TITANS ARMY LIST 0087

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

KEYWORDS

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

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

PRIOR INDICES

Titans detachments may include any non-**Character** unit from previous EFF related indices in their army selection. Titans detachments may include any Titans related units from prior indices, including **Characters**.

ABILITIES

The following abilities are common to several Titans units:

Mobile Suit

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

Core Explodes

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

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

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

Combat Hypnosis

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



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FOUR MURASAME MRX-009

DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Four Murasame	*	*	*	12	10	36	4	10	3+	30-36+	12"	5+	2+
	•				_					20-29	9"	5+	3+
260° Cockeit 10v Room Coppone a Compat Shield a Three Barrelled Diffuse													4+
these models may be take				треа	am Ca	aririoi	1. U	rily Ori	e oi	1-9	4"	6+	4+
MEADON	DANCE	_	VDE		_	A D	_	A DII	ITIEO				

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Three Barrelled Diffuse Mega Particle Cannon	48"	Heavy 18	8	-2	1	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 6 hits from this weapon (including the target unit).
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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Combat Shield: A model with a combat shield has a 5+ invulnerable save.

360° Cockpit: May reroll a hit roll once per turn.

Giant Mobile Suit - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to it's hit rolls.

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

Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.

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**.

Anti Beam Coating: This model has an invulnerable save against ranged Beam and Laser attacks, using this model's current BS. This may also be used to save against Mortal Wounds received from Beam and Laser attacks.

Transformation: This unit may transform to or from a Mobile Fortress Mode at the beginning of any of your Movement phases. When in Mobile Fortress Mode, this model cannot use its Beam Cannons, Twin Beam Cannons or Titanic Stride, but it gains **Fly, Airborne***, and **Hard to Hit***. Its Movement Characteristic is doubled and it gains a +1 to it's Armor Save rolls..

Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

PSYKER

ABILITIES

FACTION KEYWORDS UC, 0087, Titans

KEYWORDS

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

9 POWER	NR	X-	044	4	AS	SI		M	AR	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
NRX-044	*	*	*	8	7	15	2	7	3+	8-15+	12"	4+	4+
A NRX-044 Asshimar is a	single mod	del equ	uipped	l wit	h a 36	0° C	ockp	it, a H	eavy	4-7	9"	5+	5+
Beam Rifle and Titanic Fe		et. 1-3 5" 6+ 6-											
WEAPON	RANGE TYPE S AP D ABILITIES Fach time you roll a Wound roll of 6+ with this												
Heavy Beam Rifle	Each time you roll a Wound roll of 6+ with this 36" Assault 3 8 -3 4 weapon, it also inflicts a Mortal Wound.												
Titanic Feet	Melee	N	1elee		User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
	360° Cockpit: May reroll a hit roll once per turn. Airborne*: This model cannot charge, Supersonic*: Each time this model moves, first												
	and can o can Fly , a attacked i can Fly .	ınd caı	n only	atta	ack or l	ре		straiq after incre	ght forward the initial case its Mo	spot up to 90°, the ds. Note that it ca pivot. When this ove characteristic do not roll any dic	nnot p model by 9" ı	oivot aga Advand	ain ces,
	Hard to H subtract 1 target this	hit roll	s fo	r attacl	ks th		Tran a Mo your	sformation bile Armo Movemer	on: This unit may t r Mode at the beg nt phases. When	transfo inning in Mob	of any ile Arm	of or	
ABILITIES	Mobile Suit (p. 1) Mode, this model cannot use its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.												
FACTION KEYWORDS	UC, 0087	, Titan:	s										

Titanic, Vehicle, Mobile Suit, Ground

10 POWER	NR				AS EF				AR	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
NRX-044 Veteran	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
A NRX-044 Asshimar Vete	eran is a si	ngle m	nodel e	equi	pped v	vith a	a 360	° Coc	kpit, a	4-7	9"	5+	4+
Heavy Beam Rifle and Tita	anic Feet.									1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D		LITIES				
Heavy Beam Rifle	36"	Ass	sault 3	3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	M	1elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
	360° Cocl per turn.	kpit: N	lay re	roll a	a hit ro	oll on	ce						
	Airborne ² and can o can Fly, a attacked it can Fly.	nly be ind car n the F	charg n only Fight p	jed l atta has	by unit ick or t e by u	s tha be nits t	at	pivot straig after incre	it on the sight forward the initial ease its Mo	Each time this modespot up to 90°, the ds. Note that it can pivot. When this rove characteristic bedonot roll any dice	en mov nnot p nodel by 9" u	e the noivot aga Advanc	nodel ain ces,
	subtract 1	ard to Hit*: Your opponent must btract 1 from hit rolls for attacks the get this model in the Shooting ph							bile Armo	on: This unit may to r Mode at the begi nt phases. When i	nning	of any	of
ABILITIES	Mobile Su		,					gain	s Fly, Sup	del cannot use its personic*, Airborr nent Characteristic	ne*, an	nd Hard	

FACTION KEYWORDS UC, 0087, Titans

Titanic, Vehicle, Mobile Suit, Ground

10 POWER		RAN NE	BL RX-			RO	CH	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		
Buran Blutarch	*	* *	8 7	15	2	8	3+	8-15+	12"	3+	3+		
Buran Blutarch in a NRX- Cockpit, a Heavy Beam R Blutarch may be taken fo	Rifle and Tita	anic Feet. Or						4-7 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Heavy Beam Rifle	Each time you roll a Wound roll of 6+ with this 36" Assault 3 8 -3 4 weapon, it also inflicts a Mortal Wound.												
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this wear										on.		
	Airborne* and can or can Fly, ar	360° Cockpit: May reroll a hit roll once per turn. 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											
ABILITIES	subtract 1 target this Mobile Su	from hit rolls model in the	for attac	ks th		a Mo your Mode gains	bile Armo Movemer e, this moe s Fly, Sup	on: This unit may to r Mode at the beging the phases. When indel cannot use its personic*, Airborn ment Characteristic	inning n Mob Titanio 1e *, ar	of any pile Arm c Feet, nd Har o	of or but it		
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gr	ound	, Bur	an Blu	tarch, Ch	aracter					

47		G	AT	FS		~ 4	ΙP	Δ		DAMAGE				
POWER			R							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	
Gates Capa	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+	
Gates Capa in a NRX-055 Cockpit, a Beam Rifle, Be Feet. Only one model wit	am Sabers,	a Diff	use M	ega P	artio	cle C	anno	n, and		5-9 1-4	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	T	YPE	;	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	He	avy 3	;	8	-3	4		•	roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	M	elee	+	+3	-3	2D3	weap	on, it also	roll a Wound roll o inflicts a Mortal V	ound/			
Diffuse Mega Particle Cannon	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this 48" Heavy 6 8 -2 2 weapon (including the target unit). Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.											ay get		
Titanic Feet	Melee	M	elee	U	ser	-2	D3	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.	
	per turn. Airborne* and can or can Fly, ar	Melee												
ABILITIES	Hard to Hi subtract 1 target this Mobile Su	from h model it (p. 1	it rolls in the	for at	ttacl	ks th		a Mol your I Mode Titani Airb o	bile Armo Movemen e, this mod ic Feet, bu orne*, and		nning n Mob Beam berso r	of any of any of the Armo Sabers	of or	
ADILITIES	-		. ,	dal th	ot ic		whor				nd in n	onoidor	od o	
PSYKER	Airborne*, and Hard to Hit*. Its Movement Core Explodes (p. 1) Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp													
FACTION KEYWORDS	UC, 0087,	Titans	;											
KEYWORDS	Character,	Titani	c, Veh	icle, N	Лobi	ile S	uit, G	round	, Space, F	Psyker, Gates Cap	а			

17 POWER	RO)SA N			A -05				M	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	
Rosamia Badam	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	3+	
Rosamia Badam in a NR) 360° Cockpit, a Beam Rifl Titanic Feet. Only one mo	e, Beam Sa	ibers, a	Diffu	use I	Mega	Part	icle (Canno	n, and	5-9 1-4	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TY	PE		S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Hea	vy 3		8	-3	4		-	roll a Wound roll o inflicts a Mortal V			•	
Beam Sabers	Melee	Ме	lee		+3	-3	2D3	weap	oon, it also	roll a Wound roll o inflicts a Mortal V	Vound			
Diffuse Mega Particle Cannon	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this 48" Heavy 6 8 -2 2 weapon (including the target unit). Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.												nay get	
Titanic Feet	Melee	Ме	lee		User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
ABILITIES	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. 360° Cockpit: May reroll a hit roll once per turn. Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the mode straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice. 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)													
ABILITIES				اماما	4h a 4 ;		سممايي				ما امم	ا ما ما ما ما		
PSYKER	Airborne*, and Hard to Hit*. Its Movement Core Explodes (p. 1) Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp													
FACTION KEYWORDS	UC, 0087,	Titans							-					
KEYWORDS	Character,	Titanic	, Veh	nicle,	, Mob	ile S	uit, G	round	, Space, F	Psyker, Rosamia E	Badam	1		

19		JK	CRI	ID	N	Æ	CS	A		DAMAGE			
			IR							Some of this mod change as it suffe			
POWER				_			·US		0	shown below:		14/0	50
NAME Jorid Massa	M *	WS *	BS *	S	T 0	W 18	A 2	Ld	Sv	REMAINING W 10-18+	M 12"	WS 3+	BS
Jerid Messa Jerid Mesa in a NRX-055-					8		3	8 with a	3+ 3e0°	5-9	9"	3+ 4+	2+
Cockpit, a Beam Rifle, Be Feet. Only one model with	am Sabers,	a Diff	use M	lega F	Parti	cle C	anno	n, and		1-4	5"	5+	4+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	avy 3		8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	М	elee	-	+3	-3	2D3		,	roll a Wound roll o inflicts a Mortal V			
Diffuse Mega Particle Cannon	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this 48" Heavy 6 8 -2 2 weapon (including the target unit).											ay get	
Titanic Feet	Melee	M	elee	U	lser	-2	D3	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.
	360° Cock per turn. Airborne*: and can or can Fly, ar attacked in	This nly be	model charge	l cann ed by attack	ot c unit	harg s tha	e, at	pivot straig after	it on the s tht forward the initial	Each time this mod spot up to 90°, the ds. Note that it cal pivot. When this r ove characteristic b	n mov nnot p nodel	e the noivot aga Advanc	nodel ain ces,
	can Fly .				•			of the	phase -	do not roll any dice	Э.		
	Hard to Hi subtract 1 target this	from h	it rolls	for a	ttac	ks th		a Mo your	bile Armo Movemen	on: This unit may to r Mode at the begi nt phases. When in del cannot use its l	nning า Mob	of any o	of or
ABILITIES	Mobile Su Core Expl		•					Airbo	orne*, and	ut it gains Fly, Sur d Hard to Hit* . Its is doubled.			
ADILITIES	•		., ,	ndel th	nat is	s a C	yher			s as a Newtype, ar	nd is c	onsider	ed a
PSYKER	psyker. Ho Newtype P is success fails, this m own. This	oweve Power fully m nodel i mode	r, this Discip nanifes must a I can a	mode dine in sted, r attack attemp	el mu n ead make the pt to	ust a ch of e a L clos den	ttemp your d che est m y a si	t to or Psycheck - p odel w	nly manife nic phase ass, and with every esychic po	est Combat Hypnosis Every time that nothing else happopossible weapon, ower in each enemother models from	sis from Comb ens. If even y psyc	m the pat Hypi the Ld if it is yo chic pha	nosis check our ase.
FACTION KEYWORDS	UC, 0087,					,							
KEYWORDS				nicle, N	Mob	ile S	uit, G	round	, Space, F	Psyker, Jerid Mesa	l		

17 POWER			O GA		X-(LA					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
ORX-005	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
An ORX-005 is a single n Beam Sabers, Titanic Fe						oit, tv	vo Be	am Rif	fles,	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABILI	TIES				
Beam Rifle	36"	He	eavy 3	;	8	-3	4			roll a Wound roll o o inflicts a Mortal V			
Beam Sabers	Melee	M	1elee		+3	-3	2D3		roll a Wound roll o o inflicts a Mortal V				
Titanic Feet	Melee	M	1elee		User	-2	D3	Make	3 hit roll	s for each attack v	vith thi	s weap	on.
	per turn. Hit and R in your Ch declared a	narge p a charç	ohase ge.	, eve	n if it	has	not	Shield	ds has a rsonic*:	Shields: A model 4+ invulnerable sa Each time this mo spot up to 90°, the	ive. del mo	oves, fir	rst
	and can o can Fly , a attacked i can Fly .	nly be ind car	charg n only	ged b attac	y unit ck or l	s tha	at	straig after t increa	ht forwar he initial ase its M	ords. Note that it ca pivot. When this ove characteristic do not roll any dic	nnot p model by 9" ι	ivot aga Advand	ain ces,
	Hard to H subtract 1 target this	from I	hit roll	s for	attac	ks th		a Mob your N	oile Armo Movemei	on: This unit may the begont phases. When it do loses the loses th	inning n Mob	of any ile Arm	of or
ABILITIES	Mobile St		•	1				Fly, S	upersor	Sabers or its Titar nic*, Airborne*, an aracteristic is doub	nd Har		
FACTION KEYWORDS	UC, 0087												
KEYWORDS	Titanic, Ve	ehicle,	Mobil	e Su	it, Gro	ound	, Spa	се					

18 POWER)SA	MI DR				A	M	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M *	WS BS		T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rosamia Badam Rosamia Badam in an OF Cockpit, two Beam Rifles Only one model with Ros	RX-005 Gap , Beam Sab amia Bada i	lant is a s ers, Titan	ic Fee	t, and	Twir	Con			8-15+ 4-7 1-3	12" 9" 5"	4+ 5+ 6+	3+ 4+ 5+
WEAPON	RANGE	TYPE		S	AP	D		ITIES		•		
Beam Rifle	36"	Heavy	3	8	-3	4	weap	on, it also	roll a Wound roll on inflicts a Mortal V	Vound	i.	
Beam Sabers	Melee	Mele	Э	+3	-3	2D3			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	• /										
ABILITIES	Hit and Ru in your Chadeclared a Airborne* and can or can Fly, ar attacked in can Fly. Hard to Hi subtract 1 target this Mobile Su Core Expl	arge phase charge. This model in the Fight	del car arged b ly atta t phas appone olls for the Sh	nnot coy unitick or e by u	has charg ts that be units ust	not e, at that	Shield Super pivot straig after increas of the Trans a Mo your Mode use the Fly, S	ersonic*: it on the south forward the initial ase its Mode phase - sformation bile Armo Movemente, this mode Beam Supersor	Shields: A model 4+ invulnerable sa Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this rove characteristic I do not roll any dictor. This unit may to the phases. When it phases. When it phases or its Titanic*, Airborne*, aracteristic is doubter the same aracteristic is dou	del men model by 9" e. ransfoinning n MokRun* inic Feend Hai	oves, fir ve the r bivot ago Advand until the orm to o of any oile Arm and can et, but it	rst model ain ces, end r from of or anot
PSYKER	Cyber New psyker. Ho Newtype F is success fails, this n own. This	wtype: A bwever, the lower Dis fully mani model must model ca	model nis mo- cipline fested st attac n atte	del me in ea l, mak ck the mpt to	ust a ch of e a L clos den	ttempf f your d che est m	Newty of to or Psycheck - p odel w	rpe count only manife onic phase cass, and with every osychic po	s as a Newtype, and street Combat Hypnoses. Every time that nothing else happ possible weapon, ower in each enem other models from	nd is one sis from the comment of th	om the bat Hyp f the Ld if it is y chic pha	nosis check our ase.
FACTION KEYWORDS	UC, 0087,					, 4,14	30 1101		2			,,a,p.
KEYWORDS			/ehicle	, Mob	ile S	uit, G	round	, Space, I	Psyker, Rosamia E	Badan	า	
·												

18 POWER		O GAPI		X-(CE		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		
ORX-005 Ace	*	* *	8	7	15	2	8	3+	8-15+	12"	3+	3+		
An ORX-005 Gaplant Ace Beam Rifles, Beam Sabe							ockpit,	two	4-7 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy :	3	8	-3	4			roll a Wound roll o o inflicts a Mortal V			;		
Beam Sabers	Each time you roll a Wound roll of 6+ with this Melee											;		
Titanic Feet	• /										on.			
	hit and R in your Ch declared a Airborne* and can o can Fly, a attacked in can Fly.	360° Cockpit: May reroll a hit roll once per turn. Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. 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												
ABILITIES	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) Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.											of nor nnot t gains		
FACTION KEYWORDS	UC, 0087,		,											
KEYWORDS		hicle, Mob	ile Su	uit, Gro	ound	, Spa	ice, Ch	naracter						

	Τ.			71								
18	JA	ACKI	KAC	JK	Ti	Al	VI	DAMAGE Some of this mod	del's cl	naracte	ristics	
POWER		Ol	RX-	00	5			change as it suffe shown below:	ers daı	mage, a	ìS	
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Jack Rackham	*	* *	8 7	15	3	8	3+	8-15+	12"	3+	2+	
Jack Rackham in an ORX Cockpit, two Beam Rifles Only one model with Jac l	, Beam Sab	ers, Titanic F	eet, and	Twir	n Con			4-7 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	_		-		
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			i	
Beam Sabers	Melee Melee +3 -3 2D3 weapon, it also inflicts a Mortal Wound. When targeting units with 5 or more models, change											
Missile Launcher	When targeting units with 5 or more models, chang 72" Heavy D3 8 -2 2 this weapon's type to Heavy D6.											
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.											
WARGEAR OPTIONS	This mode	el may take u	o to 2 Mis	ssile	Laun	chers	(+1 Pow	er Rating each).				
	360° Cocl per turn.	cpit : May rero	oll a hit ro	oll on	ice							
		un* : This unit arge phase, o a charge.	-					Shields : A model 4+ invulnerable sa		win Co	mbat	
	and can o can Fly , a	: This model nly be charge nd can only a	ed by unit attack or l	ts tha	at	pivot straiç after	it on the s ght forwar the initial	Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this i	en mo nnot p model	ve the r pivot ag Advan	model ain ces,	
	attacked ir can Fly .	n the Fight ph	nase by u	ınits	that			ove characteristic l do not roll any dic	•	until the	end	
ADII ITIES	Mobile Su	. ,				use t	he Beam Superso r	Sabers or its Titar nic*, Airborne*, ar	nic Fee nd Har	et, but it	t gains	
ABILITIES EACTION KEYWORDS	-	lodes (p. 1)				IVIOV	ement Cha	aracteristic is doub	oled.			
FACTION KEYWORDS	UC, 0087,		Cuit C	01112 cl	l C==		norostar.	look Dookhare				
KEYWORDS	ritanic, Ve	riicie, Modile	Suit, Gro	bund	ı, spa	ice, Cl	iaracter, .	Jack Rackham				

19 POWER	SA	RAH PN	ZA IX-			RC	V	DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS			
Sarah Zabiarov	*	* *	8 7	15	3	7	3+	8-15+	12"	4+	3+			
Sarah Zabiarov in a PMX- Cockpit, Beam Sabers, tw Launchers, and Titanic Fe your army. Only one mode	o Mega Pa et. Only or	article Cannon ne model with	s, two T Messal	hree a ma	Shot y be i	Missil include	e ed in	4-7 1-3	9" 5"	5+ 6+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Beam Sabers	Melee	Melee	+3			Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Mega Particle Cannon	48"	Heavy 3	8	-3	4	·								
Three Shot Missile Launcher	60"	Rapid Fire D	3 6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.								
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.			
	in your Ch declared a Airborne and can o can Fly , a	un*: This unit narge phase, e a charge. *: This model e nly be charge and can only a n the Fight ph	cannot of d by united	thas in the charge its the charge it	not e, at	Supe pivot straig after increa of the	ersonic*: it on the solution the forware the initial ase its Mo e phase -	May reroll a hit ro Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this ove characteristic do not roll any dic	del mo en mo innot p model by 9" i e.	oves, fire the representation of the contract	rst model ain ces, e end			
ABILITIES	subtract 1 target this	lit*: Your opportion hit rolls model in the lit (p. 1) lodes (p. 1)	for attac	cks th		a Mol your I Mode use th Supe	bile Armo Movemer e, this mo ne Beam ersonic*,	on: This unit may to or Mode at the beg nt phases. When i del loses Hit and l Sabers or its Titar Airborne*, and Ha aracteristic is doub	inning n Mok Run* a nic Fee ard to	of any oile Arm and car et, but i	of or not t gains			
FACTION KEYWORDS	UC, 0087, Titans													
		tanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Sarah Zabiarov, Fly												

19 POWER	R		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		
Reccoa Londe	*	* * 8	7	15	3	8	3+	8-15+	12"	3+	3+		
Cockpit, Beam Sabers, tw Launchers, and Titanic Fe	Reccoa Londe in a PMX-000 Messala is a single model equipped wi Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Launchers, and Titanic Feet. Only one model with Messala may be your army. Only one model with Reccoa Londe may be included in								9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D		ITIES						
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this											
Mega Particle Cannon	48"	Heavy 3	roll a Wound roll o o inflicts a Mortal V										
Three Shot Missile Launcher	48" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound. When targeting units with 5 or more models, chan- 60" Rapid Fire D3 6 -1 1 this weapon's type to Rapid Fire D6.										hange		
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.		
	Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. 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. 360° Cockpit: May reroll a hit roll once per turn. 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 9" until the end of the phase - do not roll any dice.												
ABILITIES	Hard to H subtract of target this	Hit*: Your oppor from hit rolls for model in the S uit (p. 1) blodes (p. 1)	or attac	ks th		a Mo your Mode use th Supe	bile Armo Movemer e, this mo he Beam ersonic*,	on: This unit may to or Mode at the beg nt phases. When i del loses Hit and l Sabers or its Titar Airborne*, and Ha aracteristic is doub	inning n Mob Run* a nic Fee ard to	of any ile Arm and can et, but it	of or inot gains		
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, V	anic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Reccoa Londe, Fly											

23 POWER			DAMAGE Some of this mod change as it suffe shown below:		mage, a							
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Paptimus Scirocco	*	* *	8 7	15		8	3+	8-15+	12"	2+	2+	
Cockpit, Beam Sabers, tw Launchers, and Titanic Fe your army. Only one mod	aptimus Scirocco in a PMX-000 Messala is a single model equipped with a 360° ockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile aunchers, and Titanic Feet. Only one model with Messala may be included in our army. Only one model with Paptimus Scirocco may be included in your rmy.										3+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	1-3	5"	4+	1.	
Beam Sabers	Melee	Melee	+3	-3	2D3	Each weap	time you on, it also	roll a Wound roll on inflicts a Mortal V	Vound	l.		
Mega Particle Cannon	48"	Heavy 3	8	-3	4	weap	on, it also	inflicts a Mortal V	Vound	.		
Three Shot Missile Launcher	60"	Rapid Fire I	D3 6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change	
Titanic Feet	Melee	Melee	Use	r -2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
	Airborne and can Fly, a attacked in	*: This mode only be charg and can only	even if it is a cannot ed by ur attack or	it has charg nits tha r be	rsonic*: lit on the s ht forward the initial ase its Mo	May reroll a hit ro Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this rove characteristic l do not roll any dice	del mo en mo nnot p nodel oy 9" ı	oves, fil ve the r bivot ag Advan	rst model ain ces,			
ABILITIES	attacked in the Fight phase by units that can Fly. Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Mobile Suit (p. 1) Core Explodes (p. 1) of the phase - do not roll any dice. Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.										of or not t gains	
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS		ehicle, Mobile Powerful Ne				ce, Ch	aracter, N	Messala, Paptimus	Scirc	occo, Fl	у,	

24 POWER		ECCO PM					E	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	
Reccoa Londe	*	* * 8	7	18	3	8	3+	10-18+	12"	3+	3+	
Reccoa Londe in a PMX-001 Palace Athene is a single model equipped with a 360° Cockpit, Beam Sabers, two Diffuse Mega Particle Cannons, two Mega Particle Cannons, and Titanic Feet. Only one model with Reccoa Londe may be included in your army. 5-9 9" 4+ 4+ 1-4 5" 5-9 9" 4+ 5-9 9" 4+ 5-9 1-4 5-9												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a Wound roll o inflicts a Mortal V			3	
Diffuse Mega Particle Cannon	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this 48" Heavy 6 8 -2 2 weapon (including the target unit).									nay rget		
Large Missile	48"	Heavy 1	8	-2	D6	Each battle		eapon may only be	e fired	once p	er	
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			3	
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Beam Rifle	36"	Heavy 6	8	-3	4			roll a Wound roll o inflicts a Mortal V			3	
This model may take 8x Large Missiles (Power Rating +2). This model may replace one of it's Mega Particle Cannons with a Twin Beam Rifle (Power Rating +3). This model may replace one of it's Mega Particle Cannons with a Palace Athene Shield Wargear Options (Power Rating -1).												
						360°	Cockpit:	May reroll a hit ro	ll once	e per tu	rn.	
	Mobile Su	u it (p. 1)				Palac	e Athene	e Shield: A model Shield gains a 5+	Invul	nerable	save.	

ABILITIES

KEYWORDS

FACTION KEYWORDS

Core Explodes (p. 1)

UC, 0087, Titans

Additionally, the model gains a Three Shot Missile

Launcher.

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

17 POWER		RAH Z PM			V	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			
Sarah Zabiarov	*	* * 7	7	15	2	7	3+	8-15+	15"	3+	3+			
Sarah Zabiarov in a PMX a 360° Cockpit, a Bolinoa and Titanic Feet. Only on	ık Sammah	n Shield, two Th	ree Si	not N	1issile	e launche	ers,	4-7	10"	4+	4+			
army.	C Model Wil	iii Garaii Zabiai	IOV IIIA	ly DC	IIIOIC	ided iii y	Jui	1-3	6"	5+	5+			
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	IES							
Beam Gun	24"	Pistol 2D3	8	-3	4		ach time you roll a Wound roll of 6+ with this yeapon, it also inflicts a Mortal Wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Claw Pincer	Melee	Melee	+1	-1	2	that end Shootin	his weapon hits an enemy in the Fight phase an at enemy is still within 1" during the following tooting phase, the Beam Guns gain an additionato to their Hit rolls.							
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or may		odels, d	hange			
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	hit rolls	s for each attack v	vith thi	s weap	on.			
	all ranged	argeters: This in the interest of the interest	its do r	not g	ain		-	May reroll a hit ro		·				
	Mobile Suit (p. 1)						Bolinoak rable sa	i mahn Shield: A i Sammahn Shield ave. Additionally,	d gains the mo	s a 5+ odel gai	ins 2x			
ABILITIES	Core Exp	lodes (p. 1)				Beam (Guns, B	eam Sabers, and	a Clav	v Pince	r.			
FACTION KEYWORDS	UC, 0087	, Titans												

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

20 POWER			C	R	ΓΙΝ (O (X -(C (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
Paptimus Scirocco	*	*	*	8	8	18	6	9	2+	10-18+	12"	2+	2+
Paptimus Scirocco in a P Cockpit, Beam Sabers, a										5-9	8"	3+	3+
Paptimus Scirocco may										1-4	5"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this Melee H3 -3 2D3 weapon, it also inflicts a Mortal Wound.											
Heavy Beam Rifle	36"	Ass	sault 3	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	N	lelee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile So	.,	,					Bios	sensor: A			·	
PSYKER	Biosensor: A model equipped with a biosensor may reroll a save die once per turn. Powerful Newtype This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0087	, Titan:	s										
KEYWORDS	Titanic, Ve Powerful l					ound	, Spa	ice, C	haracter, F	Paptimus Scirocco	, New	type,	

8 POWER				IS-I					DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS B	S S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-106	*	* *	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 Hizack is a si Cockpit, Beam Sabers, a						1achii	ne Gur	n, a 360°	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPI		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assaul	t 6	6	-1	1	-					
Beam Rifle	36"	Heavy	3	8	-3	4		roll a wound roll of inflicts a mortal				
Beam Sabers	Each time you roll a wound roll of 6+ for Melee											
Heat Hawk	Melee	Mele	Э	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fir	e D3	6	-1	1			g units with 5 or n ype to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Mele	Э	User	-2	D3	Make	3 hit rolls	for each attack	with thi	s weap	on.
WARGEAR OPTIONS	This mode does so, i This mode each). This mode	el may rep t must rep el may tak	lace i blace i e in a e an a	ts 120r its Bea ddition additior	nm N m Sa up t	Machi abers o 2 Ti	ne Gu with a hree S	n with a E i Heat Ha hot Missil	wk (Power Ratin Beam Rifle (Powe wk (Power Ratin le Launchers (Po ounting as having	er Rations g -1). wer Ra	ating +	1
	360° Coc per turn.	reroll	a hit rc	oll on	ce	a 5+ i	invulneral					
ABILITIES	Core Exp	lodes (n	1)						Shields : A mode + invulnerable sa		win con	nbat
FACTION KEYWORDS	UC, 0087		- /				2010					
KEYWORDS	•	ehicle, Mo	oile S	uit, Spa	ace.	Grou	nd					
		•		′ '								

8 POWER	SA	V	DAMAGE Some of this mo change as it suff shown below:										
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Sarah Zabiarov	*	*	* 8	7	12	2	7	3+	7-12+	12"	4+	4+	
Sarah Zabiarov in a RMS Machine Gun, a 360° Coo Only one model with Sar a	ckpit, Bean	n Saber	s, a Con	nbat Sh	nield,	and			4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-						
Beam Rifle	36"	, ,											
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee												
Heat Hawk	Melee	Melee H1 -2 D6 -											
Three Shot Missile Launcher	60"	Rapid	Fire D3	6	-1	1			g units with 5 or n type to Rapid Fire		odels, d	change	
Titanic Feet	Melee	М	elee	User	-2	D3	Make	3 hit roll	s for each attack v	with thi	s weap	on.	
WARGEAR OPTIONS	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).												
	360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Twin Combat Shields: A model with twin combar												
ABILITIES	Core Explodes (p. 1) shields has a 4+ invulnerable save.												
FACTION KEYWORDS	UC, 0087	, Titans	;										
KEYWORDS	Titanic, V	ehicle,	Mobile S	uit, Sp	ace,	Grou	nd, Cł	naracter,	Sarah Zabiarov				

	KAC	CRI	C		J					
M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	* *	8 7	12	2	7	3+	7-12+	12"	3+	4+
kpit, Beam	Sabers, a Co	mbat Sh	nield,	and	Titanic		4-6 1-3	9" 5"	4+ 5+	5+ 6+
RANGE	TYPE	S	AP	D	ABIL	ITIES				
30"	Assault 6	6	-1	1	-					
36"	Heavy 3	8	-3	4	weap	on, it also	inflicts a mortal v	vound.		
Malaa	Malaa	+3	3	3D3						
						ori, it aisc	illilicis a mortai v	vouria.		
60"			-1	1	When				odels, c	hange
Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
This mode does so, i This mode each). This mode	el may replace t must replace el may take in el may take ar	e its 120r e its Bea addition addition	mm N m Sa up t	Mach abers o 2 T	ine Gu with a hree S	n with a E Heat Ha hot Missil	Beam Rifle (Powe wk (Power Rating e Launchers (Pov	r Ratii g -1). wer Ra	ating +1	
360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)										
Core Exp	lodes (p. 1)								win com	idat
Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou	nd, Ch	aracter, k	Kacricon Cacooler	,		
	* MS-106 Hizkpit, Beam ricon Cacc RANGE 30" 36" Melee Melee 60" Melee This mode does so, i This mode each). This mode Shields (F 360° Coc per turn. Mobile St Core Exp UC, 0087	M WS BS * * * MS-106 Hizack is a single kpit, Beam Sabers, a Coricon Cacooler may be a single kpit, Beam Sabers, a coricon Cacooler may be a single kpit, Beam Sabers, a coricon Cacooler may be a single kpit, Beam Sabers, a coricon Cacooler may be a single kpit,	M WS BS S T * * * 8 7 MS-106 Hizack is a single model kpit, Beam Sabers, a Combat Shricon Cacooler may be taken for RANGE TYPE S 30" Assault 6 6 36" Heavy 3 8 Melee Melee +3 Melee Melee +1 60" Rapid Fire D3 6 Melee Melee User This model may replace its Bear This model may replace its Bear This model may replace its Bear This model may take in addition each). This model may take an addition each). This model may take an addition Shields (Power Rating +1). 360° Cockpit: May reroll a hit reper turn. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, Titans	M WS BS S T W * * * 8 7 12 MS-106 Hizack is a single model equickpit, Beam Sabers, a Combat Shield, ricon Cacooler may be taken for you RANGE TYPE S AP 30" Assault 6 6 -1 36" Heavy 3 8 -3 Melee Melee +3 -3 Melee Melee +1 -2 60" Rapid Fire D3 6 -1 Melee Melee User -2 This model may replace its Beam Sathis model may replace its Beam Sathis model may take in addition up to each). This model may take an additional Coshields (Power Rating +1). 360° Cockpit: May reroll a hit roll on per turn. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, Titans	RMS-106 M WS BS S T W A * * * 8 7 12 2 MS-106 Hizack is a single model equipped kpit, Beam Sabers, a Combat Shield, and ricon Cacooler may be taken for your arm RANGE TYPE S AP D 30" Assault 6 6 -1 1 36" Heavy 3 8 -3 4 Melee Melee +3 -3 2D3 Melee Melee +1 -2 D6 60" Rapid Fire D3 6 -1 1 Melee Melee User -2 D3 This model may replace its Beam Sabers This model may replace its Beam Sabers This model may take in addition up to 2 T each). This model may take an additional Combat Shields (Power Rating +1). 360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, Titans	M WS BS S T W A Ld * * * 8 7 12 2 7 MS-106 Hizack is a single model equipped with a skpit, Beam Sabers, a Combat Shield, and Titanic ricon Cacooler may be taken for your army. RANGE TYPE S AP D ABILITYPE S A	CACOOLER RIMIS-106 M WS BS S T W A Ld Sv * * * 8 7 12 2 7 3+ MS-106 Hizack is a single model equipped with a 120mm kpit, Beam Sabers, a Combat Shield, and Titanic Feet. ricon Cacooler may be taken for your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Each time you weapon, it also Each t	CACOOLER RMS-106 M WS BS S T W A Ld SV * * * 8 7 12 2 7 3+ 7-12+ MS-106 Hizack is a single model equipped with a 120mm kpit, Beam Sabers, a Combat Shield, and Titanic Feet. **Ticon Cacooler** may be taken for your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Beach time you roll a wound roll of Each time you ro	CACOOLER RIMS-106 M WS BS S T W A Ld SV REMAINING W M * * * 8 7 12 2 7 3+ 7-12+ 12" MS-106 Hizack is a single model equipped with a 120mm kpit, Beam Sabers, a Combat Shield, and Titanic Feet. Ficon Cacooler may be taken for your army. RANGE TYPE S AP D ABILITIES 30" Assault 6 6 -1 1 - Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Melee Melee +1 -2 D6 - When targeting units with 5 or more more more more more more more m	CACOOLER RMS-106 M WS BS S T W A Ld Sv REMAINING W M WS * * * 8 7 12 2 7 3+ 7.12+ 12" 3+ 7.12+

POWER			MS-1	10		DAMAGE Some of this mode change as it suffer shown below:	ers da	mage, a	is		
NAME	M *	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen Emma Sheen in a RMS-1 Machine Gun, a 360° Coo Only one model with Emr	06 Hizack kpit, Bean	is a single mo	ombat Sh	ield,	and			7-12+ 4-6 1-3	12" 9" 5"	3+ 4+ 5+	4+ 5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	, , , , , , , , , , , , , , , , , , , ,									
Beam Sabers	Melee										
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Three Shot Missile Launcher	60"	Rapid Fire D	03 6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mod does so, This mod each). This mod	el may replac it must replac el may take ir	e its 120r ce its Bea n addition n additior	nm I m Sa up t	Mach abers to 2 T	ine Gu with a hree S	un with a l a Heat Ha Shot Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating le Launchers (Power Bounting as having	r Rati g -1). wer Ra	ating +	1
ADII ITIES	per turn. Mobile S	. ,	oll a hit ro	oll on	ice	a 5+ Twin	invulnera Combat	Shields: A model	with t		
ABILITIES		olodes (p. 1)				sniel	us nas a 4	1+ invulnerable sa	ve.		
FACTION KEYWORDS	UC, 0087		0.4.0		0			OI			
KEYWORDS	Titanic, V	ehicle, Mobile	Suit, Spa	ace,	Grou	nd, Cl	naracter, I	±mma Sheen			

9 POWER			RN ZA				DAMAGE Some of this mo change as it suff shown below:					
NAME	M	WS	BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-106 Ace	*	*	* 8	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-106 Hizack Ace is 360° Cockpit, Beam Sabe							achin	e Gun, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
Beam Rifle	36"	, ,										
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee H3 -3 2D3 weapon, it also inflicts a mortal wound.											
Heat Hawk	Melee	Melee H1 -2 D6 -										
Three Shot Missile Launcher	60"	Rapid	Fire D3	6	-1	1			g units with 5 or n type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	3 hit rolls	s for each attack	with thi	s weap	on.
WARGEAR OPTIONS	This mode does so, i This mode each).	el may r t must el may t	replace in a cake in a	its 120r its Bea ddition additior	nm N m Sa up t	Machi abers o 2 T	ne Gu with a hree S	un with a E a Heat Ha Shot Missi	wk (Power Ratin Beam Rifle (Powe wk (Power Ratin le Launchers (Po ounting as having	er Rations g -1). wer Ra	ating +	1
	360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)											
ABILITIES	Twin Combat Shields : A model with twin combat Core Explodes (p. 1) shields has a 4+ invulnerable save.										nbat	
FACTION KEYWORDS	UC, 0087, Titans											
KEYWORDS	Character	, Titanio	c, Vehicl	e, Mobi	ile S	uit, S	pace,	Ground, (Character			

9 POWER		JERID RM	IS-1	10				DAMAGE Some of this mod change as it suffe shown below:	ers dar	mage, a	s
NAME	M *	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Jerid Messa		8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-10 Machine Gun, a 360° Coo Only one model with Jeri d	kpit, Beam	n Sabers, a Com	nbat Sh	ield,				4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Rifle	36"	Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.									
		Each time you roll a wound roll of 6+ for this									
Beam Sabers	Melee	Melee	+3				oon, it also	o inflicts a mortal v	vound.		
Heat Hawk	Melee	Melee	+1	-2	D6			=			
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		oaeis, c	nange
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode each). This mode	el may replace i t must replace el may take in a	ts 120r its Bea ddition additior	nm N m Sa up t	Machi abers o 2 Tl	ne Gu with a	un with a l a Heat Ha Shot Missi	wk (Power Rating Beam Rifle (Power wk (Power Rating le Launchers (Pow ounting as having	r Ratii g -1). ver Ra	ating +1	I
	360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)									d has	
ABILITIES		olodes (p. 1)						Shields: A model 1+ invulnerable sa		win com	nbat
FACTION KEYWORDS	UC, 0087	. ,									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Spa	ace,	Grou	nd, C	haracter, .	Jerid Messa			



RMS-106CS HIZACK CUSTOM

DAMAGE

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

1 OWEI									SHOWIT DEIOW.			
NAME	M	ws	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-106CS	*	*	* 8	7	12	2	7	3+	7-12+	12"	4+	2+
A RMS-106CS Hizack Cu	stom is a s	inale n	nodel ed	uipped	with	a 120	0mm	Machine	4-6	9"	5+	3+
Gun, a 360° Cockpit, Bea									1-3	5"	6+	4+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Ass	sault 6	6	-1	1	-					
Beam Rifle	36"	He	avy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	М	elee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Heat Hawk	Melee	М	elee	+1	-2	D6	-					
Long Beam Rifle	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movemed phase. Subtract 2 from any target unit's Invulry Save. Each time you roll a Wound roll of 6+ wow weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. weapon may target a Character , even if it is respectively. 84" Heavy 3D3 9 -4 4 closest unit. When targeting units with 5 or more models, or											ent nerable rith this This
Three Shot Missile	<u> </u>		.,		•	•			units with 5 or m	ore m	ndels (change
Launcher	60"	Rapid	Fire D3	6	-1	1			type to Rapid Fire		oucio, c	mange
Titanic Feet	Melee	М	elee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode Long Bea Heat Haw This mode	el may m Rifle k (Pow el may el may	replace (Power ver Rati take up take an	its 120r r Rating ng -1). to 2 Thi additior	nm i ; +5) ee S	Machi). If it Shot I	ine G does Missil	un with a E so, it mus e Launche	wk (Power Rating Beam Rifle (Powe r out replace its Bean rs (Power Rating ounting as having	r Rati i n Sabe +1 ea	ers with	а
ABILITIES	Combat S shield has Twin Con twin comb invulneral	a 5+ i n bat S l pat shie	nvulnera hields: A elds has	able sav A model	e.		·	May reroll a hit rol			rn.	
FACTION KEYWORDS	UC, 0087	, Titans	5									
KEYWORDS	Titanic, Ve	ehicle,	Mobile S	Suit, Spa	ace,	Grou	nd					

11 POWER]	RI M <i>A</i>		S-1 RA					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
RMS-108	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-108 Marasai is a s	-	-								4-6	9"	5+	5+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	oat Sh	ield, T	itani	c Fee	t, an	d Tw	in Link	k 60mm	1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	He	eavy 5		8	-3	3			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	N	lelee		+3	-3	2D3		_	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	lelee		User	-2	D3	Make	e 3 hit rolls	s for each attack v	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
	Mobile Su	iit (p.	1)					-	May reroll a hit ro d : A model with a		•		
ABILITIES	Core Exp	lodes	(p. 1)					invulnera	ble save.				
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Sui	it, Spa	ace,	Grou	nd					

POWER	MA	RI RAS	MS-I			ER	AN	DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-108 Veteran	*	* *	8 7	12	2	7	3+	7-12+	12"	4+	3+
A RMS-108 Marasai Veter Beam Machine Gun, Bear 60mm Vulcans.								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	Each time you roll a wound roll of 6+ for this 36" Heavy 5 8 -3 3 weapon, it also inflicts a mortal wound.										
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat car	Fly.
ABUITIE	Mobile Su	. ,	May reroll a hit ro d: A model with a		•						
ABILITIES	-	lodes (p. 1)				a 5+	invulneral	ble save.			
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground										
							•	_		•	•

11 power		\mathbf{C}	AC AC RM	00					DAMAGE Some of this mod change as it suffor shown below:				
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kacricon Cacooler	*	*	* 8	7	12	2	7	3+	7-12+	12"	4+	3+	
Kacricon Cacooler in a RN Cockpit, a Beam Machine Twin Link 60mm Vulcans.	Gun, Bear	n Saber	s, a Čo	mbat S	hield	d, Tita	anic Fe	eet, and	4-6	9"	5+	4+	
in your army.	J, J						,		1-3	5"	6+	5+	
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES					
Beam Machine Gun	36"	Hea	vy 5	8	-3	3		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Mel	lee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Mel	lee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.	
	Mobile Su	uit (p. 1)	ı					-	May reroll a hit ro		•		
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.											d has	
FACTION KEYWORDS	UC, 0087,	UC, 0087, Titans											
KEYWORDS	Titanic, Ve	hicle, M	lobile S	uit, Spa	ace,	Grou	nd, Cl	naracter, l	Kacricon Cacoolei	-			

11 POWER	I	F MAI		IS-1			CE	1	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
RMS-108 Ace	*	* *	8	7	12	2	7	3+	7-12+	12"	3+	3+
A RMS-108 Marasai Ace i									4-6	9"	4+	4+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	oat Shield	, Tita	nic Fee	t, an	id Tw	in Link	k 60mm	1-3	5"	5+	5+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy	5	8	-3	3		-	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Mele	е	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Mele	е	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	re 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
	Mobile Su	. ,				bat Shiel	May reroll a hit rol d : A model with a					
ABILITIES	Core Expl		1)	ble save.								
FACTION KEYWORDS	UC, 0087, Titans											
KEYWORDS	Titanic, Ve	hicle, Mo	bile S	uit, Spa	ace,	Grou	ınd, Cl	haracter				

11 POWER		JERI RI	D M			SA		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	
Jerid Messa	*	* *	8 7	12	2	7	3+	7-12+	12"	3+	4+	
Jerid Messa in a RMS-10 Cockpit, a Beam Machine Twin Link 60mm Vulcans.	Gun, Bear	n Sabers, a (Combat S	hield	d, Tita	anic F	eet, and	4-6	9"	4+	5+	
army.								1-3	5"	5+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to I	hit rolls against tar	gets t	hat can	Fly.	
	Mobile Su	uit (p. 1)		•	May reroll a hit rol							
ABILITIES	Core Exp	lodes (p. 1)					invulneral					
FACTION KEYWORDS	UC, 0087, Titans											
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Spa	ace,	Grou	ınd, C	haracter, J	lerid Messa				

11 POWER				MS-1 BAI			β		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
RMS-117	*	*	*	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with	n a Bea	am Rifle.	Bear	n Sal	bers.	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laur							,	_	1-3	5"	6+	6+
WEAPON	RANGE	T	YPE	s	AP	D	ABII	LITIES				
Beam Rifle	36"	He	avy 3	8	-3	4		-	roll a wound roll of inflicts a mortal w			
Beam Sabers	Melee	M	elee	+3	-3	2D3		_	roll a wound roll of inflicts a mortal w			
Grenade Launcher	30"	Ass	sault 1	6	-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	М	elee	User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith thi	s weap	on.
	Mobile Su	i t (p. 1	1)									
ABILITIES	Core Expl	odes	(p. 1)			nbat Shield invulnerat	d: A model with a colle save.	comba	at shiel	d has		
FACTION KEYWORDS	UC, 0087, Titans											
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, Spa	ace,	Grou	nd					

POWER				GA TE				DY	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-117 Veteran	*	*	* 8	7	12	2	8	3+	7-12+	12"	4+	3+
A RMS-117 Veteran is a s Combat Shield, two Gren	-				m R	ifle, E	Beam :	Sabers, a	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES				
Beam Rifle	Each time you roll a wound roll of 6+ for this 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Sabers	Melee	Mel	lee	+3	-3	2D3		_	roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assa	ult 1	6	-1	D3	Each battle		eapon may only b	e fired	once p	er
Titanic Feet	Melee	Mel	lee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
	Mobile Su	uit (p. 1)					Com	hat Chial	d : A model with a	oomb	at ahial	d boo
ABILITIES	Core Exp	lodes (p	o. 1)			invulneral		COITID	at SHIEI	u iias		
FACTION KEYWORDS												
KEYWORDS	Titanic, Ve	ehicle, M	lobile S	Suit, Spa	ace,	Grou	ınd					

10 POWER					[S-]					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
Barzam	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a s	single mode	el equi	pped v	with	a 360°	° Co	ckpit,	a Be	am Rifle,	4-6	9"	4+	4+
Beam Sabers, and Titanio	Feet.	·								1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Bazooka	48"	Hea	avy 2D	3	8	-2	1			g units with 5 or me type to Heavy 2D6		odels, c	hange
Beam Rifle	36"	Не	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	1elee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	1elee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add	1 to all to	hit rolls against tar	gets tl	hat can	Fly.
WARGEAR OPTIONS	This mode	el may	take a	a Co	ombat	Shie	ld (P	ower	Rating +1	Power Rating -2).).			
	This model may take Twin Link 60mm \ Mobile Suit (p. 1)								ibat Shiel invulneral	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.											n.	
FACTION KEYWORDS	UC, 0087	Titan	s										
KEYWORDS	Character	, Titan	ic, Vel	hicle	e, Mobi	le S	uit, S	pace,	Ground, c	lerid Messa, Gund	am		

11 POWER	RI	MS-1		P/R M		M-	-79	9R	DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R	*	* *	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Co	_								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYP	E	S	AP	D	ABI	LITIES				
90mm Machine Gun	24"	Rapid Fi	e D3	6	0	1	-					
180mm Cannon	48"	Heavy	<i>'</i> 1	8	-3	2D3	-					
Bazooka	48"	Heavy	2D3	8	-2	1			g units with 5 or r type to Heavy 2D		odels, o	change
Beam Rifle	36"	Heavy	<i>'</i> 3	8	-3	4		•	roll a wound roll o inflicts a mortal			
Beam Sabers	Melee	Mele	e	+3	-3	2D3		•	roll a wound roll o inflicts a mortal			
Titanic Feet	Melee	Mele	е	User	-2	D3	Mak	ce 3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	ire 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat car	Fly.
WARGEAR OPTIONS									chine Gun (Powe - 2).	r Ratin	g -3), 1	80mm
	Cannon (Power Rating -2), or Bazooka (Power Rating -2). Combat Shield: A model with a combat shield has a 5+ invulnerable save.											d has
ABILITIES	Core Exp	lodes (p.	1)				360	° Cockpit:	May reroll a hit r	oll once	e per tu	rn.
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS	Titanic, Ve	ehicle, Mo	bile S	uit, Spa	ace,	Grou	nd					

12 POWER	RI	MS-17 GM	9/R				9R	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	
RMS-179/RGM-79R Ace	*	* *	7 7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-179 Ace or RGM- a Beam Rifle, Beam Sabe Vulcans.		•						4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES					
90mm Machine Gun	24"	Rapid Fire D	3 6	0	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	48"	Heavy 2D3	8 8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange	
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	ce 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.	
WARGEAR OPTIONS		el may replace Power Rating						hine Gun (Power 2).	Ratin	g -3), 18	30mm	
	Mobile S	uit (p. 1)				_	nbat Shiel ⊦ invulneral	d : A model with a ble save.	comba	at shield	d has	
ABILITIES	Core Exp	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.										
FACTION KEYWORDS	UC, 0087	, Titans										

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

14 POWER		G	R UN	RM NT						DAMAGE Some of this mo- change as it suff shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMV-1	*	*	*	7	7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single mode two 120mm Low Recoil C Smoke Launchers.										4-6 1-3	7" 4"	5+ 6+	5+ 6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABII	LITIES				
80mm Anti-Personnel Machine Gun	When targeting units with 5 or 12" Pistol 6 5 0 1 this weapon's type to Pistol 12.										nore m	odels, d	change
120mm Low Recoil Cannon	96"	Hea	avy D6	5	9	-3	D3	This bear	•	nay target units no	ot visib	le to the	е
Crushing Treads	Melee	M	1elee	U	ser	-2	D3	Mak	e 2 hit rolls	s for each attack v	with thi	is weap	on.
Missile Launcher	72"	Hea	avy D3	3	8	-2	2			g units with 5 or m type to Heavy D6		odels, d	change
ABILITIES	72" Heavy D3 8 -2 2 this weapon's type to Heavy D6. Core Explodes (p. 1) Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Core Explodes (p. 1) 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 Heat Weapons without the -1 penalty to hit. This model only gains a bonus to its save for being in cover least half of the model is obscured from the firer.											leavy lodel er if at	
FACTION KEYWORDS	UC, 0087	, Titan	s										
KEYWORDS	Titanic, Ve	ehicle,	Mobile	e Tank	κ, Gi	round	 t						

14 power	MO	DUAR R	PH X-1			AC	Н	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Mouar Pharaoh	*	* *	7 7	15	3	7	3+	8-15+	12"	4+	3+
Mouar Pharaoh in a RX-1 Cockpit, two Beam Canno Only one of this unit may l	ns, Beam S	Sabers, a Hea	vy Bear					4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4			roll a Wound roll o o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a Wound roll o o inflicts a Mortal V			
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll o o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	vith thi	s weap	on.
	360° Cockpit: May reroll a hit roll once per turn. Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Airborne*: This model 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. This unit may charge in the Fight Phase, but may only use it's Titanic Feet in Combat. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that					pivot straig after incre of the Trans a Mo your Mode use t	it on the apht forwar the initial ase its Market phase - sformation Movemer e, this mohe Beam	Each time this mospot up to 90°, the ds. Note that it can pivot. When this love characteristic do not roll any dictor. This unit may the form the deal loses had a	en movennot production of the contraction of the co	ve the noivot again Advance antil the orm to of any oile Armand can	nodel ain ces, end r from of or not
ABILITIES	Mobile Su	it (p. 1), Core	Explo	des (p. 1)			aracteristic is doub			
FACTION KEYWORDS	UC, 0087,	Titans									

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

15 POWER			X-1					DAMAGE Some of this mod change as it suffe shown below:	ers daı	mage, a	ıs
NAME	M *		S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Jerid Messa		* *	7 7	15	3	8	3+	8-15+	12"	3+	3+
Jerid Messa in a RX-110 two Beam Cannons, Beal one unit with Jerid Mess	m Sabers, a	Heavy Bean	n Rifle, a					4-7 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Cannon	36"	Heavy 1	8	-3	4		-	roll a Wound roll o inflicts a Mortal \			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal \			
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal \			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	with thi	s weap	on.
	 360° Cockpit: May reroll a hit roll once per turn. Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Airborne*: This model 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. This unit may charge in the Fight Phase, but may only use it's Titanic Feet in Combat. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. 					pivot straig after incre of the Tran a Mo your Mode use t Supe	the initial case its More phase - who is formation is the Beam ersonic*,	Each time this mospot up to 90°, the ds. Note that it capivot. When this ove characteristic do not roll any did on. This unit may a mode at the begut phases. When del loses Hit and Sabers, but it gair Airborne*, and H	en movennot product pr	ve the rollivot age Advanduntil the orm to of any bille Armand car	nodel ain ces, end r from of or
ABILITIES		., ,	e Explod	ies (p. 1)	Move	ement Cha	aracteristic is doul	bled.		
FACTION KEYWORDS	UC, 0087,		Suit O	ا الله دا	C:= -	aa C	haracter	lorid Mosss			
VE I MOKD9	EYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Jerid Messa										

12	DU	JNK	EI	. (CO	O	PE	\mathbf{R}	DAMAGE Some of this mod	del's cl	haracte	ristics
POWER			RX	E 1	39				change as it suffe shown below:	ers daı	mage, a	18
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Dunkel Cooper	*	* *	7	7	15	4	7	3+	8-15+	12"	4+	3+
Dunkel Cooper in a RX-13 Cockpit, two Beam Canno one of these units may be	ons, Beam S	Sabers, a	Heat F						4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES				
Beam Cannon	36"	Heavy	1	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			i
Beam Sabers	Melee	Melee)	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			
Heat Rod	When attac	cking with	the H	eat R	od, c	hoos	e one o	of the two	modes below.			
Entangle Mode	Melee	Melee	;	*	*	*			ul hit with this wea ose an attack in th			
Heat Mode	Melee	Melee)	+3	-3	2D3		-	roll a wound roll o inflicts a mortal v			
Heavy Beam Rifle	36"	Assault	: 3	8	-3	4		_	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee)	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take	a He	avy B	Beam	Rifle	(Powe	er Rating	+4).			
	360° Cock per turn.											
	Hit and Ru in your Cha declared a	arge phas		-			pivot i	t on the s	Each time this mo spot up to 90°, the ds. Note that it ca	en mo	ve the r	nodel
	Airborne*: charged by only attack phase by u	units tha or be atta	t can l acked	Fl y , a	nd ca Figh	ıt	increa	se its Mo	pivot. When this in the characteristic light to not roll any dice	by 9" ι		
	phase by units that can Fly . This unit may charge in the Fight Phase. Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that					a Mob your N	oile Armo Movemen	n: This unit may t r Mode at the beg t phases. When i del loses Hit and I	inning n Mob	of any oile Arm	of or	
	target this	model in t	he Sh	ootin	g pha	se.	use th	ne Beam : rsonic*, <i>l</i>	Sabers, but it gair Airborne*, and H a	ns Fly, ard to		
ABILITIES			ore E	xplo	des (p. 1)	Move	ment Cha	aracteristic is doub	oled.		
FACTION KEYWORDS	UC, 0087,											
KEYWORDS	Titanic, Ve	hicle, Mob	ile Su	iit, Gr	ound,	, Spa	ce, Ch	aracter				

12 POWER		RAMS R	SUS X-1			SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME			S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Ramsus Hasa	*		7 7	15	4	7	3+	8-15+	12"	3+	4+
Cockpit, two Beam Canno	nsus Hasa in a RX-139 Hambrabi is a single model equipped with a 360° kpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only of these units may be included in your army.							4-7 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4	weap	on, it also	roll a Wound roll o inflicts a Mortal V	Vound		
Beam Sabers	Melee	Melee	+3	-3	2D3		,	roll a Wound roll o inflicts a Mortal V			
Heat Rod	When attac	cking with the	Heat R	od, c	hoos	e one	of the two	modes below.			
Entangle Mode	Melee	Melee	*	*	*			ul hit with this wea ose an attack in th			
Heat Mode	Melee	Melee	+3	-3	2D3		-	roll a wound roll o inflicts a mortal w			
Heavy Beam Rifle	36"	Assault 3	8	-3	4		_	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model	may take a	Heavy B	Beam	Rifle	(Powe	er Rating	+4).			
ABILITIES	This model may take a Heavy Beam Rifle 360° Cockpit: May reroll a hit roll once per turn. Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Airborne*: This model 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. This unit may charge in the Fight Phase. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						it on the south the initial ase its Monage - continuation of the i	Each time this more spot up to 90°, the ds. Note that it can pivot. When this rove characteristic leads on: This unit may the followers. When it phases. When it delloses Hit and I Sabers, but it gain Airborne*, and Haracteristic is doubted.	en moden nnot prodel by 9" use. ransfor nning n Mob Run* a s Fly,	ve the rollivot againstil the orm to of any oile Armand can	nodel ain ces, end r from of or
FACTION KEYWORDS	UC, 0087,		e ⊏xbio	ues (p. 1)	iviove	ment Cha	aracteristic is doub	nea.		
KEYWORDS		nicle, Mobile	Suit. Gr	ound	, Spa	ice, Ch	aracter				
• • • • • • •	,,	,	, •	u	, -,-	, •					

14 POWER		ZAZA R	N C			DE		DAMAGE Some of this mod change as it suffe shown below:			
NAME		WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Yazan Gable	*	* *	7 7	15	5	8	3+	8-15+	12"	2+	3+
Yazan Gable in a RX-139 Cockpit, two Beam Canno one unit with Yazan Gable	ons, Beam S	abers, a He	eat Rod, a					4-7 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4	weap	on, it also	roll a Wound roll o	Vound	l.	
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll on inflicts a Mortal V			
Heat Rod						•		modes below.			
Entangle Mode	Melee	Melee	*	*	*	Each	successf	ul hit with this wea ose an attack in th	•		
Heat Mode	Melee	Melee	+3	-3	2D3	weap	on, it also	roll a wound roll o inflicts a mortal w	vound		
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	may take a	Heavy E	3eam	Rifle	(Pow	er Rating	+4).			
	declared a charge. Airborne*: This model can only be charged by units that can Fly, and can						Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the mode straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice. Transformation: This unit may transform to or fro				
ABILITIES	subtract 1 target this	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that arget this model in the Shooting phase.				your I Mode use th Supe	Movemen , this mod ne Beam ; rsonic*, A	r Mode at the beg t phases. When i del loses Hit and I Sabers, but it gair Airborne* , and H aracteristic is doub	n Mok Run* a ns Fly, ard to	oile Arm and car	or inot
FACTION KEYWORDS	UC, 0087,	. ,	- Lyhio	u c o (μ. I <i>)</i>	IVIOVE	ment One	araotoriolio io uoul	леu.		
KEYWORDS			Suit, Gr	ound	, Spa	ice, Ch	aracter, \	⁄azan Gable			

11 POWER		JE		D I				SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S 1	Γ	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Jerid Messa	*	*	*	7 7	7	15	3	8	3+	8-15+	15"	3+	3+
Jerid Messa in a RX-160 I	•	_								4-7	10"	4+	4+
two Beam Cannons, Bear Messa may be included in			anic F	eet. O	nly	one	unit	with J	erid	1-3	6"	5+	5+
WEAPON	RANGE	Т	YPE	5	3	AP	D	ABIL	LITIES				
Beam Cannon	36"	He	avy 1	8	3	-3	4			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	M	lelee	+:	3	-3	2D3			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	M	lelee	Us	er	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
									This unit may move				
ABILITIES	Mobile Su	ıit (p.	1), C o	re Exp	lod	es (p. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tui	n.
FACTION KEYWORDS	UC, 0087,	Titans	s			-							
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Suit,	Gro	und	, Fly,	Chara	acter, Jerio	d Messa			

12 POWER		JE			M K-1			SA		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
Jerid Messa	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Jerid Messa in a RX-178			_				•			5-9	9"	4+	4+
Cockpit, a Beam Rifle, Be unit with Jerid Messa ma					ld, an	d Tita	anic l	=eet.	Only one	1-4	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Bazooka	48"	Hea	vy 2D)3	8	-2	1			g units with 5 or me type to Heavy 2D6		odels, c	hange
Beam Rifle	36"	He	avy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	lelee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal w		r this	
Titanic Feet	Melee	M	lelee		User	-2	D3	Make	e 3 hit rolls	for each attack w	ith this	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add	1 to all to l	hit rolls against tar	gets tl	nat can	Fly.
WARGEAR OPTIONS	This mode								azooka (P	ower Rating -2).			
						_	ibat Shield invulnerat	d : A model with a ble save.	comba	at shield	d has		
ABILITIES	Core Explodes (p. 1) 360° Cockpit							Cockpit:	May reroll a hit rol	l once	per tur	n.	
FACTION KEYWORDS	UC, 0087	Titans	5										
KEYWORDS	Character	, Titani	ic, Vel	hicle	, Mobi	ile S	uit, S	pace,	Ground, J	lerid Messa, Gund	am		

TITANS 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)
ORX-005 Ace	1	120
RMS-106 Ace	1	75
RMS-108 Ace	1	80
RMS-179/RGM-79R Ace	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
NRX-044	1	105
RMS-106	1	65
RMS-108	1	65
RMS-117	1	65
RMS-179/RGM-79R	1	65

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
NRX-044 Veteran	1	110
ORX-005	1	110
RMS-106CS	1	75
RMS-108 Veteran	1	75
RMS-117 Veteran	1	70
RMS-154	1	100

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Buran Blutarch, NRX-044	1	120
Gates Capa, NRX-055-01	1	130
Rosamia Badam, NRX-055-02	1	130
Jerid Mesa, NRX-055-03	1	160
Rosamia Badam, ORX-005	1	120
Jack Rackham, ORX-005	1	130
Sarah Zabiarov, PMX-000	1	120
Reccoa Londe, PMX-000	1	130
Paptimus Scirocco, PMX-000	1	160
Reccoa Londe, PMX-001	1	110
Sarah Zabiarov, PMX-002	1	130
Paptimus Scirocco, PMX-003	1	310
Sarah Zabiarov, RMS-106	1	65
Kacricon Cacooler, RMS-106	1	70
Emma Sheen, RMS-106	1	70
Jerid Mesa, RMS-106	1	80
Kacricon Cacooler, RMS-108	1	75
Jerid Mesa, RMS-108	1	85
Mouar Pharaoh, RX-110	1	120
Jerid Mesa, RX-110	1	130
Dunkel Cooper, RX-139	1	120
Ramsus Hasa, RX-139	1	120
Yazan Gable, RX-139	1	150
Jerid Mesa, RX-160	1	140
Jerid Mesa, RX-178	1	125

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RMV-1	1	64

LORDS OF WAR						
UNIT	MODELS PER UNIT	POINTS PER MODEL (<u>DOES</u> INCLUDE WARGEAR)				
Four Murasame, MRX-009	1	1500				

RANGED WEAPONS					
WEAPON	POINTS PER WEAPON				
80mm Anti-Personnel Machine Gun	15				
90mm Machine Gun	15				
120mm Low Recoil Cannon	75				
120mm Machine Gun	30				
180mm Cannon	25				
Bazooka	25				
Beam Cannon	25				
Beam Machine Gun	75				
Beam Rifle	75				
Diffuse Mega Particle Cannon	90				
Grenade Launcher	5				
Heavy Beam Rifle	80				
Large Missile	6				
Long Beam Rifle	145				
Mega Particle Cannon	85				
Missile Launcher	25				
Three Shot Missile Launcher	25				
Twin Beam Rifle	130				
Twin Link 60mm Vulcans	10				

MELEE WEAPONS				
WEAPON	POINTS PER WEAPON			
Beam Sabers	40			
Crushing Treads	0			
Heat Hawk	20			
Heat Rod	40			
Titanic Feet	0			

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
360° Cockpit	10				
Bolinoak Sammahn Shield	150				
Combat Shield	20				
Palace Athene Shield	45				
Twin Combat Shields	30				

TITANS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
80mm Anti-Personnel Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy 5	8	-3	3	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.
Diffuse Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character, even if it is not the closest unit.
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 Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Claw Pincer	Melee	Melee	+1	-2	2	If this weapon hits an enemy in the Fight phase and that enemy is still within 1" during the following Shooting phase, the Beam Guns gain an additional +2 to their Hit rolls.
Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Rod	When attacking	ng with the Heat	Rod, cho	ose o	ne of the	two modes below:
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
Heat Mode	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 when attacking with this weapon.

OTHER WARGEAR	
360° Cockpit	May reroll a hit roll once per turn.
Bolinoak Sammahn Shield	A model equipped with a Bolinoak Sammahn Shield gains a 5+ Invulnerable save. Additionally, the model gains 2x Beam Guns, Beam Sabers, and a Claw Pincer.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Palace Athene Shield	A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.
Twin Combat Shields	A model with Twin Combat Shield has a 4+ invulnerable save.