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.

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. 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).

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.

75 POWER		OUR M	MUI RX-			AN	Œ	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			
Four Murasame 2000pts	*	* *	12 10	36	4	10	2+	38-50	20"	4+	3+			
Four Murasame in a MRX 360° Cockpit, a Massive (Particle Cannon. Only on	Combat Shi	eld, and a T	hree Bar	relled	Diffu			26-37 13-25 1-12	16" 12" 8"	5+ 5+ 6+	4+ 4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Beam Rifle	30"	Heavy 3	8	-3	4	weap	on, it also	roll a Wound roll on inflicts a Mortal W	ound.					
Three Barrelled Diffuse Mega Particle Cannon	48"	Melee Melee User -3 3 Make 3 hit rolls for each attack with this weapon.												
Titanic Stride	Melee	Melee	Use	r -3	3	Make	3 hit rolls	s for each attack w	ith this	weapo	on.			
Twin Beam Rifle	30"	Each time you roll a Wound roll of 6+ with this 30" Heavy 6 8 -3 4 weapon, it also inflicts a Mortal Wound.												
	Massive Combat Shield: A model with a Massive Combat Shield has a 4+ invulnerable save.													
	roll once p	oile Suit - A	s Mobile	Suit (p.	be ch	narged by k or be at	s model cannot cha units that can Fly , tacked in the Fight	and c	an only	′			
	determinir marker Hard to H subtract 1	from hit roll	an object onent mu s for atta	ctive ust cks th	at	invulr attac also l	nerable sa ks, using be used to	· ·	Beam It BS. Ital Wo	n and L This ma ounds				
ABILITIES	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" also be used to save against Mortal Wounds received from Beam and Laser attacks. Mobile Suit Mode: At the beginning of the game and each of its Movement phases, this unit may transform to a Mobile Suit Mode. When in Mobile Suit Mode, this model gains 10x Beam Rifles, a Twin Beam Rifle, and Titanic Stride; it loses Fly, Airborne, and Hard to Hit													
PSYKER	psyker. H Newtype F is success fails, this r own. This	it explodes, and each unit within 3D6" Twin Beam Rifle, and Titanic Stride; it loses Fly, Airborne, and Hard to Hit. 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, Vel	nicle, Mo	bile S	uit, C	round	, Space, I	Psyker, Giant Mobi	le Suit					

9 POWER	NR M	X-Ws	044 BS	S T	W	Α	Ld	Sv	DAMAGE Some of this months change as it sufficiently shown below: REMAINING W	fers dam	age, a	BS
NRX-044 185pts	*	*	*	8 7	15	2	7	3+	8-15+	12-24"		4+
A NRX-044 Asshimar is a Beam Rifle and Titanic Fe		el equ	ipped	with a 3	60° (Cockp	oit, a He	eavy	4-7 1-3	12-18" 12"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE	S	AF	D	ABIL	ITIES				
Heavy Beam Rifle	36"	Ass	sault 3	8	-3	4			u roll a Wound roll so inflicts a Mortal		th this	
Titanic Feet	Melee	M	lelee	Use	r -2	2	Make	3 hit ro	lls for each attack	with this	weapo	on.
	Airborne: and can or can Fly, ar attacked in can Fly.	nly be nd car	charge only a	ed by ur attack o	nits th	at	360° turn.	Cockpi	t : This unit may re	roll a hit ı	roll on	ce per
	•	the material that the material terminal	t it on t nodel s ot pivo it must	the spot traight f ot again move a	up to orwa after a min	rds. the	Move Mobi to Hi Its M	ement pl le Suit M t, Airbo ovemen	Mode: At the begin nases, this unit ma Mode. When Trans rne, Fly, Superso t Characteristic be	y transfo formed, i nic, and comes 1	rm to a t loses AIRCI 2".	a Hard RAFT.
	initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must							es, if this Hover. V orne, an acteristic	e beginning of each s unit is in its Mobi When Hovering, it I d Supersonic . Its c becomes 12" and ed weapons if it Re	le Armor loses Ha l s Movem d it gains	mode rd to h ent +1 to	, it lit, hit
	subtract 1 from hit rolls for attacks that							J	·			y.
ABILITIES	target this			Shootii	ng ph	ase	Mob	ile Suit	(p. 1); Core Explo	des (p. 1)	
FACTION KEYWORDS	UC, 0087,											
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, G	roun	d, Fly						

POWER		X-04 VE	4 AS				AR	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
NRX-044 Veteran 190pts	*	* *	8 7	15	2	8	3+	8-15+	12-24"	4+	3+
A NRX-044 Asshimar Vet	eran is a sir	ngle model	equipped \	with a	a 360	° Coc	kpit, a	4-7	12-18"	5+	4+
Heavy Beam Rifle and Tit	anic Feet.							1-3	12"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Heavy Beam Rifle	36"	Assault :	3 8	-3	4		•	roll a Wound roll inflicts a Mortal		th this	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack	with this	weapo	on.
	and can or can Fly , a	This model nly be charg nd can only n the Fight p	ged by unit attack or l	ts tha be	nt	360° turn.	Cockpit:	This unit may rer	roll a hit r	oll one	ce per
	Superson moves, firs then move Note that i		the spot ι straight fo ot again a	up to rward ifter tl	ds. he	Move Mobi to H i	ement pha le Suit Mo it, Airbor r	ode: At the begir ases, this unit may ode. When Transf ne, Fly, Superson Characteristic be	y transfo formed, i nic, and	rm to a t loses AIRC I	a H ard
	Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must						es, if this Hover. Whorne, and cacteristic	beginning of each unit is in its Mobil hen Hovering, it lo Supersonic . Its becomes 12" and weapons if it Re	le Armor oses Hai Moveme d it gains	mode rd to h ent +1 to	, it lit, hit
ABILITIES	subtract 1	from hit roll model in th	s for attac	ks th			J	o. 1); Core Explo			·· <i>y</i> •

FACTION KEYWORDS

KEYWORDS

UC, 0087, Titans

Titanic, Vehicle, Mobile Suit, Ground, Fly

10 POWER			RX-	04				DAMAGE Some of this mo- change as it suff shown below:		age, a	ıs	
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Buran Blutarch 295pts	*	* *	8 7	15	2	8	3+	8-15+	12-24"	3+	3+	
Buran Blutarch in a NRX- Cockpit, a Heavy Beam R may be taken for your arn	ifle and Tita							4-7 1-3	12-18" 12"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	s	AP	D	ABIL	LITIES					
Heavy Beam Rifle	36"	Assault 3	3 8	-3	4		•	roll a Wound roll o inflicts a Mortal \		th this		
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	with this	weapo	on.	
	and can or can Fly , ar	This model hly be charg nd can only n the Fight p	ged by unit attack or	ts tha	at	360° turn.	Cockpit:	This unit may rer	oll a hit ı	roll on	ce per	
	moves, first then move Note that it		the spot u straight fo ot again a	up to rward fter t	ds. he	Move Mobi to H i	ement pha ile Suit Mo it, Airbori	lode: At the begin ases, this unit may ode. When Transf ne, Fly, Supersor Characteristic bed	y transfo ormed, i nic, and	rm to a t loses AIRC I	a B Hard	
	Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						es, if this Hover. W orne, and	beginning of each unit is in its Mobil hen Hovering, it lo Supersonic . Its becomes 12" and	e Armor oses Ha i Movem	mode r d to F ent	, it Hit,	
ABILITIES	subtract 1	t: Your opp from hit roll model in th	s for attac	ks th			J	l weapons if it Ren			ıry.	
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	nic, Vehicle, Mobile Suit, Ground, Fly, Buran Blutarch, Character										

19 POWER		N	RX	ES (K-05					DAMAGE Some of this mod change as it suffe shown below:	rs dar	mage, a	as
NAME	M *	WS *	BS S		W	A	Ld	Sv	REMAINING W	M	WS	BS
Gates Capa 375pts			* 8		18	3	8	3+	10-18+ 5-9	12" 9"	3+ 4+	2+ 3+
Gates Capa in a NRX-055 Cockpit, a Beam Rifle, Be Feet. Only one unit with (am Sabers,	a Diffu	se Me	ga Parti	cle C	anno			1-4	9 5"	5+	3+ 4+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Hea	vy 3	8	-3	4	weap	on, it also	roll a Wound roll o inflicts a Mortal V	V ound		
Beam Sabers	Melee	Мє	lee	+6	-3	6		•	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. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.											nay
Titanic Feet											on.	
	and can or can Fly, ar attacked in can Fly. Supersoni moves, firs then move Note that it	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12".										
ABILITIES	Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" 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											e, it Hit, hit
PSYKER	target this model in the Shooting phase Mobile Suit (p. 1); 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	, Vehic	le, Mob	ile Sι	uit, G	round,	Space, F	ly, Psyker, Gates	Сара		

10	RO	DSAN	ЛΙΑ	B	4 I) A	M	DAMAGE					
POWER			X-05					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		
Rosamia Badam 365pts	*	* *	8 8	18	3	8	3+	10-18+	12"	3+	3+		
Rosamia Badam in a NRX 360° Cockpit, a Beam Rif Titanic Feet. Only one mo	le, Beam Sa	abers, a Diff	use Mega	Part	icle (Canno	n, and	5-9 1-4	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	Melee	Melee	+6	-3	6		•	roll a Wound roll o 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 48" Heavy 6 8 -2 2 unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.												
Titanic Feet													
	can Fly , a	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: This unit may reroll a hit roll once per turn.											
	moves, first then move Note that	nic: Each timest pivot it on the model of the model of the cannot pivot, and it mus	the spot o straight fo ot again a	up to rward ifter tl	ds. he	Move Mobi to H i	ement pha le Suit Mo t, Airbor	lode: At the beginr ases, this unit may ode. When Transfo ne, Fly, Superson Characteristic beco	transt rmed, ic , an	form to , it loses d AIRC	a s Hard		
	of 15" eac Advances characteri	h turn. Whe , increase its stic by 15" u o not roll any	en this mo s Move intil the er	del		phas may Airb e	es, if this Hover. W orne, and	beginning of each unit is in its Mobile hen Hovering, it lo I Supersonic . Its l becomes 12" and	Armo ses H Mover	or mode ard to l ment	e, it Hit,		
ABILITIES	Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary. Subtract 1 from hit rolls for attacks that target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1)												
PSYKER													
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Character	, Titanic, Vel	nicle, Mob	ile Sı	uit, C	round	, Space,	Fly, Psyker, Rosan	nia Ba	dam			

19 POWER		JERI NRX	K-05	55-		3		DAMAGE Some of this mod change as it suffe shown below:	rs daı	mage, a	ıs		
NAME Jerid Messa 375pts	M *		S T 8 8	W 18	A 3	Ld 8	Sv 3+	REMAINING W	M 12"	WS 3+	BS 2+		
Jerid Mesa in a NRX-055	-01 Baund [5-9	9"	4+	3+		
Cockpit, a Beam Rifle, Be Feet. Only one model wit	am Sabers	a Diffuse Me	ga Parti	cle C	anno	on, and		1-4	5"	5+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Rifle	36"	Heavy 3	8	-3	4	weap	on, it also	roll a Wound roll o inflicts a Mortal V	Vound				
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V					
Diffuse Mega Particle Cannon	48"	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 48" Heavy 6 8 -2 2 unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.											
Titanic Feet	Melee	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.											
	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Mobile Suit Mode: At the beginning of each of its												
	moves, first then move Note that i	ic: Each time st pivot it on the the model st t cannot pivot , and it must	ne spot ι raight fo : again a	ip to rward fter th	ls. ne	Move Mobil to Hi t	ement pha le Suit Mo t, Airbor r	ode: At the beginrases, this unit may ode. When Transfone, Fly, Superson Characteristic become.	transt rmed, ic , an	form to it loses d AIRC I	a B Hard		
	of 15" each Advances, characteris	n turn. When increase its I stic by 15" unto not roll any c	this mod Move til the en	del		phase may l Airb o	es, if this Hover. Wi orne, and	beginning of each unit is in its Mobile hen Hovering, it lo Supersonic . Its I becomes 12" and	Armo ses H Mover	or mode ard to I ment	e, it Hit,		
ABILITIES	Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary. subtract 1 from hit rolls for attacks that target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1)										ary.		
PSYKER	psyker. He Newtype F is success fails, this n own. This												
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Character,	Titanic, Vehic	cle, Mob	ile Sı	uit, G	round	, Space, I	Fly, Psyker, Jerid N	lesa				

17 POWER		ORX-005 GAPLANT M WS BS S T W A Ld * * 8 7 15 2 8 del equipped with a 360° Cockpit, two Beam R								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		
ORX-005 340pts	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+		
An ORX-005 is a single n Beam Sabers, Titanic Fee						oit, tw	о Ве	eam Ri	fles,	4-7 1-3	12-18" 12"	5+ 6+	4+ 5+		
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES						
Beam Rifle	36"	He	avy 3		8	-3	4			roll a Wound roll o o inflicts a Mortal \		th this			
Beam Sabers	Melee	Melee Helee +6 -3 6 weapon								roll a Wound roll on inflicts a Mortal \		th this			
Titanic Feet	Melee								3 hit roll	s for each attack v	vith this	weapo	n.		
	and can o can Fly , a	borne: This model cannot charge, d can only be charged by units that n Fly, and can only attack or be acked in the Fight phase by units that							Cockpit:	This unit may rero	oll a hit ı	roll ond	ce per		
	Supersor moves, fir then move Note that initial pivo of 15" eac	st pivo the m it cann t, and i h turn.	t it on nodel s ot pivo it mus Whe	the s straig ot aga t mov	pot until ht for ain ar e a r mod	ip to s ward fter th minim	ls. ne	Move Mobile to Hit Its Mo gains	ment pha e Suit Mo c, Airbor ovement Hit and	lode: At the beging ases, this unit may be de. When Transfone, Fly, Superson Characteristic bed Run: This unit mand, even if it has not	transfoormed, in transfoormed, in the transformed i	rm to a t loses AIRCF 2", and 2D6" i	Hard RAFT. I it n your		
	Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						he			Shields : A model 4+ invulnerable sa		in Cor	mbat		
ABILITIES	subtract 1	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							le Suit (p	,					
FACTION KEYWORDS				5 0110	oung) bua	se.	Core	Explode	;» (μ. τ)					
KEYWORDS		0087, Titans													
	. italiio, ve	,,,,,,,,		- Can	., 0,0	, Vehicle, Mobile Suit, Ground, Space, Fly									

18 POWER	RC			IA X-			OA]	M	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS E	BS S		W	Α	Ld	Sv	REMAINING W	M	WS	BS
Rosamia Badam 350pts	*	*	* 8		15	2	8	3+	8-15+	12-24"	4+	3+
Rosamia Badam in an OF Cockpit, two Beam Rifles Only one unit with Rosan	, Beam Sabe	ers, Tita	nic Fe	et, and	Twin	Con			4-7 1-3	12-18" 12"	5+ 6+	4+ 5+
WEAPON	RANGE	TYF	PE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heav	/y 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	Mel	ee	+6	-3	6		_	roll a Wound roll o inflicts a Mortal \		th this	
Titanic Feet	Melee											
	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: This unit may reroll a hit roll once per turn.											ce per
	Supersoni moves, firs then move Note that it initial pivot, of 15" each Advances, characteris	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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the							ode: At the beginnases, this unit may ode. When Transfone, Fly, Superson Characteristic bed Run: This unit may even if it has not Shields: A model 4+ invulnerable sa	r transfo ormed, i nic, and nomes 1: y move declare with Tw	rm to a t loses AIRCI 2", and 2D6" i d a ch	a Hard RAFT. d it n your arge.
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that											
PSYKER	target this model in the Shooting phase. 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,	Vehic	le, Mob	ile Su	uit, G	round,	Space, F	Fly, Psyker, Rosar	nia Bad	am	

18 POWER		O GAPI	RX- LAN			CE	1	DAMAGE Some of this modern change as it suffers shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ORX-005 Ace 350pts	*	* *	8 7	15	2	8	3+	8-15+	12-24"	3+	3+
An ORX-005 Gaplant Ace Beam Rifles, Beam Sabe						ockpit,	two	4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4			ı roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	Melee	+6	-3	6			ı roll a Wound roll o inflicts a Mortal \		th this	
Titanic Feet	Melee	Melee	User	r - 2	2	Make	3 hit roll	s for each attack v	vith this	weapo	on.
	and can o can Fly , a	This model nly be charg nd can only n the Fight p	ed by uni attack or	its tha be	at	360° turn.	Cockpit	This unit may rer	oll a hit ı	roll ond	ce per
	Superson moves, first then move Note that initial pivo of 15" eac	nic: Each timest pivot it on the model stannot pivot, and it mush turn. When, increase its	the spot straight fo ot again a ot move a en this mo	up to orward after tl minin	ds. he	Move Mobi to Hi Its M gains	ement pha le Suit Mo t, Airbor ovement s Hit and	lode: At the begin ases, this unit may ode. When Transfone, Fly, Supersor Characteristic bed Run: This unit ma	transfoormed, in transfoormed, in the transformed in the transformes 1: the transformed in the transformes 1: the transformes 1: the transformed in the transformed i	rm to a t loses AIRCF 2", and 2D6" i	a Hard RAFT. d it n your
	characteri	stic by 15" u not roll any	ntil the er	nd of t	the			Shields: A mode 4+ invulnerable sa		in Cor	mbat
ABILITIES	subtract 1	it: Your opports from hit rolls	s for attac	cks th			ile Suit (,			
FACTION KEYWORDS	UC, 0087,	model in the	z SHOOUN	y pna	150.	Core	Explode	;5 (μ. τ)			
KEYWORDS		hicle, Mobile	e Suit-Gr	ound	Sna	ace Fl	v Charac	eter			
	maino, ve	,o.o, IVIODIII	o ouit, oi	Juliu	, Ope	,,, , ,	, Charac				

18 POWER	JA	AC.		RA RX				[AN	I	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
Jack Rackham 360pts	*	*	*	8 7	•	15	3	8	3+	8-15+	12-24"	3+	2+
Jack Rackham in an ORX Cockpit, two Beam Rifles, Only one unit with Jack R	Beam Sab	ers, Ti	tanic F	Feet, aı	nd T	win	Con			4-7 1-3	12-18" 12"	4+ 5+	3+ 4+
WEAPON	RANGE	T	YPE	S	•	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	avy 3	8	3	-3	4		-	roll a Wound roll inflicts a Mortal		th this	
Beam Sabers	Melee	М	elee	+(6	-3	6			roll a Wound roll inflicts a Mortal		th this	
Missile Launcher +25	72"	Hea	avy D6	8	3	-2	2	Blast.					
Titanic Feet	Melee	М	elee	Us	er	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.
WARGEAR OPTIONS	This mode	el may	take u	p to 2 l	Miss	sile L	_aun	chers	(+1 Powe	er Rating each).			
	and can o can Fly , a	his model may take up to 2 Missile Launchers (+1 Power Rating each). irborne: This model cannot charge, nd can only be charged by units that an Fly, and can only attack or be ttacked in the Fight phase by units that an Fly. Mobile Suit Mode: At the beginning of each of its											·
	moves, first then move Note that is initial pivot of 15" eac Advances characteris	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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the								ases, this unit mande. When Transface, Fly, Superson Characteristic berrant This unit mande even if it has not shields: A mode	y transfo formed, i nic, and comes 1 ay move t declare	rm to a t loses AIRCF 2", and 2D6" i	a Hard RAFT. d it n your arge.
ABILITIES	Hard to H subtract 1 target this	it : You from h	r oppo	nent m	ack	s tha		Mobi	ds has a 4 le Suit (p Explode	,	ave.		
FACTION KEYWORDS	UC, 0087,	Titans	3										
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, 0	Gro	und,	Spa	ice, Fly	, Charact	ter, Jack Rackhaı	m		

19 POWER	SA	RAH Z				RC	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 390pts	*	* * 8	7	15	3	7	3+	8-15+	12-24"	4+	3+		
Sarah Zabiarov in a PMX- Cockpit, Beam Sabers, tw Launchers, and Titanic Fe army. Only one unit with 9	o Mega Pa et. Only or	article Cannons ne unit with Mes	, two Tł ssala m	nree nay b	Shot e inc	: Missil :luded	е	4-7 1-3	12-18" 12"	5+ 6+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	Dur a	ABIL	ITIES	1-3	12	0+	J∓		
Beam Sabers	Melee	Melee	+6	-3	6	Each	time you	roll a Wound roll inflicts a Mortal \		th this			
Mega Particle Cannon	48"	Each time you roll a Wound roll of 6+ with this 48" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.											
Three Shot Missile Launcher	60"												
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.		
	and can of can Fly, a attacked in can Fly. Supersor moves, fir then moved initial pivor of 15" each Advances	This model canny be charged and can only attention the Fight phanic: Each time to st pivot it cannot pivot att, and it must must must must must must must be the model strait cannot pivot att, and it must must must must be turn. When the stick by 15" until	This unit may rer ode: At the begin ses, this unit may de. When Transf ne, Supersonic, a aracteristic becom This unit may mov even if it has not our opponent mus s that target this nee.	ning of e / transfo ormed, i and AIR (nes 12", /e 2D6" declare	each o rm to a t loses CRAF and it in you d a ch	of its a be Hard T. Its gains r harge.							
ABILITIES	•	o not roll any di	ce.			Mobi	le Suit (p	. 1); Core Explo	des (p. 1)			
FACTION KEYWORDS	UC, 0087	, litans											

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

20 POWER	R	ECCO PM ws bs s		ID	Sv	DAMAGE Some of this mo change as it suff shown below: REMAINING W							
Reccoa Londe 400pts	*	* * 8	7	15	3	8	3+	8-15+	12-24"	3+	3+		
Reccoa Londe in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one unit with Messala may be included in your army. Only one unit with Reccoa Londe may be included in your army. 1-3 12" 5+ 5+													
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES						
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll inflicts a Mortal		th this			
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack	with this	weapo	on.		
	and can of can Fly, a attacked is can Fly.	This model car nly be charged nd can only atta n the Fight phas nic: Each time the st pivot it on the	at that	Mobil Mover Mobile to Hit Mover	e Suit M ment pha e Suit Mo , Airborr ment Cha	This unit may rer ode: At the begin ses, this unit may de. When Transf ne, Supersonic, a aracteristic becon This unit may move	nning of e y transfo ormed, i and AIR nes 12",	each o rm to t loses CRAF and it	of its a s Hard T . Its gains				
ABILITIES	Note that initial pivo of 15" eac Advances characteri	e the model stra it cannot pivot a t, and it must m th turn. When th , increase its M stic by 15" until o not roll any dio	ight for again a ove a r his mod ove the en	rward fter t minin del	ds. he num	Hard rolls for Shoot	to Hit: Your attacks ing phas	even if it has not our opponent must that target this n	t declare st subtra nodel in	d a ch ct 1 fro the	arge.		

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

FACTION KEYWORDS

KEYWORDS

UC, 0087, Titans

		PA	P		M	US							
23 POWER				X -(DAMAGE Some of this mo change as it suff shown below:				
NAME	М	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Paptimus Scirocco 430pts	*	* *	8	7	15	5	8	3+	8-15+	12-24"	2+	2+	
Paptimus Scirocco in a Pl Cockpit, Beam Sabers, tw Launchers, and Titanic Fe	o Mega Pa	article Can	nons,	two T	hree	Shot	Missil	е	4-7	12-24"	3+	3+	
army. Only one unit with	Paptimus	Scirocco	may b	e inclu	ıded	in yo	ur arm	ıy.	1-3	12"	4+	4+	
WEAPON	RANGE	TYP	E	S	AP	D	ABIL						
Beam Sabers	Each time you roll a Wound roll of 6+ with this Melee												
Mega Particle Cannon	48"	Each time you roll a Wound roll of 6+ with this Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.											
Three Shot Missile Launcher	60" Rapid Fire D6 6 -1 1 Blast.												
Titanic Feet	Melee	Mele	е	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.	
ABILITIES													
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers 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, Mo Powerful				-	ice, Ch	naracter, I	Messala, Paptimu	ıs Sciroc	co, Fly	/,	

25 POWER	R	E	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		
Reccoa Londe 510pts Reccoa Londe in a PMX-0 360° Cockpit, Beam Sabe Particle Cannons, and Tita included in your army.	rs, two Diff	use Mega Partid	cle Ca	nnon	s, tw	o Mega	а	10-18+ 5-9 1-4	12" 9" 5"	3+ 4+ 5+	3+ 4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V					
Diffuse Mega Particle Cannon	48"	•											
Large Missile +10	Each of this weapon may only be fired once per 48" Heavy 1 8 -2 4 battle.												
Mega Particle Cannon	48"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Beam Rifle +60	36"	Heavy 6	8	-3	4			roll a Wound roll o inflicts a Mortal V					
Wargear Options	This mode Rating +3	el may replace o 3). el may replace o	ne of i	ts Me	ega I	Particle	Cannon	n g +1 per two mi s s with a Twin Bear s with a Palace At	n Rifle	Powe			
	360° Cockpit : This unit may reroll a hit roll once per turn.												
ABILITIES	Mobile Suit (p. 1) Palace Athene Shield 45: A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.												
FACTION KEYWORDS	UC, 0087												
KEYWORDS		ehicle, Mobile Su	uit, Gro	ound,	Spa	ice, Ch	aracter, F	Reccoa Londe					

FER 17 POWER	SA	RAH Z PM				RC	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 340pts	*	* * 7	7	15	2	7	3+	8-15+	15"	3+	3+		
Sarah Zabiarov in a PMX-002 Bolinoak Sammahn is a single model equipped with a 360° Cockpit, a Bolinoak Sammahn Shield, two Three Shot Missile launchers, and Titanic Feet. Only one unit with Sarah Zabiarov may be included in your army. 4-7 10" 4+ 4+ 5+													
WEAPON	RANGE	TYPE	S	AP	D		ITIES						
Beam Gun	Each time you roll a Wound roll of 6+ with this 24" Pistol 2D3 8 -3 4 weapon, it also inflicts a Mortal Wound.												
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this											
Claw Pincer	Melee	Melee	+3	-3	6	If this weapon hits an enemy in the Fight phase and that enemy is still in Engagement range during the following Shooting phase, the Beam Guns gain an additional +2 to their Hit rolls.							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith this	s weap	on.		
	to all rang unit make receive th	argeters: This red to hit rolls. Es an attack, ene benefits of coows against tha	Each tir emy un ver to t	me th its do heir	nis	turn. Bolir	noak Sam	This unit may reround the second	model	equipp	·		
ABILITIES	-	uit (p. 1); Core l			p. 1)	Invul	nerable sa	ave. Additionally, eam Sabers, and	the mo	odel gai			
FACTION KEYWORDS	UC, 0087		•		. ,		,	<u> </u>					

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

20 POWER		SC	CIR	ΓΙΝ (Ο (X -(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	
Paptimus Scirocco 440pts	*	* :	8	8	18	6	9	2+	10-18+	12"	2+	2+	
	aptimus Scirocco in a PMX-003 The O is a single model equipped with a 360° ockpit, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one unit with											3+	
Cockpit, Beam Sabers, a Paptimus Scirocco may				anic Fe	et. (Only	one u	nit with	1-4	5"	4+	4+	
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES					
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this Melee Melee +3 -3 2D3 weapon, it also inflicts a Mortal Wound.											
Heavy Beam Rifle	36"	Assau	lt 3	8	-3	4			roll a Wound roll o inflicts a Mortal V				
Titanic Feet	Melee	Mele	e	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.	
	360° Cock roll once p	•	unit m	ay rero	oll a	hit	Bios turn.		nis unit may reroll a	a save	die one	ce per	
ABILITIES	Mobile Su	uit (p. 1)					Core	Explode	s (p. 1)				
PSYKER	Mobile Suit (p. 1) Core Explodes (p. 1) Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers 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	Titanic, Ve Powerful N				ound	, Spa	ce, C	haracter, F	Paptimus Scirocco	, New	type,		

8 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
RMS-106 165pts	*	* *	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 Hizack is a sir Cockpit, Beam Sabers, a	•				ım M	lachi	ne Gur	n, a 360°	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABILI	ITIES				
120mm Machine Gun	30"	Assault	12	6	-1	1	-					
Beam Rifle +45	36"	Heavy	3	8	-3	4		-	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	:	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Heat Hawk -20	Melee	Melee	:	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire	e D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	•	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may repl t must repl el may take	ace it ace it up to	s 120n ts Bea o two T	nm M m Sa Three	lach bers Sho	ine Gu with a ot Missi	n with a E Heat Ha ile Launci	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Rating hbat Shields (Pow	r Ration g -1) ng +1	each).	
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.										d has	
ABILITIES	Mobile St	uit (p. 1) lodes (p. 1)						Shields <mark>+20</mark>: A m s has a 4+ invulne			
FACTION KEYWORDS	UC, 0087, Titans											
KEYWORDS	Titanic, Ve	ehicle, Mob	ile Sı	uit, Spa	ace, (Grou	ınd					

8 POWER		RAH Z RM	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 165pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+		
Machine Gun, a 360° Coo	in a RMS-106 Hizack is a single model equipped with a 120mm 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. th Sarah Zabiarov may be taken for your army. 1-3 5" 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Beam Rifle +45	36"	• • • • • • • • • • • • • • • • • • • •											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee											
Heat Hawk -20	Melee	Melee	+3	-3	6	-							
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.		
WARGEAR OPTIONS	This mode does so, i This mode	el may replace it t must replace i el may take up to	ts 120r ts Bea o two ī	nm M m Sa Γhree	lach bers Sho	ine Gu with a ot Miss	ın with a l a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Ratin hers (Power Rati nbat Shields (Pow	r Rati g -1) ng +1	each).			
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield a 5+ invulnerable save.									d has			
ABILITIES	Mobile So	uit (p. 1)						Shields +20 : A m s has a 4+ invulne			ı		
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS		ehicle, Mobile Si	uit, Spa	ace, (Grou	ınd, Cl	naracter, S	Sarah Zabiarov					

POWER		KAC CAC RM	OC)L 10	E]	R		DAMAGE Some of this mod change as it suffe shown below:	ers da	mage, a	ıs	
NAME	M	WS BS S	ı	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kacricon Cacooler 170pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+	
Kacricon Cacooler in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Kacricon Cacooler may be taken for your army. 4-6 9" 4+ 5+ 1-3 5" 5+ 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	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	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Heat Hawk -20	Melee	Melee	+3	-3	6	weap	on, it also	illilicis a ilioitai w	vouriu			
Three Shot Missile Launcher +25	60"	Rapid Fire D6		-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	/ith thi	s weap	on.	
WARGEAR OPTIONS	This mod does so, i This mod This mod	el may replace it must replace el may take up el may replace	its 120 its Bea to two its Con	mm M im Sa Three nbat S	lach abers Shiel	ine Gu with a ot Miss	in with a E a Heat Ha ile Launc	wk (Power Rating Beam Rifle (Power wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Rati g -1). ng +1	each).		
	· •						bat Shiel invulneral	d : A model with a ble save.	comb	at shield	d has	
	Mobile S	uit (p. 1)				Turis	Combot	Shields +20 : A m	adal v	uith turin		
ABILITIES	Core Exp	olodes (p. 1)						s has a 4+ invulne				
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS	Titanic, V	itanic, Vehicle, Mobile Suit, Space, Ground, Character, Kacricon Cacooler										

POWER		EMMA RM				DAMAGE Some of this mod change as it suffe shown below:		mage, a	ıs				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Emma Sheen 170pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+		
Emma Sheen in a RMS-1 Machine Gun, a 360° Coc Only one model with Emn	kpit, Beam	Sabers, a Com	bat Sh	ield,		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	-							
Beam Rifle +45	36"	Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this											
Heat Hawk -20	Melee	Melee	+3	-3	6	-							
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast							
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 does so, i This mode	el may replace it t must replace i el may take up t	ts 120r ts Bea o two∃	mm N m Sa Three	lach bers Sho	ine Gu with a ot Miss	ın with a E a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Ratii g -1). ng +1	each).			
	360° Coc roll once p	kpit : This unit moer turn.	bat Shiel invulneral	d : A model with a ble save.	comba	at shield	d has						
	Mobile Suit (p. 1) Twin Combat Shields +20: A model with twin												
ABILITIES		lodes (p. 1)				comb	at shields	s has a 4+ invulne	rable s	save.			
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace, (Grou	ınd, Cł	naracter, E	Emma Sheen					

9 POWER		RM HIZA				CE		DAMAGE Some of this mo change as it suff shown below:				
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RMS-106 Ace 175pts	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-106 Hizack Ace is 360° Cockpit, Beam Sabe						lachine	Gun, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll of inflicts a mortal v				
Beam Sabers	Melee	Each time you roll a wo										
Heat Hawk -20	Melee	Melee	+3	-3	6	-						
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.	
WARGEAR OPTIONS	This mode does so, in This mode	el may replace i t must replace el may take up t	ts 120r its Bea to two	mm M ım Sa Three	lach bers Sho	ine Gur s with a ot Missil	n with a E Heat Ha le Launc	wk (Power Ratin Beam Rifle (Powe wk (Power Ratin hers (Power Rati hbat Shields (Pov	er Rati g -1). ing +1	each).		
	360° Coc roll once	kpit : This unit n per turn.	nay rer	oll a h	nit			d : A model with a ble save.	comb	at shield	d has	
ADU ITIFO	Mobile S							Shields +20: A n			ı	
ABILITIES		olodes (p. 1)				comba	at shields	s has a 4+ invulne	erable	save.		
FACTION KEYWORDS	•	JC, 0087, Titans										
KEYWORDS	Characte	aracter, Titanic, Vehicle, Mobile Suit, Space, Ground, Character										

9 POWER	M	JERIC RM ws bs s		10 w	6 A	SA	Sv	DAMAGE Some of this mode change as it suffer shown below: REMAINING W	ers dar M	mage, a			
Jerid Messa 180pts	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+		
Jerid Messa in a RMS-100 Machine Gun, a 360° Coo Only one unit with Jerid N	kpit, Beam	Sabers, a Con	ոbat Sh	ield,				4-6 1-3	9" 5"	4+ 5+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-							
Beam Rifle +45	36"	, ,											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this											
Heat Hawk -20	Melee	Melee	+3	-3	6	-							
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weapo	on.		
WARGEAR OPTIONS	This mode does so, i This mode	el may replace i t must replace el may take up t	ts 120r its Bea to two 1	nm N m Sa Three	Mach abers e Sho	ine Gu with a ot Missi	n with a E Heat Ha ile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Rating hbat Shields (Pow	r Ratii g -1). ng +1	each).			
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.										d has		
	Mobile Suit (p. 1)												
ABILITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace,	Grou	ınd, Ch	aracter, c	Jerid Messa					

POWER	100	RMS IZACK					VI	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-106CS 175pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	2+
A RMS-106CS Hizack Cu	stom is a s	single model equ	ipped	with	a 12	0mm N	/lachine	4-6	9"	5+	3+
Gun, a 360° Cockpit, Bea	m Sabers,	a Combat Shield	d, and	Titar	ic F	eet.		1-3	5"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Long Beam Rifle +115	84"	Heavy 3D3	9	-4	4	Rema phase Save weap weap time y	ained State. Subtract. Each timon, it also on may o	nly fire the Long B tionary in the precent 2 from any targe the you roll a Woun of inflicts a Mortal Wolly be fired 3 timest a target for this work Out, Sir rule.	eding et unit' d roll Vound s in a	movem s Invuln of 6+ wi l. This battle.	ent erable ith this Each
Three Shot Missile	<u> </u>	,		•	•	.9	200				
Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Titanic Feet Melee Make 3 hit rolls for each attack with this weapon. This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2) or a Long Beam Rifle (Power Rating +1). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take up to 2 Three Shot Missile Marchine Marchine Marchine Mean Rifle (Power Rating +1). This model may take up to 2 Three Shot Missile Marchine Marchine Marchine Mean Rifle (Power Rating +1). This model may take up to 2 Three Shot Missile Marchine Marchine Marchine Marchine Marchine Marchine Marchine Marchine Marchine Mar											
ADULTIFO	Twin Cor	s a 5+ invulnerat nbat Shields: A pat shields has a	mode			turn.	L. O.: 16 /	4) 0 F :	(4)	

ABILITIES

KEYWORDS

FACTION KEYWORDS

invulnerable save.

Titanic, Vehicle, Mobile Suit, Space, Ground

UC, 0087, Titans

Mobile Suit (p. 1), Core Explodes (p. 1)

11 POWER			MS- AR <i>A</i>					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-108 220pts	*	* *	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 Shield, T	Гitanic Fe	et, an	d Tw	in Linl	k 60mm	1-3	5"	6+	6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Machine Gun	36"	Heavy 5	5 8	-3	3	-	roll a wound roll o inflicts a mortal w						
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w					
Titanic Feet	Melee	Melee	Use	r - 2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4 4	0	2	Add	1 to all to	hit rolls against tar	gets tl	hat can	Fly.		
ABILITIES		hield: A mo a 5+ invuln it (p. 1)			bat	Cockpit: Explode	This unit may rero	ll a hit	roll on	ce per			
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground											

11 POWER	MA	\mathbf{R}			S [V		AN	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
RMS-108 Veteran 230pts	*	*	*	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	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	He	eavy 5	5	roll a wound roll of inflicts a mortal								
Beam Sabers	Melee	M	/lelee		+6	-3	6		_	roll a wound roll of inflicts a mortal			
Titanic Feet	Melee	Ν	/lelee		User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	e 4	4	0	2	Add 1	to all to	hit rolls against ta	irgets t	hat car	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+	invuln				Cockpit: Explode	This unit may rer s (p. 1)	oll a hi	t roll or	ice per		
FACTION KEYWORDS	UC, 0087	, Titan:	s										
KEYWORDS	Titanic, Ve	ehicle,	Mobil	le Su	it, Sp	ace,	Grou	ınd					

POWER		KAC CAC RN	OC					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	
Kacricon Cacooler 230pts	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	3+	
Kacricon Cacooler in a RN Cockpit, a Beam Machine	Gun, Bean	n Sabers, a Co	mbat S	Shield	, Tita	anic F	eet, and	4-6	9"	5+	4+	
Twin Link 60mm Vulcans. in your army.	Only one	unit with Kacri o	con Ca	cool	er m	ay be	included	1-3	5"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a wound roll c inflicts a mortal v				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	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	hit rolls against ta	gets t	hat can	Fly.	
ABILITIES	shield has	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) A model with a combat turn. Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace, (Grou	ınd, C	haracter, k	Kacricon Cacooler				

12 POWER	I	R MAR	MS- ASA			CE		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-108 Ace 235pts	*	* *	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, ⊺	Γitanic Fee	et, an	d Tw	in Linl	k 60mm	1-3	5"	5+	5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	5 8	-3	3		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against tar	gets tl	hat can	Fly.
ABILITIES		hield: A mo a 5+ invuln iit (p. 1)			bat	turn.	•	This unit may rero	ll a hit	roll one	ce per
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobil	e Suit, Sp	ace,	Grou	ınd, C	haracter				

12 POWER		JERI RI	D M			SA		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
Jerid Messa 240pts	*	* *	8 7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-108 Cockpit, a Beam Machine Twin Link 60mm Vulcans. army.	Gun, Bear	n Sabers, a (Combat S	hield	l, Tita	anic Fe		4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	1 0		<u> </u>	<u> </u>
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
ABILITIES		shield: A mo a 5+ invulne iit (p. 1)		••••	bat	turn.	Cockpit: Explode	This unit may rero	oll a hi	t roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	ınd, Ch	aracter, J	Jerid Messa			

11 POWER				MS BA				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 210pts	*	*	*	8 7		12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with	n a Be	am Rifle	e, B	ean	n Sal	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laun										1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE	S	4	AP	D	ABIL	ITIES				
Beam Rifle	36"	36" Heavy 3 8 -3 4 weapon, it								roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	lelee	+(ò	-3	6		_	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Ass	sault 1	6		-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	M	lelee	Us	er	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su Core Exp	٠.	,						bat Shiel invulnerat	d : A model with a ble save.	comba	at shield	d has
FACTION KEYWORDS	UC, 0087,	Titans	3							<u> </u>			
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Space, Ground											

11 power		S-117 β V	GA ETE				DY	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 Veteran 215pts	*	* *	8 7	12	2	8	3+	7-12+	12"	4+	3+
A RMS-117 Veteran is a s	-			m Ri	fle, E	Beam :	Sabers, a	4-6	9"	5+	4+
Combat Shield, two Gren	ade Launch	ners, and Tita	anic Feet.					1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		_	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)					ibat Shiel invulneral	d : A model with a ble save.	comb	at shiel	d has
FACTION KEYWORDS	UC, 0087,	, Titans									
KEYWORDS	Titanic, Ve	ehicle, Mobile	e Suit, Spa	ace,	Grou	ınd					

10 POWER			RI BA							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
Barzam 225pts	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a s	ingle mode	el equi	pped \	with a	a 360°	° Coc	kpit	a Bea	m Rifle,	4-6	9"	4+	4+
Beam Sabers, and Titanic	Feet.									1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	avy 2D	6	8	-2	1	Blast.					
Beam Rifle	36"	Не	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	/lelee		User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	a Cor	mbat :	Shiel	d (P	ower F	•	Power Rating -2).			
		/								d <mark>+20</mark>: A model wi nerable save.	th a co	ombat s	shield
	Mobile Su	ut (p.	1)					360°	Cocknit:	This unit may rero	ll a hit	roll on	ce ner
ABILITIES	Core Exp	lodes	(p. 1)					turn.	oonpit.	The differency fore			00 poi
FACTION KEYWORDS	UC, 0087	Titan	s										
KEYWORDS	Character	, Titan	ic, Vel	nicle,	Mobi	ile Su	ıit, S	pace,	Ground, J	lerid Messa, Gund	am		

11 POWER	RI	MS			/R		9R	DAMAGE Some of this mo change as it suf shown below:					
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R 220pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R	is a single ı	nodel	equip	ped	with a	360)° Co	ckpit,	a Beam	4-6	9"	5+	5+
Rifle, Beam Sabers, a Co	mbat Shield	l, Titar	nic Fe	et, a	and Tw	in Li	nk 60	mm'	Vulcans.	1-3	5"	6+	6+
WEAPON	RANGE	T'	YPE		S	AP	D	ABII	LITIES				
90mm Machine Gun -60	24"	Rapi	d Fire	4	6	0	1	-					
180mm Cannon -50	48"	He	avy 1		8	-3	2D6	-					
Bazooka -50	48"	Hea	vy 2D	6	8	-2	1	Blas	t.				
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	M	elee		+6	-3	6		•	roll a wound roll inflicts a mortal			
Titanic Feet	Melee	М	elee		User	-2	2	Mak	e 3 hit rolls	s for each attack	with 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	argets t	hat car	ı Fly.
WARGEAR OPTIONS	This mode Cannon (F	-	•							hine Gun (Powe l 2).	r Ratin	g -3), 1	80mm
	360° Cockpit : This unit may reroll a hit roll once per turn. Combat Shield : A model with a combat shield ha a 5+ invulnerable save.										d has		
ABILITIES	Mobile Su	i it (p. 1	1)					Cor	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	Titans	3										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

12 POWER		RM GM						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-179 Ace 230pts	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-179 Ace or RGM-1 a Beam Rifle, Beam Sabe Vulcans.		•						4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-						
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-						
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w				
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.	
WARGEAR OPTIONS		el may replace i Power Rating -						hine Gun (Power 2).	Ratino	y -3), 18	30mm	
	360° Cockpit : This unit may reroll a hit roll once per turn. Combat Shield : A model with a combat shield has a 5+ invulnerable save.										d has	
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0087,	JC, 0087, Titans										
KEYWORDS	Character	, Titanic, Vehicl	e, Mobi	le S	uit, S	pace,	Ground					

14 POWER		G		RMV VTA					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
RMV-1 280pts	*	*	*	7 7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single mode									4-6	7"	5+	5+
two 120mm Low Recoil Ca Smoke Launchers.	annons, Cr	ushing	Treac	is, two M	issile	Lau	ncher	s, and	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
80mm Anti-Personnel Machine Gun	12"	Pis	tol 12	5	0	1	-					
120mm Low Recoil Cannon	96"	Hea	ıvy D6	9	-3	2	This bear	•	nay target units no	t visib	le to th	е
Crushing Treads	Melee	М	elee	User	-2	2	Mak	e 2 hit rolls	s for each attack w	/ith thi	s weap	on.
Missile Launcher	72"	Hea	vy D6	8	-2	2	Blas	t.				
ABILITIES	Smoke La instead of Shooting p Smoke La Shooting p subtract 1 weapons	shooti chase, unche chase, from a	ng any this m rs; unt your c	weapon odel can il your ne opponent olls for ra	use in to use in the extoneral must inged	he its t	Mob the r in th turn unit Adva the r this	movement e same tu in which it makes a ra anced, tha nit roll as if unit only g er if at leas	Models in this unit phase and still shrn. This unit is eliqued Advanced. Each anged attack in a fit attack suffers the firing an Assault vain a bonus to its thalf of the model model gains Titan	oot argible to time a turn in e pena weapo save f	nd/or che shoot model which alty incured or being scured	iarge in a in this it irred to dels in g in from
FACTION KEYWORDS	UC, 0087,	Titans	;									

Titanic, Vehicle, Mobile Tank, Ground

Mouar Pharaoh 300pts * * 7 7 15 3 7 3+ 8-15+ 12" 4+ 3+ Mouar Pharaoh in a RX-110 Gabthley is a single model equipped with a 360° 4-7 9" 5+ 4+ Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one of this unit may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES 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. 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. 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. 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. 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. 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. 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. 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. 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound	15 POWER	₹		X-1	10				DAMAGE Some of this mod change as it suffe shown below:	ers daı	mage, a	as		
Mouar Pharaoh in a RX-110 Gabthley is a single model equipped with a 360° 4-7 9" 5+ 4+ Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. MEAPON RANGE TYPE S AP D ABILITIES Beam Cannon 36" Heavy 1 8 -3 6 weapon, it also inflicts a Mortal Wound. Beam Sabers Melee Melee +6 -3 6 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. 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. 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. 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. 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. 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. 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. 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. 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. 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 Mo	NAME	_		-				Sv	REMAINING W	M	WS	BS		
Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one of this unit may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES 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. 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. 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. 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. 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. 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. 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. 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. 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. 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. Each time you roll a Wound roll of 4 with this weapon. S60° Cockpit: This un	Mouar Pharaoh 300pts	*	* * 7	7	15	3	7	3+		12"	4+			
Beam Cannon 36" Heavy 1 8 -3 6 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. 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. 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. 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. 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. 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. 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. 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. 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. 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. 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 in seach time you roll a Wound roll of 6+ with pack.	Cockpit, two Beam Canr	nons, Beam S	abers, a Heav											
Beam Cannon 36" Heavy 1 8 -3 6 weapon, it also inflicts a Mortal Wound. Beam Sabers Melee Melee Melee 46 -3 6 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. 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. 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. 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. 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. 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. 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. 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. 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. 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Mobile Suit Mode: At the beginning of each of its Mobile Suit Mode. At the beginning of	WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES						
Beam Sabers Melee Mel	Beam Cannon	36"	Heavy 1	8	-3	6		•						
Heavy Beam Rifle 36" Assault 3 8 -3 4 weapon, it also inflicts a Mortal Wound. Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. 360° Cockpit: This unit may reroll a hit roll once per turn. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. ABILITIES Airborne: This model cannot charge, Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. ABILITIES Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit; Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)	Beam Sabers	Melee	Melee +6 -3 6 weapon, it also inflicts a Mortal Wound.											
Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. 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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode: When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. ABILITIES ABILITIES Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it to Hit. Your opponent must subtract 1 from hit rolls for	Heavy Beam Rifle	36"												
Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit; Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. ABILITIES Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit; Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack v	vith thi	s weap	on.		
characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit (p. 1); Core Explodes (p. 1)		and can on can Fly, an attacked in can Fly. Supersoni moves, firs then move Note that it initial pivot, of 15" each	Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Mobile Suit Mode: At the beginning of each of it Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hatto Hit, Airborne, Fly, Supersonic, and AIRCRAI Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in you Charge phase, even if it has not declared a charge that to Hit: Your opponent must subtract 1 from											
	ABILITIES FACTION KEYWORDS	characteris phase - do	tic by 15" unti not roll any d	I the en	d of t	he				les (p.	1)			

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

15 POWER			RX-1	10				DAMAGE Some of this mod change as it suffe shown below:	ers da	mage, a	ıs
NAME	M	WS BS	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Jerid Messa 310pts		* *	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 Bea	am Rifle, a					4-7 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	6			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V			
Heavy Beam Rifle	36"	Assault 3	3 8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee	Usei	r -2	2	Make	e 3 hit rolls	s for each attack w	vith thi	is weap	on.
ABILITIES	and can or can Fly, are attacked in can Fly. Superson moves, first then move Note that it initial pivot of 15" each Advances, characteris	This model nly be charged and can only in the Fight price. Each timest pivot it on the model to cannot pivot, and it mush turn. When increase it estic by 15" upor roll and to charged and to the protection of the charged and the charged an	ged by un attack or chase by the spot straight for ot again a st move a en this mo s Move until the el	its that be units to del up to privare after to minir odel	at that 90°, ds. he num	Mob Move Mobi to Hi Its M gains Char Hard rolls Shoo	ile Suit Mement pha le Suit Mo it, Airborr ovement (s Hit and l ge phase, I to Hit: Yo for attacks		ning o trans ormed ic , an omes y mov decla t subti	f each of form to , it loses d AIRC 12", and re 2D6" red a ch ract 1 fron the	of its a s Hard RAFT . d it in your large.
_	•	not roll any	y aice.			COIVI	iie Suit (p	. 1); Core Explod	es (p.	. 1)	
FACTION KEYWORDS KEYWORDS	UC, 0087,		o Suit C	-OTING	Sno	000 F	v Charast	tor Jorid Massa			
VE I MOKD9	manic, ve	micie, iviobil	e Suit, Gi	ound	, Spa	ice, Fl	y, Charac	ter, Jerid Messa			

13 POWER	DU	JN			. C			PE	R	DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Dunkel Cooper 260pts	*	*	*	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	ns, Beam S	abers	s, a He							4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	•	YPE		S	AP	D	ABIL	ITIES				
Beam Cannon	36"	He	avy 1		8	-3	4		-	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	М	lelee		+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.												
Entangle Mode	Melee	М	lelee		*	*	*			ul hit with this wea ose an attack in th	•		
Heat Mode	Melee	М	lelee		+6	-3	6		-	roll a wound roll o inflicts a mortal v			
Heavy Beam Rifle +80	36"	Ass	sault 3	,	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	М	lelee		User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	may	take a	а Не	avy B	eam	Rifle	(Powe	er Rating	+4).			
	Airborne: and can or can Fly, ar attacked in can Fly.	ily be id car	charg only	ed b attac	y unit ck or l	s tha	t	Mobile Suit Mode. When Transformed, it loses Hard					
	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					Charge phase, even if it has not declared a charge.							
ABILITIES	of 15" each Advances, characteris phase - do	increatic by	ase its 15" u	Mo ntil tl	ve he en		he	Shoot	ting phas	s that target this me. 1); Core Explo d			
FACTION KEYWORDS	UC, 0087,			3.00					Juit (P	/, - o i o Expiou	φ.	•,	
KEYWORDS	Titanic, Vel			e Su	it, Gro	ound,	Spa	ce, Ch	aracter				

E 40	Ţ	RAMS			Α	SA		DAMAGE			
▶ 24 12 POWER			X-1			S/4`		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
Ramsus Hasa 260pts	*	* *	7 7	15	4	7	3+	8-15+	12"	3+	4+
Ramsus Hasa in a RX-13 Cockpit, two Beam Canno one of these units may be	ns, Beam S	Sabers, a He						4-7 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			3
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V			3
Heat Rod	When attac	cking with the	e Heat R	od, cl	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	+6	-3	6		-	roll a wound roll o inflicts a mortal v			
Heavy Beam Rifle +80	36"	Assault 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			3
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS	This mode	l may take a	Heavy B	eam	Rifle	(Pow	er Rating	+4).			
	and can or can Fly , ar	This model only be charged and can only and the Fight ph	ed by unit attack or l	ts tha be	it	360° Cockpit: This unit may reroll a hit roll once per turn.Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a					
	can Fly .	i c : Each time	·			Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT Its Movement Characteristic becomes 12", and it					
	moves, firs	t pivot it on t the model s cannot pivo	he spot ι traight fo	up to rward	ds.						
ABULTIFO	initial pivot of 15" each Advances, characteris	, and it must n turn. Wher increase its itic by 15" un	move a in this mode Move till the en	minin del	num	rolls for attacks that target this model in the Shooting phase.					
ABILITIES		not roll any	aice.			Mobi	iie Suit (p	. 1); Core Explod	es (p.	1)	
FACTION KEYWORDS	UC, 0087,		0		0	0'					
KEYWORDS	ritanic, Ve	hicle, Mobile	Suit, Gro	ound,	, Spa	ice, Ch	naracter				

14 POWER	Ŋ	/AZA R	N G X-1			ŊE		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	
Yazan Gable 290pts	*	* *	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	ns, Beam S	Sabers, a Hea	ıt Rod, a					4-7 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	TIES					
Beam Cannon	36"	Heavy 1	8	-3	4			roll a Wound roll o inflicts a Mortal V			3	
Beam Sabers	Melee	Melee	+6	-3	6		_	roll a Wound roll o inflicts a Mortal V			3	
Heat Rod	When attac	cking with the	Heat R	od, cł	noos	e one	of the two	modes below.				
Entangle Mode	Melee	Melee	*	*	*			ul hit with this wea lose an attack in th	•			
Heat Mode	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Heavy Beam Rifle +80	36"	Assault 3	8	-3	4		_	roll a Wound roll o inflicts a Mortal V			3	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	l may take a l	Heavy B	eam	Rifle	(Powe	er Rating) +4).				
		This model ca				360° Cockpit : This unit may reroll a hit roll once per turn.						
	attacked in can Fly .	nd can only at the Fight pha	ase by u	nits t	hat	Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Fly , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it						
	moves, firs	i c : Each time it pivot it on the the model stite cannot pivot	ne spot ເ raight foi	ip to s rward	ls.							
	initial pivot of 15" each Advances, characteris	, and it must in turn. When increase its Its its by 15" unt	move a r this mod Move til the en	minim del	num	rolls f		our opponent mus s that target this m e.			om hit	
ABILITIES	phase - do	not roll any o	lice.			Mobil	e Suit (p	. 1); Core Explod	es (p.	1)		
FACTION KEYWORDS	UC, 0087,											
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound,	Spa	ice, Ch	aracter, \	Yazan Gable				

17 POWER			RID RX				SA		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
Jerid Messa 350pts	*	*	* 7	7	15	3	8	3+	8-15+	15"	3+	3+
Jerid Messa in a RX-160 Beam Sabers, two Mega Jerid Messa may be inclu		4-7 1-3	10" 6"	4+ 5+	4+ 5+							
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Mel	ee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heav	/y 1	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Mel	ee	User	-2	D23	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
	subtract 1	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may mov Charge phase, even if it has not 360° Cockpit: This unit may rero										arge.
ABILITIES	Mobile Su	it (p. 1)	Core I	Explod	les (p. 1)		-	This difficulty fore	ii a iii	. 1011 0110	oo poi
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, M	obile Sı	uit, Gro	ound	, Spa	ice, Fl	y, Charact	ter, Jerid Messa			

12 power		JER	ID N RX-			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 270pts	*	* *	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				and Tit	anic	Feet.	Only one	1-4	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2I	D6 8	-2	1	Blast	t.				
Beam Rifle	36"	Heavy	3 8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+(S -3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	Us	er -2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may repla el may take					azooka (P	Power Rating -2).			
	360° Cock roll once p	cpit : This u er turn.	nit may r	eroll a	hit	Combat Shield : A model with a combat shield has a 5+ invulnerable save.					
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Character,	Titanic, Ve	ehicle, Mo	bile S	Suit, S	Space,	Ground, c	Jerid Messa, Gund	lam		