

PRINCIPALITY OF ZEON ARMY FORCES LIST

This section contains all the datasheets that you will need in order to fight battles with your Principality of Zeon (Zeon) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Zeon units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC**, **Zeon**, **0079**, **Ground**, **Aquatic**, and **Space**. **UC** defines the particular universe of Gundam that these suits fall into, **Zeon** as the Principality of Zeon, and **0079** as the year the unit was deployed. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Zeon 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.

Escape Vehicle - <Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

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.

Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

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

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

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.



DFA-03 DOPP



HT-01B-TOP

MAGELLA TOP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
HT-01B-Top	15"-30"	6+	4+	5	5	4	2	7	3+

This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (**Power Rating +3**) or an additional two HT-01B-Top (**Power Rating +6**). Each model is equipped with a 175mm Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
175mm Cannon	48"	Heavy 1	8	-3	2D3 -	

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**.

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

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.

Vehicle Squadron (p. 1)
Core Explosion (p. 1)

ABILITIES	
FACTION KEYWORDS	UC, 0079, Zeon
KEYWORDS	Fly, Vehicle, HT-01B-Top, Ground



NAME	M	WS	BS	S	T	W	A	Ld	Sv
HT-01B	8"	6+	4+	5	6	6	2	7	3+
This unit contains a single HT-01B model. It may include an additional single HT-01B (Power Rating +5) or an additional two HT-01B (Power Rating +10). Each model is equipped with a 175mm Cannon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
35mm Hand Cannon	30"	Pistol 6		5	0	1	-		
175mm Cannon	48"	Heavy 1		8	-3	2D3	-		
ABILITIES	Escape Vehicle - HT-01B-Top (p. 1)						Vehicle Squadron (p. 1) Core Explosion (p. 1)		
FACTION KEYWORDS	UC, 0079, Zeon								
KEYWORDS	Vehicle, Ground								



MS-05B
ZAKU I

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-05B	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka.												
	This model may take a Combat Shield (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

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POWER

MS-05L ZAKU SNIPER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	T
MS-05L	*	6+	*	7	*	12	1	8	3+	7-12+	12"	2+	6
A MS-05L is a single model equipped with a Long Beam Rifle, a Heat Hawk, and Titanic Feet.										4-6	9"	3+	5
										1-3	5"	4+	4
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. This weapon may target a Character , even if it is not the closest unit.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Supplemental Generator: After firing the Long Beam Rifle, if any hit rolls were 1, roll a D6. On a 6, the Supplemental Generator explodes, causing D3 Mortal wounds to every unit within 6". The Long Beam Rifle can no longer fire if the Supplemental Generator explodes.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

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POWER

MS-06F/MS-06J ZAKU II ACE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J Ace	*	*	*	7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06F Ace or MS-06J Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06FZ	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06FZ is a single model equipped with a Combat Shield, Frag Grenades, a Heat Hawk, a MMP-70C, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Frag Grenades	12"	Grenade 1		6	-1	D3	-						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its MMP-70C with a 120mm Machine Gun.												
	This model may replace it's Frag Grenades with Smoke Grenades.												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						
	Mobile Suit (p. 1)												
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



MS-06K ZAKU CANNON

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06K	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06K is a single model equipped with a 175mm Cannon, a Combat Shield, Smoke Grenades, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
75mm Gatling Cannon	30"	Assault 2D6		7	-1	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<div>This model may replace it's 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 4 Three Shot Missile Launchers (Power Rating +1 each). This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). This model may take a Heat Hawk (Power Rating +1).</div>													
WARGEAR OPTIONS													
<div>Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)</div> <div>Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div>													
ABILITIES													
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06R1-A	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space												

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POWER

GAIA
MS-06R1-A

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Gaia	*	*	*	7	7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one model with Gaia may be included in your army.										4-6	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gaia, Space												

POWER

JOHNNY RIDDEN
MS-06R2

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Johnny Ridden	*	*	*	7	8	12	3	8	3+	7-12+	12"	3+	2+
Johnny Ridden in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one model of this type may be included in your army.										4-6	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space												

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POWER

CHAR AZNABLE
MS-06S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable	*	*	*	7	7	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in the MS-06S Zaku II Commander Type is a single model equipped with a 120mm Machine Gun, Cracker Grenades, a Heat Hawk, Titanic Feet, and a Combat Shield. Only one model with Char Aznable may be included in your army.										4-7	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
175mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka.												
ABILITIES	Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Core Explodes (p. 1)						
PSYKER	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.												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground												

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POWER

MS-07B GOUF

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-07B	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-07B is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
35mm Hand Cannon	30"		Pistol 6		5	0	1	-					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Heat Rod	Melee		Melee		+1	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.					
Heat Saber	Melee		Melee		+2	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

POWER

RAMBA RAL
MS-07B

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Ramba Ral	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07B Gouf is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Heat Rod	Melee	Melee		+1	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

POWER

LOU ROHER
MS-07B-3

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Lou Roher	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Lou Roher in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon	30"	Assault 2D6		7	-1	1	-						
Heat Rod	Melee	Melee		+1	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 75mm Gatling Cannon (Power Rating +3).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

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POWER

MANNING
MS-07B-3

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Manning	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
Manning in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon	30"	Assault 2D6		7	-1	1	-						
Heat Rod	Melee	Melee		+1	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber	Melee	Melee		+2	-2	D63	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 75mm Gatling Cannon (Power Rating +2).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

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POWER

NORRIS PACKARD
MS-07B-3

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Norris Packard	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Norris Packard in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this model may be included in your army.										4-6	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon	30"	Assault 2D6		7	-1	1	-						
Heat Rod	Melee	Melee		+1	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 75mm Gatling Cannon (Power Rating +2).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES	Mobile Suit (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

8
POWER

MS-07H-8
GOUF FLIGHT TYPE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-07H-8	*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A MS-07H-8 is a single model equipped with a 35mm Hand Cannon, a Combat Shield, Heat Saber, and Titanic Feet.										4-6	11"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon	30"	Assault 2D6		7	-1	1	-						
Heat Saber	Melee	Melee		+2	-2	D6	-						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 75mm Gatling Cannon (Power Rating +3).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Ground												

8
POWER

MS-08TX
EFREET

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-08TX	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-08TX is a single model equipped with a Heat Saber, a Shotgun, Smoke Launchers, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
35mm Hand Cannon	30"		Pistol 6		5	0	1	-					
Shotgun	When attacking with this weapon, choose one of the profiles below												
----Solid Slug	30"		Assault 1		7	-2	D6	-					
----Scatter Shot	24"		Assault D3		6	-1	D3	-					
Heat Saber	Melee		Melee		+2	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a 35mm Hand Cannon (Power Rating +1).												
ABILITIES	<div><div>Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge).</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div> <div>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div>												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												



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POWER

NIMBUS SCHTERZEN

MS-08TX (EXAM)

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Nimbus Schterzen	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Nimbus Schterzen in a MS-08TX (EXAM) Efreet Custom is a single model equipped with four Grenade Launchers, two Heat Sabers, Titanic Feet, and two Three Shot Missile Launchers. You may only have one model with Nimbus Schterzen in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.					
Heat Saber	Melee		Melee		+2	-2	D6	-					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	D3	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Mobile Suit (p. 1)													
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).												
	Core Explodes (p. 1)												
PSYKER	Exam System:: A model with the EXAM system 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, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Nimbus Schterzen, Psyker, Newtype, Ground												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
360mm Giant Bazooka	84"	Heavy D6		9	-3	D2							
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Diffuse Beam Gun	12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2).												
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



MS-09/MS-09R
VETERAN

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R Veteran	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09/MS-09R Veteran is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
360mm Giant Bazooka	84"	Heavy D6		9	-3	D2							
Bazooka	48"	Heavy 2D3		8	-2	1							
Diffuse Beam Gun	12"	Grenade 1		*	*	*	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Heat Saber	Melee	Melee		+2	-2	D6	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2).												
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												

8
POWER

GAIA MS-09/MS-09R

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Gaia	*	*	*	8	8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom or MS-09R Rick Dom is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. Only one model with Gaia may be included in your army.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
360mm Giant Bazooka	84"	Heavy D6		9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Diffuse Beam Gun	12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2).												
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space												



MS-09R-2
RICK DOM II

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-09R-2	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R-2 is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	5+	5+
										1-3	6"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
360mm Giant Bazooka	84"	Heavy D6		9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Diffuse Beam Gun	12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber	Melee	Melee		+2	-2	D6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C	30"	Assault 6		7	-1	1	-						
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Bazooka with a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2).												
	This model may take two Sturm Fausts (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14A	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



MS-14B GELGOOG HIGH MOBILITY

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14B	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14B is a single model equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												

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POWER

SHIN MATSUNAGA

MS-14B

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Shin Matsunaga	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	2+
Shin Matsunaga in a MS-14B Gelgoog High Mobility Type is a single model equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber. Only one model of this type may be included in your army.										4-7	9"	4+	3+
										1-3	5"	5+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Saber	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space												

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POWER

MS-14C GELGOOG CANNON

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14C	*	*	*	8	8	15	2	7	3+	8-15+	12"	4+	3+
A MS-14C is a single model equipped with a Beam Rifle, a Beam Cannon, Titanic Feet, and a Twin Beam Saber.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
360mm Giant Bazooka	84"	Heavy D6		9	-3	D2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
WARGEAR OPTIONS	This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model replace its Beam Rifle with a Bazooka (Power Rating -2) or a 360mm Giant Bazooka (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												

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POWER

MS-14Jg GELGOOG JÄGER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14Jg	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14Jg is a single model equipped with a Beam Machine Gun, Beam Sabers, Two Beam Spot Guns, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Spot Gun	12"	Pistol 3		8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						Mobile Suit (p. 1)						
							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



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POWER

MS-14S GELGOOG COMMAND

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14S	*	*	*	8	8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14S is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space												



POWER

CHAR AZNABLE
MS-14S

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable	*	*	*	8	8	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in a MS-14S Gelgoog Command is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber. Only one model with Char Aznable may be included in your army.										4-7	9"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Saber	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)					
	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.												
PSYKER	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.												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Space												

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POWER

M'QUVE YMS-15

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A
M'Quve	*	*	3	8	7	12	*	8	3+	7-12+	12"	2+	4
M'Quve in a YMS-15 Gyan is a single model equipped with a Beam Anti Ship Sword, a Gyan Shield, and Titanic Feet. Only one model of this type may be included in your army.										4-6	9"	3+	3
										1-3	5"	4+	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Anti Ship Sword	Melee	Melee		x2	-3	2D3	You must subtract 1 from all Hit rolls with this weapon. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Gyan Shield	48"	Rapid Fire D3		6	-1	1	The Gyan shield provides a 5+ invulnerable save in addition to the missiles. When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space												



MS-18E KÄMPFER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS18-E	*	*	*	8	6	12	3	8	3+	7-12+	15"	3+	3+
A MS-18E is a single model equipped with Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Saber	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Chain Mine	8"	Grenade 2D6		10	-3	1	This weapon may only be fired once per battle.						
Shotgun	When attacking with this weapon, choose one of the profiles listed below.												
---- Solid Slug	30"	Assault 1		7	-2	D6	-						
---- Scatter Shot	24"	Assault D3		6	-1	D3	-						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	24"	Rapid Fire 4		4	0	1	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may take up to two Bazookas (Power Rating +1 each).												
	This model may take a Chain Mine (Power Rating +2).												
WARGEAR OPTIONS	This model may take up to two Shotguns (Power Rating +1 each).												
	This model may take two Sturm Fausts (Power Rating +1).												
ABILITIES	More Arms Than Hands: The Kampfer may fire only 2 of it's optional weapons at a time.												
	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declare a Charge).												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												



POWER

MSM-03 GOGG

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-03	*	*	*	10	8	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03 is a single model equipped with two Grenade Launchers, two Mega Particle Cannons, and Titanic Feet.										4-7	6"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



POWER

MSM-03C HY-GOGG

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-03C	*	*	*	10	7	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03C is a single model equipped with two 90mm Machine Guns, four Grenade Launchers, two Mega Particle Cannons, Titanic Feet.										4-7	6"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	-1	1	-						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of this weapon may only be fired once.						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Sturm Faust	24"	Heavy 1		8	-2	D6	Each of this weapon may only be fired once.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take up to two Sturm Fausts.												
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water. Mobile Suit (p. 1)						Hand Missile Unit: Each Sturm Faust taken blocks the use of a Mega Particle Cannon until it is fired. Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



MSM-04 ACGUY

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-04	*	*	*	8	6	15	2	7	3+	8-15+	9"	4+	4+
A MSM-04 is a single model equipped with a Mega Particle Cannon, a Missile Launcher, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	6"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls made against targets that can Fly.						
WARGEAR OPTIONS	This unit may replace its Mega Particle Cannon with a Missile Launcher (Power Level -3). This unit may replace its Missile Launcher with a Mega Particle Cannon (Power Level +3).												
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.						Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



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POWER

MSM-07
Z'GOK

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-07	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07 is a single model equipped with two Mega Particle Cannons, a Missile Launcher, and Titanic Feet.										4-7	6"	4+	4+
										1-3	4"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher	72"	Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.					Core Explodes (p. 1) Mobile Suit (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												

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POWER

MSM-07E Z'GOK EXPERIMENTAL

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-07E	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07E is a single model equipped with two Beam Cannons, a Missile Launcher, and Titanic Feet.										4-7	6"	4+	4+
										1-3	4"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.							Core Explodes (p. 1) Mobile Suit (p. 1)					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



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POWER

CHAR AZNABLE

MSM-07S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable	*	*	*	9	7	15	5	9	3+	8-15+	10"	2+	2+
Char Aznable in a MSM-07S Z'Gok Commander Type is a single model equipped with two Mega Particle Cannons, a Missile Launcher, and Titanic Feet. Only one model with Char Aznable may be included in your army.										4-7	7"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Mega Particle Cannon	48"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.							Core Explodes (p. 1)					
								Mobile Suit (p. 1)					
PSYKER	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.												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Aquatic												



POWER

MSM-10 ZOCK

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-10	*	*	*	10	7	15	2	7	3+	8-15+	9"	5+	4+
A MSM-10 is a single model equipped with 9 Mega Particle Cannons and Titanic Feet.										4-7	6"	6+	5+
										1-3	4"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Mega Particle Cannon	48"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water. Core Explodes (p. 1)							Restricted Arcs: The Zock may only bring up to 4 of it's Mega Particle Cannons against any given unit. Mobile Suit (p. 1)					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												

16

16 NIMBUS SCHTERZEN

POWER RX-79BD-2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Nimbus Schterzen	*	*	*	8	8	18	3	8	2+	10-18+	12"	3+	2+
Nimbus Schterzen in the RX-79BD-2 Gundam Blue Destiny Unit 2 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, Two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Nimbus Schterzen may be taken for your army.										5-9	9"	4+	3+
										1-4	5"	5+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace it's 100mm Machine Gun with a Beam Rifle (Power Rating +3).												
ABILITIES	Mobile Suit (p. 1)												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
PSYKER	Core Explodes (p. 1)												
	Exam System::A model with the EXAM system 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, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Nimbus Schterzen, Psyker, Newtype, Ground, Space												

ZEON POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06F/J Ace	1	80
MS-07B	1	110
MS-08TX	1	110
MS-14S	1	155

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-05B	1	55
MS-06F/J	1	70
MS-06FZ	1	75
MS-09/MS-09R	1	100
MS-09R2	1	100
MSM-04	1	70

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06R1-A	1	90
MS-07H-8	1	110

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-05L	1	70
MS-09/MS-09R Veteran	1	115
MS-14A	1	150
MS-14B	1	170
MS-14Jg	1	170
MS-18E	1	115
MSM-07	1	86
MSM-07E	1	86

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
HT-01B	1-3	60
MS-06K	1	70
MS-14C	1	160
MSM-03	1	91
MSM-03C	1	76
MSM-10	1	80

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
DFA-03	1-3	35
HT-01B-Top	1-3	30

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Eric Mansfield, MS-06R1-A	1	95
Gaia, MS-06R1-A	1	95
Johnny Ridden, MS-06R-2	1	105
Char Aznable, MS-06S	1	151
Ramba Ral, MS-07B	1	130
Lance Gerfield, MS-07B-3	1	140
Lou Roher, MS-07B-3	1	130
Norris Packard, MS-07B-3	1	150
Nimbus Schterzen, MS-08TX (EXAM)	1	135
Gaia, MS-09/MS-09R	1	120
Shin Matsunaga, MS-14B	1	180
Char Aznable, MS-14S	1	190
M'Quve, YMS-15	1	150
Char Aznable, MSM-07S	1	131

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Hand Cannon	15
75mm Gatling Gun	50
90mm Machine Gun	15
MMP-70C	40
100mm Machine Gun	25
120mm Machine Gun	30
175mm Cannon	25
240mm Cannon	65
360mm Giant Bazooka	70
Bazooka	25
Beam Cannon	25

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Machine Gun	75
Beam Rifle	75
Beam Spot Gun	35
Chain Mine	40
Cracker Grenades	0
Diffuse Beam Gun	0
Frag Grenades	0
Grenade Launcher	5
Gyan Shield	45
Long Beam Rifle	145
Mega Particle Cannon	85
Missile Launcher	25
Shotgun	20
Sturm Faust	6
Three Shot Missile Launcher	25
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Anti Ship Sword	40
Beam Sabers	40
Heat Hawk	20
Heat Saber	20
Heat Rod	20
Titanic Feet	0
Twin Beam Saber	50

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Smoke Grenades	0

ZEON WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
75mm Gatling Cannon	30"	Assault 2D6	7	-1	1	-
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
----90mm Machine Gun	30"	Assault 6	7	-1	1	-
----Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Machine Gun	30"	Assault 6	6	-1	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D3	-
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.
360mm Giant Bazooka	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Spot Gun	12"	Pistol 3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Chain Mine	8"	Grenade 2D6	10	-3	1	This weapon may only be fired once per battle. Inflicts a Mortal Wound in addition to normal damage.
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Diffuse Beam Gun	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.
Frag Grenades	12"	Grenade 1	6	-2	D2	-
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Gyan Shield	48"	Rapid Fire D3	6	-1	1	The Gyan shield provides a 5+ invulnerable save in addition to the missiles. When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the closest model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.

RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun	When attacking with this weapon, choose one of the profiles listed below.					
---- Solid Slug	30"	Assault 1	7	-2	D6	-
---- Scatter Shot	24"	Assault D3	6	-1	D3	-
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Rod	Melee	Melee	+1	-2	D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.
Heat Saber	Melee	Melee	+2	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights, it can make one additional attack with this weapon.

OTHER WARGEAR

Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.					
Smoke Grenades	Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					