up to three Sturble may only fire up to two of its ranged weapons at a time. Combat Shield: A model with a comshield has a 5+ invulnerable save. Mobile Suit (p. 1) UC, 0079, Zeon-TB	M WS BS S T W A * * * 7 8 12 3 Zaku High Mobility Type (Psycho Zaku / Fequipped with a 120mm Machine Gun, three Arms than Hands: This model may only fire up to two of its ranged weapons at a time. More Arms than Hands: This model may only fire up to two of its ranged weapons at a time. M WS BS S T W A * * * 7 8 12 3 Two A * * * * 7 8 12 3 Two A * * * * 7 8 12 3 ** ** * * * 7 8 12 3 ** ** * * * 7 8 12 3 ** ** * * * 7 8 12 3 ** ** * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * 7 8 12 3 ** ** * * * * * 7 8 12 3 ** ** * * * * * 7 8 12 3 ** ** * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * 7 8 12 3 ** * * * * * * * 7 8 12 3 ** * * * * * * * 7 8 12 3 ** * * * * * * * * * * * * * * * *	M WS BS S T W A Ld * * * 7 8 12 3 8 Zaku High Mobility Type (Psycho Zaku / Reuse dequipped with a 120mm Machine Gun, three 360 ka, a Combat Shield, a Heat Hawk, and Titanic Ford Lorenz may be included in your army. RANGE TYPE S AP D ABILITYPE S AP D Blast. 84" Heavy 2D6 9 -3 2 beare Blast. 48" Heavy 2D6 8 -2 4 weap 48" Heavy 2D6 8 -2 1 Blast. Melee Melee +3 -3 6 - Each 48" Heavy 1 8 -2 D6 battle. Melee Melee User -2 D3 Make. This model may take a Beam Bazooka (Power International Machine Sturm Fausts.) Reuse More Arms than Hands: This model may only fire up to two of its ranged weapons at a time. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core	* * * 7 8 12 3 8 3+ Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm ka, a Combat Shield, a Heat Hawk, and Titanic Feet. ** * * 7 8 12 3 8 3+ Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm ka, a Combat Shield, a Heat Hawk, and Titanic Feet. ** * * 7 8 12 3 8 3+ Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm ka, a Combat Shield: A Heat Heat Heat Hawk, and Titanic Feet. ** * * 7 8 12 3 8 3+ ** * * 7 8 12 3 8 3+ ** * * * 7 8 12 3 8 3+ ** * * * 7 8 12 3 8 3+ ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * 7 8 12 3 8 4 ** * * * * * 7 8 12 3 8 ** * * * * * * 7 8 12 3 8 ** * * * * * * 7 8 12 3 8 ** * * * * * * 7 8 12 3 8 ** * * * * * * 7 8 12 3 8 ** * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * 7 8 12 3 8 ** * * * * * * * * * * * * * * * * *	M WS BS S T W A Ld SV REMAINING W * * * 7 8 12 3 8 3+ 7-12+ Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm (a., a Combat Shield, a Heat Hawk, and Titanic Feet. ** I Lorenz may be included in your army. ** TYPE S AP D ABILITIES ** 30" Assault 12 6 -1 1 - ** Blast. This weapon can target ur bearer. ** Blast. Each time you roll a woun weapon, it also inflicts a mortal weapon, it also inflicts a mortal weapon, it also inflicts a mortal weapon. ** Heavy 2D6 8 -2 1 Blast ** Melee Melee +3 -3 6 - ** Each of these weapons may only battle. ** Melee Melee User -2 D3 Make 3 hit rolls for each attack weapons at a battle. ** Melee Melee User -2 D3 Make 3 hit rolls for each attack weapons at a time. ** Reuse "P" Device: This model die once per turn. ** Reuse "P" Device: This model die once per turn. ** Reuse "P" Device: This model die once per turn. ** Hard to Hit: Your opponent mus rolls for attacks that target this moshoting phase. ** Mobile Suit (p. 1) ** Core Explodes (p. 1)	M WS BS S T W A Ld SV REMAINING W M * * * * 7 8 12 3 8 3+ 7-12+ 12" Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm ka, a Combat Shield, a Heat Hawk, and Titanic Feet. **I Lorenz** may be included in your army.** **RANGE** TYPE** S AP D ABILITIES** 30" Assault 12 6 -1 1 - Blast. This weapon can target units no bearer. **Blast. Each time you roll a wound roll of bearer.** **Heavy 2D6** 8 -2 4 weapon, it also inflicts a mortal wound.** 48" Heavy 2D6 8 -2 1 Blast. **Melee** Melee** User -2 D3 Make 3 hit rolls for each attack with this.** This model may take a Beam Bazooka (Power Rating +5). This model may take up to three Sturm Fausts. **Reuse "P" Device: This model may redic once per turn.** **More Arms** than Hands: This model may only fire up to two of its ranged weapons at a time.** **Mobile Suit** (p. 1)** **Mobile Suit** (p. 1)** **Core Explodes** (p. 1)** **Core Explodes** (p. 1)** **Core Explodes** (p. 1)** **Total Summary Alexander of the seven of its has not declar to list of a ratack shart target this model in Shooting phase.** **Core Explodes** (p. 1)** **Total Summary Alexander of the seven of its and the clark of the seven of its and the clark of the seven of its and the clark of the clark of the clark of the seven of its and the clark of the c	M WS BS S T W A Ld SV * * * 7 8 12 3 8 3+ Zaku High Mobility Type (Psycho Zaku / Reuse "P" equipped with a 120mm Machine Gun, three 360mm (a, a Combat Shield: A model with a 20mm Machine Gun, three 360mm (a) Assault 12 6 -1 1 - 84" Heavy 2D6 9 -3 2 Blast. This weapon can target units not visible bearer. Blast. Each time you roll a wound roll of 6+ for weapons, it also inflicts a mortal wound. 48" Heavy 2D6 8 -2 1 Blast Melee Melee +3 -3 6 - Each of these weapons may only be fired oncobattle. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon at a time. More Arms than Hands: This model may take a Beam Bazooka (Power Rating +5). This model may take a Deam Bazooka (Power Rating +5). This model may take up to three Sturm Fausts. Reuse "P" Device: This model may reroll a selection of the selection o		

9 POWER				S-0: K I					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-09R 175	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R Rick Dom is a	sinale mod	el equipp	ed wit	h a He	at Sa	ber.	an MN	/P-70С.	4-6	10"	5+	5+
and Titanic Feet.	g	-: - qpp				,		,	1-3	6"	6+	6+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
Heat Saber	Melee	Mele	e	+3	-3	6	-					
MMP-70C	When atta						the profiles listed b weapon.	elow.	If you			
90mm MMP-70C	30"	Assaul	t 12	7	-1	1	-					
Grenade Launcher	30"	Assau	lt 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	€.
Titanic Feet	Melee	Mele	e:e	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Hard to H subtract 1 target this	from hit r	olls fo	r attac	ks th		ile Suit (p Explode	,				
FACTION KEYWORDS	UC, 0079	, Zeon-TE	1			-						
KEYWORDS	Titanic, Ve	ehicle, Mo	bile S	uit, Sp	ace			-				

POWER				IS-0 TE					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-09R Veteran 190	*	*	*	8 8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09R Rick Dom Vete	ran is a sir	igle m	odel e	quipped	with a	Hea	t Sabe	r, an	4-6	10"	4+	4+
MMP-70C, and Titanic Fed	et.								1-3	6"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABILI	TIES				
Heat Saber	Melee	M	1elee	+3	-3	6	-					
MMP-70C	When atta								the profiles listed l weapon.	below.	If you	
90mm MMP-70C	30"	Ass	ault 12	2 7	-1	1	-					
Grenade Launcher	30"	Ass	sault 1	6	-1	D3	This v	veapon r	nay only be fired o	nce pe	er battle	Э.
Titanic Feet	Melee	M	1elee	Use	r -2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
ABILITIES	Hard to H subtract 1 target this	from I	hit rolls	for attac	cks th			e Suit (p Explode	•			
FACTION KEYWORDS	UC, 0079,	Zeon	-TB									
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Suit, Sp	ace							

10 POWER				OV S-09					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Hoover 200	*	* *	8	8	12	3	8	3+	7-12+	15"	2+	3+
Hoover in a MS-09R Rick	Dom is a s	inale mod	el ea	uipped	with	а Не	at Sa	ber. an	4-6	10"	3+	4+
MMP-70C, and Titanic Fe									1-3	6"	4+	5+
WEAPON	RANGE	TYPE	≣	S	AP	D	ABIL	LITIES				
Heat Saber	Melee	Mele	е	+3								
MMP-70C	When atta						the profiles listed b weapon.	elow.	If you			
90mm MMP-70C	30"	Assault	12	7	-1	1	-					
Grenade Launcher	30"	Assaul	t 1	6	-1	D3	This	weapon n	nay only be fired o	nce pe	er battle	١.
Titanic Feet	Melee	Mele	е	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
ABILITIES	Hard to H subtract 1 target this	from hit ro	olls fo	r attacl	ks th		Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079,				, 1			,	V /			
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character											

15 POWER		M GEI	S-14 LG(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-14A 310	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A Gelgoog is a si	inale mode	l equipped wit	h a Bear	m Rif	le. a	Comb	at	4-7	9"	4+	4+
Shield, Titanic Feet, and a	-				,			1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	•	roll a Wound roll o o inflicts a Mortal V						
Titanic Feet	Melee	Melee	User	-2	3 hit roll	s for each attack w	ith thi	s weap	on.		
Twin Beam Saber	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					
ABILITIES	Shield hav	Shield: Model /e a 5+ invuln uit (p. 1), Core	erable sa	ave.		rolls for attacks that target this model in the					
FACTION KEYWORDS	UC, 0079,	Zeon-TB									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace							

16 POWER	D	ARYI M	L L(S-1		Z	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
Daryl Lorenz 315	*	* *	8 8	15	3	8	3+	8-15+	12"	3+	3+
Daryl Lorenz in a MS-14A Shield, Titanic Feet, and a be taken for your army.			4-7 1-3	9" 5"	4+ 5+	4+ 5+					
WEAPON	RANGE	TYPE	S	AP	LITIES						
Beam Rifle	•							roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	pon, it also bearer figh	roll a Wound roll on the roll of the roll	Vound n, it ca	l. Each	time				
ABILITIES	Shield hav	Shield: Models /e a 5+ invuln uit (p. 1), Core	erable s	ave.		our opponent mus s that target this m e.			om hit		
FACTION KEYWORDS	UC, 0079,	Zeon-TB									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit. Sp	ace.	Chai	racter.	Darvl Lor	enz			

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POWER

BIG GUN

This model is equipped with a Mega Beam Launcher. This model is considered an additional Wargear Option for any Zeon unit in this Index except for **Daryl Lorenz** in a **MS-06R**. Only one of these models may be taken for your army.

Zeon drift in this made except for Dary Edicine in a mo-out. Only one of these models may be taken for your army.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mega Beam Launcher +300	96"	Heavy 5	10	-4	4	The Mega Beam Launcher can only be fired if a model is docked with the Big Gun and fires no other weapons this round. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other turn.
Ancillary Targets	72"	Heavy 1	9	-4	3	When the Mega Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
ABILITIES	Anchored : A model equipped with the Big Gun is considered Docked, and cannot move without first disengaging from the Big Gun. When Docked, the model may not move for any reason, overriding the typical Open Space movement requirements. If the model wishes to move, it may undock at the beginning of any of its movement phases. At that point, it's subject to the typical movement requirements of the mission. Any other Zeon unit that may equip it may then dock with and equip the Big Gun if it begins its movement phase within 3" of the Big Gun. If the Big Gun is not Docked and an enemy unit targets it, it is considered to have T6, Sv 4+, 4W. If it reaches 0W, then the Core Explodes (p. 12) Ability applies.					
FACTION KEYWORDS	UC, 0079, Zeon-TB					
KEYWORDS	Space					