AEUG ARMY LIST 0087

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

ABILITIES

The following abilities are common to several AEUG 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.



KATZ KOBAYASHI FXA-50D

NAME М WS T W A Ld BS Katz Kobayashi 100pts 15"-30" 6+ 6 5 2 7 4+ 4+ 6

Katz Kobayashi in a FXA-50D G Defenser Core is a single model equipped with a Beam Gun. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
	and can or can Fly , ar attacked in can Fly .	This model can ally be charged be not can only atta the Fight phase t: Your opponer	oy uni ck or e by u	ts that be units tl	t	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 15" until the end of the phase - do not roll any dice.
ABILITIES		from hit rolls for model in the Sh				Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0087,	AEUG				
KEYWORDS	Fly, Vehicle	e, Space, Chara	cter,	Defen	ser,	Aircraft

14 POWER		M GEI	S-14 LG(DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14A 285pts	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A Gelgoog is a s	inale mode	l equipped wit	th a Bear	m Rif	le. a	Comb	at	4-7	9"	4+	4+
Shield, Titanic Feet, and	-				,			1-3	5"	5+	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			3
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+6	-3	6	weap	oon, it also earer figh	roll a Wound roll on inflicts a Mortal Volts with this weapoock with this weapo	Vound n, it ca	l. Each	time
ABILITIES		Shield: Model ve a 5+ invuln			bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087	, AEUG									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Gro	ound.	, Spa	ace					

11 POWER			N	SA- VEN						DAMAGE Some of this n change as it s shown below:	uffers daı	mage, a	ıs
NAME	M		BS	S T	W	A	-	Ld	Sv	REMAINING		WS	BS
MSA-003 220pts	*	*	*	8 7	12	2	<u> </u>	7	3+	7-12+	12"	4+	4+
A MSA-003 Nemo is a sin Beam Sabers, a Combat S										4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PΕ	S	AP	D)	ABILI	TIES				
90mm Machine Gun -60	24"	Rapid	Fire	4 6	0	1		-					
100mm Machine Gun -50	24"	Rapid	Fire	6 6	-1	1		-					
120mm Machine Gun -45	30"	Assa	ult 12	2 6	-1	1		-					
180mm Cannon -50	48"	Hea	vy 1	8	-3	20)6	-					
Bazooka -50	48"	Heav	y 2D(6 8	-2	1		Blast.					
Beam Rifle	36"	Hea	ıvy 3	8	-3	4	ļ			roll a wound ro inflicts a morta			
Beam Sabers	Melee	Ме	elee	+6	S -3	6	6		•	roll a wound ro inflicts a morta			
Titanic Feet	Melee	Me	elee	Use	er -2	2	2	Make	3 hit rolls	s for each attac	k with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire	4 4	0	2	<u> </u>	Add 1	to all to	hit rolls against	t targets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm	Machin	e Gui	n (Pow e	er Rat	ing	-2	!), a 12	0mm Ma	chine Gun (Pov schine Gun (Pover Rating -2).	wer Rati		
	360° Cock per turn.	cpit : Ma	ay rer	oll a hit	roll or	nce				d : A model with ble save.	n a comb	at shield	d has
ABILITIES	Mobile Su	uit (p. 1))					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG											
KEYWORDS	Titanic, Ve	hicle, N	/lobile	Suit, S	Брасе,	Gro	oui	nd					

12 power	N			SA-C VE			RA	N	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS S	5 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Veteran 230pts	*	*	* 8	3 7	12	2	7	3+	7-12+	12"	4+	3+
A MSA-003 Nemo Veterar	n is a single	mode	l equip	oed with	a 30	60° C	ockpi	t, a Beam	4-6	9"	5+	4+
Rifle, Beam Sabers, a Cor	mbat Shield	d, Titan	ic Feet	, and Tw	in L	ink 60	، mmر	√ulcans.	1-3	5"	6+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
90mm Machine Gun -60	24"	Rapid	d Fire 4	6	0	1	-					
100mm Machine Gun -50	24"	Rapid	d Fire 6	6	-1	1	-					
120mm Machine Gun -45	30"	Assa	ault 12	6	-1	1	-					
180mm Cannon -50	48"	Hea	avy 1	8	-3	2D6	-					
Bazooka -50	48"	Heav	/y 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	Hea	avy 3	8	-3	4			roll a wound roll o			
Beam Sabers	Melee	M	elee	+6	-3	6		•	roll a wound roll o			
Titanic Feet	Melee	M	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets tl	nat can	Fly.
WARGEAR OPTIONS	a 100mm	Machir	ne Gun	(Power	Rat	ing -2	2), a 1	20mm Ma	chine Gun (Power schine Gun (Powe r ver Rating -2).		_ ,	
	360° Cocl per turn.	kpit: M	ay rerol	l a hit ro	ll on	ice		nbat Shiel invulneral	d : A model with a oble save.	comba	at shield	d has
ABILITIES	Mobile Su	ıit (p. 1)				Core	Explode	s (p. 1)			

UC, 0087, AEUG

Titanic, Vehicle, Mobile Suit, Space, Ground

FACTION KEYWORDS

POWER		MS NEMC				ER		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
MSA-003 Sniper 175pts	*	6+ * 8	*	12	2	7	3+	7-12+	12"	2+	7
A MSA-003 Nemo Sniper Sabers, a Combat Shield, Vulcans.	_							4-6 1-3	9" 5"	3+ 4+	6 5
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w		r this	
Sniper Rifle	72"	Heavy 2	8	-3	6	Station subtra	onary in th ract 1 from	rrying the Sniper F ne preceding Move n the hit roll. Each veapon, you can ig	ment l	Phase, ou sele	ect a
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith this	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.
	360° Cocl per turn.	kpit: May reroll	a hit ro	oll on	се	_	ibat Shiel invulneral	d : A model with a cole save.	comba	t shield	l has
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace, (Grou	ınd					

13 POWER		MS NEM				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
MSA-003 Ace 235pts	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+
A MSA-003 Nemo Ace is a Rifle, Beam Sabers, a Cor								4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	ΑP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
100mm Machine Gun -50	24"	Rapid Fire 6	6	-1	1	-					
120mm Machine Gun -45	30"	Assault 12	6	-1	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast					
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	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm		ower	Rati	ing -2	2), a 12	20mm Ma	chine Gun (Power chine Gun (Powe ver Rating -2).			
	360° Cocl per turn.	kpit : May reroll	a hit ro	ll on	ce		bat Shiel invulneral	d : A model with a ole save.	comba	at shield	l has
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ice,	Grou	nd, Ch	naracter				

13 POWER	R	ECCO MS				ND.	D	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
Reccoa Londe 270pts	*	* * 7	7	15	3	7	4+	8-15+	12-24"		3+
Reccoa Londe in a MSA-(Cockpit, two Beam Guns, Reccoa Londe may be in included in your army.	Beam Sabe	ers, and Titanio	Feet.	Only	one	unit v	vith	4-7 1-3	12-18"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4	weap	oon, it also	roll a Wound roll inflicts a Mortal	Wound.		
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll of inflicts a mortal		this	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack	with this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	argets the	at can	Fly.
	360° Cock per turn.	xpit : May reroll	a hit ro	oll one	ce			our opponent must this model in the			
	the game a each Move it is transfo Its Movem 12", and it	it Mode: At the and before this ement phase, y ormed into Mode ent characteris loses Superso ard to Hit.	unit m ou car oile Sui stic bec	oves decl t Mod omes	in are le.	it on how forwa initia move	the spot u far it has r ards. Note I pivot. W ement cha	Each time this mon up to 90° (this does noved), then mon that it cannot pix hen this model actracteristic by 15° roll a dice.	es not co ve the mo ot again dvances	ntribut odel st after t , increa	te to traight the ase its
ABILITIES	Mobile Su	odes (p. 1)				char	ged by uni	model cannot ch ts that can Fly , a the Fight phase t	nd can c	only at	tack or
FACTION KEYWORDS	UC, 0087,					DC 01	Lacked III	alo i ignit pilase t	zy driito t	inat oa	y .
KEYWORDS			e. Mob	ile Sı	uit. S	Space	Ground F	Reccoa Londe, M	ethuss		
	31.4.40.01,	a, voilloi	,	50	, -	, , , , , , , , , , , , , , , , , , ,	J. 5 3114, 1				

13 POWER			X Y						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
Fa Yuiri 260pts	*	* *	7	7	15	2	7	4+	8-15+	12-24"	4+	3+
Fa Yuiri in a MSA-005 Me two Beam Guns, Beam Sa be included in your army.	abers, and	Titanic Feet	t. Only	y one	e unit	with	Fa Yı	u iri may	4-7	12-18"	5+	4+
army.	Offiny Office d	init with inc	muss	may	DC 11	iioia	200 III	your	1-3	12"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Gun	24"	Pistol 2D	3	8	-3	4			roll a Wound roll inflicts a Mortal		th this	
Beam Sabers	Melee	Melee		+6	-3	6		•	roll a wound roll of inflicts a mortal v		this	
Titanic Feet	Melee	Melee	ι	Jser	-2	2	Make	3 hit rolls	for each attack	with this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4	4	0	2	Add	1 to all to I	nit rolls against ta	argets tha	at can	Fly.
	360° Cock per turn.	κ pit : May re	roll a l	hit ro	oll one	ce			our opponent must this model in the			
	the game a each Move it is transfo Its Movem 12", and it	it Mode: A and before ement phas ormed into I ent charact loses Supe ard to Hit.	this ur e, you Mobile eristic	nit me can Suit bec	oves declar Mod omes	in are le.	it on how to forward initial move	the spot u far it has r ards. Note pivot. Wl ement cha	each time this mo p to 90° (this doe noved), then mov that it cannot piv hen this model ac racteristic by 15" roll a dice.	es not co ve the mo ot again dvances	ntribut odel st after t increa	e to raight he ase its
	Mobile Su	i t (p. 1)							model cannot ch ts that can Fly , a			
ABILITIES		odes (p. 1))				be at	tacked in	the Fight phase b	y units t	hat ca	n Fly .
FACTION KEYWORDS	UC, 0087,											
KEYWORDS	Character,	Titanic, Ve	hicle,	Mob	ile Sι	uit, S	pace,	Ground, F	a Yuiri, Methuss			

16	Q U.	ATTR	O I	3A	J		NA	DAMAGE			
POWER		MSI						Some of this mod change as it suffer shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quattro Bajeena 340pts	*	* * 8	3 7	18	5	9	3+	10-18+	15"	2+	2+
Quattro Bajeena in a MSN 360° Cockpit, a Heavy Be with Quattro Bajeena ma Shiki may be taken for yo	eam Rifle, B ny be taken our army. T	eam Sabers, a for your army.	and Tita Only o	nic F	eet. nit w	Only o	ne unit ku	5-9	10"	3+	3+
a unit with Char Aznable					_			1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI					
Bazooka -55	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V			
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll of inflicts a Mortal V			
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	el may replace	its Hea	vy Be	eam	Rifle w	ith a Baz	ooka (Power Rati	ng -3)		
		un: This unit n arge phase, e a charge.					-	May reroll a hit ro		•	
ABILITIES	subtract 1	it: Your oppon from hit rolls f model in the S	or attac	ks tha		save	against B	eating This unit has seam and Laser sl o. 1); Core Explod	nooting	g attack	
PSYKER	Newtype: psychic poin each en	This model is ower in each fr emy psychic p g. Note - New	consideriendly pohase.	ered a sych It ma	a psy ic ph y use	yker. T nase, an e any p	his mode nd can at ower fror	tel can attempt to me tempt to deny a sign the Newtype Disposor of the damage of the tempt to me the tempt to me the tempt to me tempt to	nanifes ingle p scipline	t a sing sychic when	power
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve Newtype,		Suit, Gro	ound,	, Spa	ace, Ch	aracter, (Quattro Bajeena, I	Hyaku	Shiki,	

KAMILLE BIDAN DAMAGE Some of this model's characteristics **MSZ-006** change as it suffers damage, as **POWER** shown below: **REMAINING W NAME** М WS BS Ld Sv М WS Kamille Bidan 645pts 8 18 5 9 2+ 10-18+ 15-30" 2+ Kamille Bidan in a MSZ-006 Zeta Gundam is a single model equipped with a 360° Cockpit, two Beam Guns, a Combat Shield, a Grenade Launcher, a Heavy Beam 5-9 15-21" Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kamille Bidan may be included in your army. Only one unit with **Zeta** may be included in your army. 1-4 15" 4+ **WEAPON RANGE TYPE** AP D **ABILITIES** Each time you roll a Wound roll of 6+ with this Beam Gun 24" Pistol 2D3 8 -3 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this Beam Sabers -3 weapon, it also inflicts a Mortal Wound. Melee Melee +6 Grenade Launcher 30" Assault 1 6 -1 This weapon may only be fired once per battle. Each time you roll a Wound roll of 6+ with this 36" Assault 3 -3 4 weapon, it also inflicts a Mortal Wound. Heavy Beam Rifle A model can only fire the Hyper Mega Launcher 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 three times Hyper Mega Launcher 72" Heavy 3D3 in a battle. This is a Beam weapon. +120 9 When the Hyper Mega Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Flv. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is --- Ancillary Targets 72" Heavy 1 -4 a Beam weapon. Titanic Feet Melee Melee User -2 Make 3 hit rolls for each attack with this weapon. 12" Twin Link 60mm Vulcans Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets that can Fly. This model may take a Grenade Magazine (**Power Rating +1**). This model may replace its Heavy Beam Rifle with a Hyper Mega Launcher (Power Rating WARGEAR OPTIONS

Continued next page

BS

2+

3+

4+

	Grenade Magazine +15: A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle. 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.							
	Biosensor: A model equipped with a biosensor may reroll a save die 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 can Fly .							
ABILITIES	Combat Shield A model with a Combat Shield gains a 5+ Invulnerable save. 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)	Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 15", its two Beam Guns are replaced by Beam Sabers, and it loses Supersonic, Airborne, and Hard to Hit.							
PSYKER	Powerful Newtype This model is consider to two psychic powers in each friendly psychic powers in each enemy psychic pholiscipline when manifesting. This unit materials	bile Suit (p. 1), Core Explodes (p. 1) werful Newtype This model is considered a psyker. This model can attempt to manifest up two psychic powers in each friendly psychic phase, and can attempt to deny up to two ychic powers in each enemy psychic phase. It may use any power from the Newtype scipline when manifesting. This unit may reroll a die when attempting to manifest or deny ychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes and the part demands of the Warp apply.							
FACTION KEYWORDS	UC, 0087, AEUG								
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kamille Bidan, Newtype, Powerful Newtype, Psyker, Zeta, Gundam								

13 POWER		RO GM C	GC-			III		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	5 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGC-83 255pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-83 GM Cannon II two Beam Cannons, Bean and Twin Link 60mm Vulc	n Sabers, (4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI"	TIEQ	1-5	<u> </u>	01	0.
120mm Machine Gun	30"	Assault 12	6	-1	1	ADILI	IILO				
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			
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 hit	rolls against targe	ts tha	t can F l	ly.
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A modern Armor increasestic by 6, while stic is reduced may be ejected in characteristic by wounds lost Chobham Armore.	es their M their M by 3. I d at any cs to th t are firs	· Wou love The y time e prir	e, nted	Shield Mobile		,		th a Co	mbat
FACTION KEYWORDS	UC, 0087,		••			30.01	p.o.do	(F. 1)			
KEYWORDS		hicle, Mobile S	Suit, Sp	ace.	Grou	ınd					

POWER			RO M					M		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
RGM-79N 185pts	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N GM Custom	is a single	model	equip	ped	with a	120	mm l	Иасhіі	ne Gun,	4-7	10"	5+	4+
Beam Sabers, Titanic Fee				•						1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 1	2	6	-1	1	-					
Bazooka -5	48"	Hea	ıvy 2D	6	8	-2	1	Blast					
Beam Rifle +45	36"	Не	eavy 3	,	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	1elee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	1elee		User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	id Fire	4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	ly.
WARGEAR OPTIONS	This mode	•	repla	ce its	s 120r	nm M	1 achi	ne Gu	ın with a E	Bazooka or a Bear	n Rifle	(Powe	er
ABILITIES	Combat S shield has						bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087	, AEU	3	-									
KEYWORDS	Titanic, Ve	ehicle,	Mobil	e Su	it, Spa	ace, (Grou	nd					

10 POWER	G	RG: M CUS				AC	CE	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
RGM-79N Ace 195pts	*	* * 8	7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom	Ace is a sir	ngle model equ	ipped v	vith a	120	mm M	lachine	4-7	10"	4+	4+
Gun, Beam Sabers, Titani								1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blas	t.				
Beam Rifle +45	36"	Heavy 3	8	-3	4		,	roll a wound roll o inflicts a mortal w		r this	
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w		r this	
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 hit	rolls against targe	ts that	can Fl	y.
WARGEAR OPTIONS	This mode Rating +2	• •	its 120r	mm N	/lach	ine Gı	un with a E	Bazooka or a Bear	n Rifle	(Powe	er
ABILITIES		shield : A mode a 5+ invulnera			bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087,	AEUG									

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

15 POWER	R			99/M CK E				99	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
Rick Dias 300pts	*	*	*	7 8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias is a	single	model	equipped	l with	n a 3	60° C	ockpit,	4-7	10"	4+	4+
two Beam Guns, Beam S		_						, ,	1-3	6"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABII	LITIES				
Bazooka +25	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Gun	24"	Pist	ol 2D3	8	-3	4		_	roll a Wound roll o o inflicts a Mortal V			;
Beam Sabers	Melee	M	lelee	+6	-3	6			roll a Wound roll o o inflicts a Mortal V			•
Titanic Feet	Melee	M	lelee	User	-2	2	Mak	e 3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit r	nay tal	ke a Ba	azooka (P	owe	r Ra	ting +	+1).				
									This unit may move , even if it has not			
ABILITIES	Core Exp	lodes	(p. 1)				360°	Cockpit:	May reroll a hit rol	ll once	per tu	rn.
FACTION KEYWORDS	UC, 0087	C, 0087, AEUG										

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

16 POWER	D	MS-09 RICK						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
Rick Dias Ace 310pts	*	* *	7 8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias Ace	is a single mo	odel equi	innec	d with	n a 360)°	4-7	10"	4+	4+
Cockpit, two Beam Guns,				ррос		. 4 000	•	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Gun	24"	Pistol 2D3	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			;
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit n	nay take a Ba	zooka (F	owe	er Ra	ting +	1).				
	Mobile Su	uit (p. 1)						This unit may mov , even if it has not			
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per tu	rn.
FACTION KEYWORDS	UC, 0087,	UC, 0087, AEUG									

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

17 QUATTRO BAJEENA Some of this model's characteristics

change as it suffers damage, as

POWER	R	MS-(199/	MS	SA	-09	99	change as it suffe shown below:	ers dar	nage, a	1S
NAME	М	WS BS	ST	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quattro Bajeena 330pts	*	* *	7 8	15	5	9	3+	8-15+	15"	2+	2+
Quattro Bajeena in a RMS a 360° Cockpit, two Beam with Quattro Bajeena ma	Guns, Be y be includ	am Sabers led in your	, and Tita	nic Fe	et. C	nly or	e model	4-7	10"	3+	3+
an army that has a unit wi	RANGE	znable. TYPE	: S	AP	D	ΔRII	ITIES	1-3	6"	4+	4+
Bazooka +25	48"	Heavy 2			1	Blas					
Beam Gun	24"	Pistol 2l			4	Each	time you	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	e +6	6 -3	6		•	roll a Wound roll o inflicts a Mortal V			i
Titanic Feet	Melee	Melee	e Us	er -2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit i	may take a	Bazooka	(Pow	er Ra	ting +	· 1).				
PSYKER	psychic p in each e	ower in ead nemy psych ng. Note - l	ch friendly nic phase	psycl	nic ph ay us	nase, a e any	and can at power fror	I can attempt to m tempt to deny a si n the Newtype Dis o not damage othe	ngle p cipline	sychic when	power
	Mobile S	uit (p. 1)						This unit may move even if it has not		-	
ABILITIES	Core Exp	olodes (p. 1	1)			360°	Cockpit:	May reroll a hit rol	ll once	per tu	rn.
FACTION KEYWORDS	UC, 0087	, AEUG									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Newtype, Psyker, Quattro Bajeena										

11 POWER		MS			/R		M	-79	PR	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-179/RGM-79R 220pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R	is a single i	model	equip	ped '	with a	360)° Co	ckpit,	a Beam	4-6	9"	5+	5+
Rifle, Beam Sabers, a Co	mbat Shield	d, Titar	nic Fe	et, a	nd Tw	in Li	nk 60	۱ 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	36"	He	avy 3	3	8	-3	4		•	roll a wound roll o inflicts a mortal			
Beam Sabers	Melee	М	lelee		+6	-3	6			roll a wound roll o inflicts a mortal			
Titanic Feet	Melee	М	lelee		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 can	Fly.
WARGEAR OPTIONS	This mode Cannon (F	-	•							chine Gun (Powe i - 2).	Ratin	g -3), 1	80mm
	Mobile Su	Mobile Suit (p. 1) 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 ro	oll once	e per tu	rn.
FACTION KEYWORDS	UC, 0087,	AEUG	3										
KEYWORDS	Titanic, Ve	anic, Vehicle, Mobile Suit, Space, Ground											

12 power	RI	MS-17 GM	/9/R				PR	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 235pts	*	* *	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	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 v			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	2	Mak	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.
WARGEAR OPTIONS		el may replac Power Rating						hine Gun (Power 2).	Rating	g -3), 1	80mm
	Mobile Suit (p. 1) Combat Shield: A model with a combat shield is a 5+ invulnerable save.									d has	
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per tu	rn.
FACTION KEYWORDS	UC, 0087,	AEUG		-							
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground									

15 POWER		AN		LE X-1			A	N	DAMAGE Some of this mo- change as it suff shown below:			
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kamille Bidan 305pts	*	*	*	8 7	18	4	9	3+	10-18+	12"	2+	3+
Kamille Bidan in a RX-176 Cockpit, a Beam Rifle, Be unit with Kamille Bidan n	am Sabers	, a Coı	mbat Šł	nield, and					5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll on inflicts a mortal w			
Beam Sabers	Melee	М	elee	+6	-3	6			roll a wound roll on inflicts a mortal v			
Titanic Feet	Melee	М	elee	User	-2	2	Mak	e 3 hit roll	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapi	d Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This mode								Power Rating -2).			
PSYKER	to two psy psychic po Discipline psychic po	chic po wers i when wers;	owers in n each manifes this is c	n each fr enemy p sting. Th done bef	iendl sych is un ore d	y psy nic pl nit ma leter	ychic nase. ay rero mining	phase, an It may us oll a die w g if Perils o	This model can att d can attempt to contended and power from the attempting to the the Warp apply. The Perils of the Ware	the Ne the Ne manife Note	to two ewtype est or de	eny
	Mobile Su	uit (p. 1	1)					ibat Shiel invulnera	d: A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG	}									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Kamille Bidan, Gundam, Newtype, Powerful Newtype, Psyker, RX-178, Defenser											

13 POWER		EN		IA S			EN	Ī	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
Emma Sheen 270pts	*	*	*	8 7	18	3	9	3+	10-18+	12"	3+	3+
Emma Sheen in a RX-178				_					5-9	9"	4+	4+
Cockpit, a Beam Rifle, Be unit with Emma Sheen m					and II	tanic	Feet.	. Only one	1-4	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AF	D	AB	ILITIES				
Bazooka -50	48"	Hea	vy 2D	6 8	-2	1	Bla	st.				
Beam Rifle	36"	He	avy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	M	lelee	+6	i -3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	lelee	Us	er -2	2	Ma	ke 3 hit rolls	s for each attack v	vith this	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapi	d Fire	4 4	0	2	Add	d 1 to all to	hit rolls against ta	rgets tl	hat can	Fly.
WARGEAR OPTIONS	This mode	-	•					•	Power Rating -2).			
	Mobile Su	uit (p.	1)					mbat Shiel + invulnera	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)				360	° Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0087	AEUC	3									
KEYWORDS	Character Defenser	naracter, Titanic, Vehicle, Mobile Suit, Space, Ground, Emma Sheen, Gundam, RX-178, efenser								3,		

2

FLYING ARMOR / DODAI KAI

This must be taken as an	option for a Mobile Suit unit. A unit may o	only have one Extra Equipment option. 30pts
ABILITIES	Flying Armor A model equipped with a Flying Armor gains +3" to its Speed Characteristic.	Hard to Hit : Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase.
FACTION KEYWORDS	UC, 0087, AEUG	
KEYWORDS	Extra Equipment, Ground	
GRANTED KEYWORDS	Fly	

14

POWER **G**

G-DEFENSER PARTS

This model is equipped with a Long Beam Rifle and two Missile Launchers. This model must be taken as an option for a unit with the **Defenser** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

235pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
ABILITIES	the G Defe Speed Cha model has Toughness Wounds (v Defenser F Armor, the ejected at to their print Hard to subtract 1 target the Shooting p has Hard to subtract 2	enser A model edenser Parts gains aracteristic (Max Supersonic), + s, +1 to its armore vounds are lost in Parts first). Like G-Defenser parany time, returninted numbers. Hit: Your opponder from hit rolls for model this is equiphase. If the moto Hit, the opport from hit rolls that he Shooting pha	s +6" Spe 1 to save from Chol ts ma ing al ent m attac uippe del a nent i t targ	to its ed if the to its es, and the Goham eay be less that the doto in the total to its eady must	he d +3 es	Long Shot If the unit that these parts are equipped to has Supersonic, then the Long Beam Rifle may be fired only if the unit moved its minimum speed. Parts Transfer If two models with the Defenser keyword are within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model to the other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts. If the Parts have taken 3 Wounds or have been ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Core has the G-Defenser Parts equipped, a unit with RX-178 and Defenser may Embark, or start the game Embarked. Instead of Disembarking, the RX-178 unit may instead Transfer the parts to itself and the FXA-50D G Defenser Core would then Disembark.
FACTION KEYWORDS	UC, 0087,	<u> </u>				
KEYWORDS	Extra Equi	pment, Space				
GRANTED KEYWORDS	Fly					

17

MEGA BAZOOKA LAUNCHER

This model is equipped with a Heavy Beam Launcher. This model must be taken as an option for a unit with the **Hyaku Shiki** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

330pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	The Heavy Beam Launcher may only be fired after 4 CHARGE THE LASER Actions are taken to charge it up. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the Fly keyword. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
ABILITIES	the Mega E transform t the beginni phases. W model can gains Fly a Characteris Mega Baze equipped v Launcher r	ation: A unit of Bazooka Laundo or from a Cang of any of y /hen in the Canot fire any we and its Movem stic is increased booka Launchovith the Meganay eject it at all values to the	cher marrier Mour Mc rrier Me eapons ent ed by 6 er A me Bazool any tim	ay lode a oveme ode, t , but i ". odel ka ne,	at ent the	CHARGE THE LASER (Action): One Mobile Suit unit equipped with a Mega Bazooka Launcher can start to perform this action at the end of your Movement phase if it Remained Stationary in the preceding Movement phase. This action is completed at the end of your turn. Charginging Assistance: A single friendly Mobile Suit unit may also take up to two CHARGE THE LASER Actions.
FACTION KEYWORDS	UC, 0087,	AEUG				
KEYWORDS	Extra Equip	oment, Space				