## **NEO ZEON ARMY LIST 0093-0096**

This section contains all the datasheets that you will need in order to fight battles with your Neo 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 Neo 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, <Year>, Neo Zeon, <Team>, Ground, and Space. UC defines the particular universe of Gundam that these suits fall into, and <Year> indicates the year the unit was deployed. Neo Zeon as the Neo Zeon Forces, and <Team> indicates which Team of the Neo Zeon that unit was assigned to.

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

#### **PRIOR INDICES**

Neo Zeon detachments may include any non-Character unit from previous Zeon related indices in their army selection, replacing Zeon, Zeon Remnant, or other faction keyword with Neo Zeon and the <Year> with 0093, 0096. If your Neo Zeon detachment has any Neo Zeon units from only 0093, every Neo Zeon unit in that detachment must have 0093. Likewise, if your Neo Zeon detachment has any Neo Zeon units with only the 0096 keyword, then every Neo Zeon unit in that detachment must have 0096. Units with both 0093 and 0096 may be used in any Neo Zeon detachment without restriction.

#### **ABILITIES**

The following abilities are common to several Neo 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.

#### **Core Explodes**

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

#### **Newtype**

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

#### **NEWTYPE DISCIPLINE**

#### **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.

D 12 POWER		AN GEAR	IS-I			SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-119	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
An AMS-119 Geara Doga Machine Gun, a Beam Sv Titanic Feet.								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Sword-Ax	When mak	ing an attack	with this	wea	apon,	choos	se one of	the profiles below.			
Beam Sword	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Beam Ax	Melee	Melee	+3	-3	D6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fi	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take an l may replace l may take up	two Gre	enad	e Lau	uncher	s with Sm	noke Grenades. ting +1).			
		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									
	360° Cock roll once p	<b>pit</b> : This unit r er turn.	may rero	oll a	hit	mode Shoot	l can use ting phas	it's Smoke Grena e, your opponent r s for ranged weap	des; ເ nust s	intil you subtract	r next 1
ABILITIES	Mobile Su	it (p. 1); Core	Explod	les (	p. 1)						
FACTION KEYWORDS	UC, 0093,	0096, Neo Ze	on								
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd					

<u>Q</u> 4	12	
	POWE	R

**KEYWORDS** 

# **AMS-119 GEARA DOGA**

#### DAMAGE

Some of this model's characteristics

POWER		VE		RA	N			change as it suffe shown below:	ers dai	mage, a	as
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 Veteran	*	* *	7 7	12	2	7	3+	7-12+	12"	3+	4+
An AMS-119 Geara Doga a Beam Machine Gun, a I Launchers, and Titanic Fe	Beam Swor							4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Machine Gun	36"	Heavy 5	5 8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Sword-Ax	When mak	ing an atta	ck with this	s we	apon	, choc	se one of	the profiles below.			
Beam Sword	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Beam Ax	Melee	weapon, it also inflicts a mortal wound.									
Grenade Launcher	30"	Assault	1 6	-1	D3	Eacl battl		weapons may only	y be fi	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Eacl battl		weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take I may repla I may take	ce two Gr	enad	le Laı	unche	rs with Sm	noke Grenades. ting +1).			
	shield has  360° Cock roll once p		ierable sav	ve. roll a	hit	shoo mod Shoo from	oting any w lel can use oting phas all hit rolls	des: Once per gar yeapons in the Sho it's Smoke Grena e, your opponent r s for ranged weapo	ooting des; u must s	phase, intil you subtract	this ir next 1
ABILITIES		it (p. 1); Co	•	des (	(p. 1)	vehi	cie.				
FACTION KEYWORDS	UC, 0093,	0096, Neo	∠eon								

Titanic, Vehicle, Mobile Suit, Space, Ground

13 POWER	e GE	AN ARA	AS- DO			A	CIE	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
AMS-119 Ace	*	* *	7 7	12	3	8	3+	7-12+	12"	3+	3+
An AMS-119 Geara Doga Beam Machine Gun, a B Launchers, and Titanic F	eam Sword-	•					kpit, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			\$
Beam Sword-Ax	When mak	ing an attack	with thi	s we	apon	, choo	se one of	the profiles below			
Beam Sword	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Beam Ax	Melee	Melee	+3	-3	D6			roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fi	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		l may replace I may take up						noke Grenades. ting +1).			
	shield has	<b>hield</b> : A mod a 5+ invulner ( <b>pit</b> : This unit	able sa	ve.		Smo shoo mode	ttack chara ke Grena ting any w el can use	: When this unit is acteristic until the des: Once per ga reapons in the Short's Smoke Grena	end of me, in poting ides; u	f that pl stead c phase, until you	hase. of , this ur next

roll once per turn.

UC, 0093, 0096, Neo Zeon

Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.

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

**ABILITIES** 

**KEYWORDS** 

**FACTION KEYWORDS** 

Shooting phase, your opponent must subtract 1

from all hit rolls for ranged weapons that target this

13 POWER		ZIN S				DE	CR	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	
Rezin Schnyder	*	* * 7	7	12	4	8	3+	7-12+	12"	2+	3+	
Rezin Schnyder in an AM 360° Cockpit, a Beam Ma Grenade Launchers, and your army.	chine Gun,	a Beam Sword	d-Ax, a	Com	bat S	Shield,	two	4-6 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Machine Gun	36"	Heavy 5	8	-3	3			ı roll a Wound roll o inflicts a Mortal \			•	
Beam Sword-Ax	When mak	king an attack v	vith this	s wea	apon	choos	se one of	the profiles below	<b>'</b> .			
Beam Sword	Melee	elee Melee +3 -3 2D3 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.										
Beam Ax	Melee	Melee	+3	-3	D6			ı roll a wound roll o o inflicts a mortal v				
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may onl	y be fii	red onc	e per	
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may onl	y be fii	red onc	e per	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS		l may replace I may take up						noke Grenades. ating +1).				
ABILITIES	Heat Bayonet: When this unit is charged, add 1 to it's attack characteristic until the end of that phase.  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 nex Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.											
FACTION KEYWORDS	UC, 0093,	. ,	LAPIOC	169 (	ρ. i)	VELIIC	ii.					
TACTION RETWORDS	UC, 0093,	INCO ZEON										

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

**KEYWORDS** 

15	$\mathbf{F}$	ULL	FRO	1C	T	ΆL	1	DAMAGE Some of this mod	lel's cl	naracte	ristics
POWER		$\mathbf{A}\mathbf{M}$	[ <b>S-1</b>	19	C			change as it suffe shown below:	ers dar	mage, a	as
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Full Frontal	*	* *	7 7	15	5	9	3+	8-15+	15"	2+	2+
Full Frontal in an AMS-11 equipped with a 360° Coo Shield, two Grenade Laur may be taken for your arn <b>Aznable</b> .	kpit, a Bean nchers, and	n Machine Gu Titanic Feet.	un, a Be Only or	am S ne un	Sword it with	l-Ax, a ( n <b>Full F</b>	Combat <b>rontal</b>	4-7 1-3	10" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Sword-Ax	When mak	ing an attack	with this	s wea	apon,	choose	e one of	the profiles below.			
Beam Sword	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Beam Ax	Melee	Melee	+3	-3	D6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	battle.		weapons may only			·
Sturm Faust	48"	Heavy 1	8	-2	D6			weapons may only	/ be fii	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make :	3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		may replace may take up						oke Grenades. t <b>ing +1</b> ).			
	in each Pha						-	When this unit is acteristic until the	-		
		<b>nield</b> : A mod a 5+ invulner			ıbat	Smok	e Grena	<b>des</b> : Once per gal	me, in	stead o	f
	360° Cock roll once pe	<b>pit</b> : This unit er turn.	may rer	oll a	hit	model Shooti	can useing phase	reapons in the Sho it's Smoke Grena e, your opponent r s for ranged weapo	des; u nust s	ntil you ubtract	r next
ABILITIES	Mobile Sui	it (p. 1); Core	Explo	des (	p. 1)			ron rangou troup			
PSYKER	psyker. Ho Newtype Pris successf fails, this mown. This	wever, this nower Disciplicully manifest ally manifest addel must at model can at	nodel mone in ea ed, mak tack the tempt to	ust a ch of e a L closo den	ttemp your d che est m y a si	ot to only Psychi eck - pa lodel wi ingle ps	y manife ic phases ass, and i th every sychic po	s as a Newtype, and st Combat Hypnoses. Every time that nothing else happed possible weapon, wer in each enement other models from	sis frombens. If even	m the at Hypr the Ld if it is y chic pha	nosis check our ase.
FACTION KEYWORDS	UC, 0096,	Neo Zeon									
KEYWORDS	Character, Frontal	Titanic, New	type, Cy	ber N	Newty	pe, Psy	yker, Veh	icle, Mobile Suit,	Space	, Grour	nd, Full

13 POWER		A GEA	M				U		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
AMS-129	*	* *	7	7	13	2	7	3+	7-13+	12"	4+	4+
An AMS-129 Geara Zulu Machine Gun, a Beam To Titanic Feet.									4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy	5	8	-3	3			roll a Wound roll o inflicts a Mortal \			
Beam Tomahawk	When mal	king an atta	ack wi	th this	s wea	apon	, choos	se one of	the profiles below	<b>'</b> .		
Beam Pick	Melee	Melee		+1	-3	2	weap this u	on, it also	roll a wound roll on inflicts a mortal water it may make an a	wound.	. Each	
Beam Ax	Melee	Melee		+3	-3	D6			roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault	1	6	-1	D3	Each battle		weapons may onl	y be fii	red onc	e per
Titanic Feet	Melee	Melee		User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS									g Twin Combat S	hields	(Power	
	Combat S shield has	<b>shield</b> : A m a 5+ invul				bat	360° turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per
ADII ITIES	twin comb	at shields			l with	1		le Suit (p	•			
ABILITIES	invulnerab						Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0096,											
KEYWORDS	Titanic, Ve	hicle, Mob	ile Su	it, Sp	ace,	Grou	ınd					



## AMS-129 GEARA ZULU VET

#### DAMAGE

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

POWER						_		snown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129 Veteran	*	* *	7 7	13	2	7	3+	7-13+	12"	3+	4+
An AMS-129 Geara Zulu		•					Cockpit, a	4-6	9"	4+	5+
Beam Machine Gun, a Be Launchers, and Titanic Fe		awk, a Comb	at Shield	, tou	r Gre	nade		1-3	5"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Tomahawk	When mal	king an attack	with this	wea	apon	, choo	se one of	the profiles below.			
Beam Pick	Melee	Melee	+1	-3	2	weap this เ	oon, it also	roll a wound roll o inflicts a mortal w it may make an a	ound.	Each	
Beam Ax	Melee	Melee	+3	-3	D6		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fir	ed onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS								g Twin Combat Sh	nields	(Powei	•
		<b>Shield</b> : A mod a 5+ invulne			bat	360° turn.	Cockpit:	This unit may rero	oll a hit	roll on	ce per
	twin comb	nbat Shields: at shields has		l with	1		il <b>e Suit</b> (p	•			
ABILITIES	invulnerab					Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0096,	Neo Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	ınd					

14 POWER	GE	AN EARA	MS-1			A(	CE	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-129 Ace	*	* *	7 7	13	3	8	3+	7-13+	12"	3+	3+
An AMS-129 Geara Zulu Beam Machine Gun, a Be Launchers, and Titanic Fe	eam Tomaha						rpit, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			3
Beam Tomahawk	When mak	king an attack	with this	s wea	apon	, choo	se one of	the profiles below			
Beam Pick	Melee	Melee	+1	-3	2	weap this ເ	oon, it also	roll a wound roll o inflicts a mortal v it may make an a	vound	. Each	
Beam Ax	Melee	Melee	+3	-3	D6		•	roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS		•						g Twin Combat Sl	nields	(Powei	r
		<b>shield</b> : A mod a 5+ invulne			bat	360° turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per
	_	ıbat Shields:		l with	1	Mob	ile Suit (p	. 1)			

Core Explodes (p. 1)

twin combat shields has a 4+

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

invulnerable save.
UC, 0096, Neo Zeon

**ABILITIES** 

**KEYWORDS** 

FACTION KEYWORDS

14 POWER		GILB Al	OA MS-1			NT		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
Gilboa Sant		* *	7 7	13	4	8	3+	7-13+	12"	2+	3+
Gilboa Sant in an AMS-1 Cockpit, a Beam Machine Grenade Launchers, and your army.	e Gun, a Bea	am Tomahaw	vk, a Com	bat	Shiel	d, four		4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			ı roll a Wound roll o o inflicts a Mortal V			<b>.</b>
Beam Tomahawk	When mak	king an attacl	k with this	wea	apon	choos	e one of	the profiles below	•		
Beam Pick	Melee	Melee	+1	-3	2	weap	on, it alsenit fights	ı roll a wound roll c o inflicts a mortal v , it may make an a	vound.	Each	
Beam Ax	Melee	Melee	+3	-3	D6			ı roll a wound roll o o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fir	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS								ng Twin Combat Sl	nields	(Powei	•
		hield: A mod a 5+ invulne			nbat	360° ( turn.	Cockpit	: This unit may rero	oll a hit	t roll on	ce per
ADU ITIFO	twin comb	ibat Shields at shields ha		l with	า		le Suit (p	,			
ABILITIES	invulnerab					Core	Explode	es (p. 1)			
FACTION KEYWORDS	UC, 0096,		Suit Oh	oros	tor C	nace (	Oround				
KEYWORDS	manic, ve	hicle, Mobile	Suit, Ch	arac	ier, S	pace, (	Joung				

		AN	MS-I	12	9						
14 POWER		GEAI GUAI						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
AMS-129 Guard Type	*	* *	7 7	13	3	7	3+	7-13+	15"	3+	3+
An AMS-129 Geara Zulu Cockpit, a Beam Machine Grenade Launchers, and	Gun, a Bea	am Tomahaw					)°	4-6 1-3	10" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			;
Beam Tomahawk	When mak	ing an attack	with this	wea	apon,	choos	e one of	the profiles below.			
Beam Pick	Melee	Melee	+1	-3	2	weapo	on, it also nit fights,	roll a wound roll o o inflicts a mortal w it may make an ad	ound.	Each	
Beam Ax	Melee	Melee	+3	-3	D6		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle.		weapons may only	/ be fi	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle.		weapons may only	/ be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	•	n additior	nal C	omba	at Shiel	ld, gainin	ng Twin Combat Sh Power Rating +1).		(Power	
		<b>hield</b> : A mod a 5+ invulne			ıbat	360° ( turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per
	twin comba	<b>bat Shields</b> : at shields has		l with	1		e Suit (p	•			
ABILITIES	invulnerab					Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0096,										
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	nd					

14 power			JAR MS-1					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
Cuarón	*	* *	7 7	13	3	8	3+	7-13+	15"	3+	3+
Cuarón in an AMS-129 G 360° Cockpit, a Beam Ma Grenade Launchers, and your army.	chine Gun,	a Beam Tom	ahawk, a	Cor	nbat	Shield	, four	4-6 1-3	10" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Tomahawk	When mal	king an attack	with this	wea	apon	choos	se one of	the profiles below			
Beam Pick	Melee	Melee	+1	-3	2	weap	on, it also nit fights,	roll a wound roll on the control of	vound.	Each	
Beam Ax	Melee	Melee	+3	-3	D6			roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may onl	y be fii	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may onl	y be fii	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode		n additior	nal C	omb	at Shie	ld, gainin	ng Twin Combat Sl Power Rating +1)		(Power	•
		<b>shield</b> : A mod a 5+ invulne			bat	360° turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per
ADII ITIEO	twin comb	nbat Shields: at shields has		l with	1		le Suit (p	•			
ABILITIES	invulnerab					Core	Explode	e <b>s</b> (p. 1)			
FACTION KEYWORDS		Neo Zeon	0		O :: -						
KEYWORDS	i itanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	na, Ch	aracter				

		Al	MS-	12	9						
14 POWER		GEAI JARD					CE	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129 G. Type Ace	*	* *	7 7	13	4	8	3+	7-13+	15"	2+	3+
An AMS-129 Geara Zulu Cockpit, a Beam Machine Grenade Launchers, and	Gun, a Be	am Tomahaw						4-6 1-3	10" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Tomahawk	When mal	king an attacl	k with this	s wea	apon	, choo	se one of	the profiles below			
Beam Pick	Melee	Melee	+1	-3	2	weap this ເ	on, it also	roll a wound roll o inflicts a mortal v it may make an a	vound	. Each	
Beam Ax	Melee	Melee	+3	-3	D6		•	roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fi	red onc	e per
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	y be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS	This mode		n additior	nal C	omb	at Shie	eld, gainin	g Twin Combat Sl Power Rating +1).		(Power	•
		<b>shield</b> : A mod a 5+ invulne			bat	360° turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per
	_	nbat Shields: at shields ha		l with	1	Mobi	il <b>e Suit</b> (p	. 1)			

Core Explodes (p. 1)

ABILITIES

**KEYWORDS** 

**FACTION KEYWORDS** 

invulnerable save.

UC, 0096, Neo Zeon

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

18 POWER		NGEL AN	O S /IS-	R	DAMAGE Some of this model's characteristic change as it suffers damage, as shown below:								
NAME	M	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Angelo Sauper	*	* *	7 7	13	4	8	3+	7-13+	15"	2+	3+		
Angelo Sauper in an AMS equipped with a 360° Coo Launchers, a Large Brund <b>Angelo Sauper</b> may be in	kpit, a Bear Gun Plus,	m Tomahawk, and Titanic F	a Comb	at S	ńield	, four (	Grenade	4-6 1-3	10" 5"	3+ 4+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V					
Beam Shot Rifle		cking with this oll of 6+ with						For both profiles, al Wound.	each	time yo	u roll		
Heavy Beam Rifle	36"	36" Assault 3 8 -3 4 -											
Scatter Beam Rifle	24"	Assault 2D6	8	-1	1	This	weapon a	utomatically hits it	's targ	jet.			
Beam Tomahawk	When mak	king an attack	with this	s wea	apon,	choos	se one of	the profiles below.					
Beam Pick	Melee	Melee	+1	-3	2	weap this u	on, it also	roll a wound roll o inflicts a mortal w it may make an a	ound.	. Each			
Beam Ax	Melee	Melee	+3	-3	D6			roll a wound roll o inflicts a mortal w					
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fi	red onc	e per		
Large Bruno Gun Plus	84"	Heavy 3D3	9	-4	4	statio Subtr Each weap weap weap	nary in th act 2 fron time you on, it also on may o	nly fire this weapo e preceding move n any target unit's roll a Wound roll of inflicts a Mortal V nly be fired 3 time arget a <b>Character</b>	ment Invuln of 6+ v Vound s in a	phase. erable vith this . This battle.	Save. This		
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This mode		n (Powe	r Ra	runo ting -	Gun P - <b>3</b> ). If	lus with a	Beam Shot Rifle e Beam Machine	(Powe	er Ratir	ng -3)		
	Comb = 4 C		- جائیات		4 - ماد	360° turn.	Cockpit:	This unit may rero	ll a hi	t roll on	ce per		
ABILITIES		<b>shield</b> : A mod a 5+ invulner			ıpat	Mobi	<b>le Suit</b> (p	. 1); Core Explod	<b>es</b> (p.	1)			
FACTION KEYWORDS	UC, 0096,	Neo Zeon											
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	nd, Ch	naracter, A	Angelo Sauper					

► 10 POWER			IS-12 E ZU					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
AMS-129M	*	* *	7 7	13	2	7	3+	7-13+	10"	3+	4+
An AMS-129M Zee Zulu is	s a single m	nodel equipp	ed with a	360°	° Coc	kpit, a	a Beam	4-6	8"	4+	5+
Machine Gun, two Heat K	•							1-3	5"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			;
Heat Knife	Melee	Melee	+1	-1	2		el fights it	h two Heat Knives may make an add			
Iron Nails	Melee	Melee	Sx2	-2	D6		n attacking m the Hit i	g with this weapon roll.	, you	must sı	ubtract
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take lı	on Nails	(Pov	ver R	ating	<b>+1</b> ).				
ABILITIES	Mobile Su Core Expl	it (p. 1) odes (p. 1)				360° turn.	-	This unit may rero	ll a hi	roll on	ce per
FACTION KEYWORDS	UC, 0096,	Neo Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Aqu	ıatic					

11 POWER		AM ZEE Z	IS-12 ZUL					DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-129M Ace	*	* *	7 7	13	2	7	3+	7-13+	10"	2+	3+
An AMS-129M Zee Zulu . Beam Machine Gun, two		• .		ith a	360°	Cock	pit, a	4-6 1-3	8" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			ı roll a Wound roll o o inflicts a Mortal V			<b>;</b>
Heat Knife	Melee	Melee	+1	-1	2		el fights it	th two Heat Knives may make an add			
Iron Nails	Melee	Melee	Sx2	-2	D6		n attackir m the Hit	ng with this weapor roll.	ı, you	must s	ubtract
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rol	ls for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take Ir	on Nails	(Pov	ver R	ating	+1).				
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				360° turn.	-	: This unit may rero	oll a hi	t roll or	ice per
FACTION KEYWORDS	UC, 0096.	Neo Zeon									

Titanic, Vehicle, Mobile Suit, Ground, Aquatic, Character

**KEYWORDS** 

10 POWER			MX- AZA				DAMAGE Some of this model's character change as it suffers damage, as shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
AMX-003	*	* *	8 7	12	2	7	3+	7-12+	12-24"	4+	4+	
An AMX-003 Gaza C is a Sabers, two Beam Canno			with a 36	0° C	ockpi	, Bean	1	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	s	AP	D	ABILI	TIES					
Beam Sabers	Melee	Melee	+3	-3	2D3		-	roll a Wound roll inflicts a Mortal				
Beam Cannon	36"	Heavy 1	8	-3	4			roll a Wound roll inflicts a Mortal				
Knuckle Buster	48"	Heavy D6	S 8	-2	nore mod / 2D6. Ea	eam Weapon. When targeting units wit models, change this weapon's type to 6. Each time you roll a Wound roll of 6+ reapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack	with this	weapo	on.	
WARGEAR OPTIONS	This mode	l may take a	a Knuckle	Bus	ter ( <b>P</b>	ower F	Rating +5	5).				
	and can or can <b>Fly</b> , ar	This model nly be charg nd can only n the Fight p	ed by uni attack or	ts tha	at	turn.  Mobile its Mo	e Armor vement p	This unit may red  Transformation  bhase, this unit m	ı: At the nay trans	beginn	ing of	
	moves, first then move Note that i	ic: Each timest pivot it on the the model strannot pivot, and it mus	the spot o straight fo ot again a	up to rwar ifter t	ds. he	When Super Chara	Transfor r <b>sonic</b> , a	e Armor mode to med, it loses <b>Ha</b> nd <b>AIRCRAFT</b> . becomes 12" and nons.	<b>rd to Hi</b> It's Mov	t, <b>Airb</b> o ement	orne,	
	of 15" each Advances, characteris	h turn. Whe increase its stic by 15" u not roll any	en this mo s Move ntil the er	del		this un When <b>Super</b>	nit is in its Hovering rsonic. I	peginning of its M s Mobile Armor n g, it loses <b>Hard t</b> t's Movement Ch s +1 to hit with it's	node, it r <b>o Hit, A</b> i naracteri	may Ho i <b>rborn</b> stic be	over. e, and comes	
ABILITIES	subtract 1	it: Your oppo from hit rolls model in the	s for attac	ks th		it does	s not mov	ve further before . 1); Core Explo	the Sho	oting P		
FACTION KEYWORDS	UC, 0096,	Sleeves										
KEYWORDS	Titanic, Ve	hicle, Mobile	e Suit, Sp	ace,	Grou	nd, Fly	, Aircraft					

11 POWER		AN GAZ	/IX- А С			E	aracte nage, a				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMX-003 Ace	*	* *	8 7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace Sabers, two Beam Canno	-		ped with	a 36	0° Co	ckpit,	Beam	4-6 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll inflicts a Mortal			
Beam Cannon	36"	Heavy 1	8	-3	4		roll a Wound roll inflicts a Mortal				
Knuckle Buster	48"	This is a Beam Weapon. When target 5 or more models, change this weapon Heavy 2D6. Each time you roll a Would 48" Heavy D6 8 -2 4 with this weapon, it also inflicts a Mort									
Titanic Feet	Melee	Melee	User					s for each attack	with this	weap	on.
WARGEAR OPTIONS	Airborne: and can or can Fly, ar attacked in can Fly.  Superson moves, first then move Note that it initial pivot of 15" each Advances, characteris	This model only be charged and can only and the Fight phase it cannot pivote, and it must be turn. When increase its stic by 15" ure on ot roll any	eannot ched by unitattack or lease by unitattack or lease by unitattack or lease by unitate this mooth again a move a lease move and this mooth move attill the entit of the second move attill the second move at the second move a	del up to rward fter t	e, at that 90°, ds. he num	360° turn.  Mobilits Mofrom When Super Charatwo E	Cockpit:  le Armor  ovement p  it's Mobile  or Transfor  ersonic, a  acteristic  Beam Can  er: At the I  unit is in its  or Hovering	Transformation ohase, this unit me Armor mode to med, it loses Hand AIRCRAFT. becomes 12" and nons.  Deginning of its Manager it loses Hard to med, it loses Hard to med it loses Hard to med it loses Hard to med it loses Hard to mean the median med	n: At the nay trans a Mobile rd to Hi It's Mov d it may Movemen node, it i o Hit, A	beginr sform t e Suit N t, Airb ement not fire nay Ho irborn	ning of o or Mode. orne, e the se, if over. e, and
ABILITIES FACTION KEYWORDS KEYWORDS	subtract 1 target this UC, 0096,	it: Your oppo from hit rolls model in the Sleeves hicle, Mobile	for attac Shooting	ks th	ase	12" a it doe	nd it gains es not mov le Suit (p	t's Movement Ch s +1 to hit with it' ve further before . 1); Core Explo	s ranged the Sho	d weap oting F	ons if

12 POWER				IX- AZA					DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS	BS :	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMX-006	*	*	*	8 7	13	2	7	3+	7-12+	12-24"	4+	4+
An AMX-006 Gaza D is a sabers, two Beam Cannot								n	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Me	elee	+3	-3	2D3		-	roll a Wound roll inflicts a Mortal			
Beam Cannon	36"	Hea	avy 1	8	-3	4			roll a Wound roll inflicts a Mortal			
Knuckle Buster	48"	Hea	vy D6	8	-2	4	5 or r Heav	more mod y 2D6. Ea	n Weapon. Wher lels, change this ach time you roll on, it also inflicts	weapon a Wound	s type	to 6+
Missile Launcher	72"	Hea	vy D3	8	-2	2			g units with 5 or r type to Heavy D6		dels, c	hange
Titanic Feet	Melee	Me	elee	User	-2	D3	Make	3 hit rolls	s for each attack	with this	weapo	on.
WARGEAR OPTIONS	This mode	l may t	take a	Knuckle	Bust	er ( <b>P</b>	ower	Rating +	5).			
ABILITIES	Airborne: and can or can Fly, are attacked in can Fly.  Superson moves, first then move Note that i initial pivot of 15" each Advances, characteris phase - do  Hard to H subtract 1 target this	nly be ond cannot the Fig. Each st pivote the mut cannot, and ith turn. Increastic by onot rought: Your from h	charge only a ight ph ch time it on th odel st ot pivot t must When ase its l 15" un oll any o	d by unit ttack or the ase by unite this moon to raight for the area where the endice.  The track of the endice of	s that so the solution of the	90°, ds. he num the	Mobi its Mo from Wher Supe Chara two B Hove this u Wher Supe 12" a it doe	le Armor ovement pit's Mobile in Transfor ersonic, a acteristic deam Car er: At the nit is in it in Hoverin ersonic. and it gain as not mo	This unit may re Transformation chase, this unit me Armor mode to med, it loses Ha and AIRCRAFT. becomes 12" and anons.  Deginning of its M is Mobile Armor m g, it loses Hard t lt's Movement Ch is +1 to hit with it' we further before  (a. 1); Core Explo	n: At the nay trans a Mobile rd to Hi It's Movemen node, it it to Hit, A maracteris ranged the Sho	beginn sform to e Suit N t, Airbo ement not fire nt phas may Ho irborne stic bed d weapo oting P	ing of or Mode. orne, the e, if over. e, and comes ons if
FACTION KEYWORDS	UC, 0096,			-1.50till	ייק ו			.5 5uit (p	. 1 <sub>/</sub> , <b>-</b> 010 Explo	φ.	• ,	
KEYWORDS	Titanic, Ve			Suit, Spa	ace,	Grou	nd, Fly	/, Aircraft				

37 POWER	₹	GYUN MS	SN-			55		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Gyunei Guss	*	* * 7	7	15	4	8	2+	8-15+	12"	2+	2+
Funnel	12"	6+ 4+ 5	6	1	1	6	4+	4-7	9"	3+	3+
Gyunei Guss in a MSN- Cockpit, a Beam Machi Missile Pods, and Titani equipped with a Funnel army.	ne Gun, Bea ic Feet. Thi	am Sabers, a Ja s model is acco	agd Doo mpanie	ga Sh ed by	nield, 6 Fu	two M nnels,	edium each	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	ı roll a Wound roll o o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+3	-3	2D3			ı roll a wound roll o o inflicts a mortal w			
Funnel Beam Gun	12"	Pistol 1	8	-3	2		•	ı roll a wound roll o o inflicts a mortal w			
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	this w	eapon's	g units with 5 or m type to Rapid Fire only be fired once	D6. E	ach of	
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	weap	on, it als	ı roll a wound roll o o inflicts a mortal w s with this weapon	ound.		act 1
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
	within 3" when an that unit, wound to target uni suffers a normal da Jagd Dog Doga Shi	ga Shield: A mo	aunche fully wo e to allo t instea at Funn nstead o  odel wit	d the bunds cate d of el un of the	em s that the nit e	Funn accor treate mode	tack chai els: Whe mpanying ed as beil els remail	t: When this unit is racteristic until the en a model with Fu g Funnel models ar ng embarked. Whi n attached, none o	end of nnels re atta le the f the w	f that pl is set u ched ai Funnel	nase. p, any nd are
	Particle G Psychofi reroll a di	armed with a Q Gun. rame Cockpit: e roll of 1 for ar nifesting or den	This un	it ma		contro re-em mode contro	olling uni bark. W ls are tre olling uni	Id is in <b>Space</b> , any t's Funnel models of the disembarked, eated as a separate t is destroyed, those as well.	can di those e unit.	sembar Funne If the	I

**CONTINUED ON NEXT PAGE** 

PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0093, Neo Zeon
KEYWORDS	Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground

39 POWER		QU			PA N-			YA		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	
Quess Paraya	*	*	*	7	8	15	4	8	2+	8-15+	12"	2+	2+	
Funnel	12"	6+	4+	5	6	1	1	6	4+	4-7	9"	3+	3+	
Quess Paraya in a MSN Cockpit, a Beam Mega Medium Missile Pods, a Funnels, each equipped included in your army.	Machine Ca nd Titanic F	nnon, eet. T	Beam his mo	Sab odel	ers, a is acc	Jag omp	d Dog anied	ga Shi I by 6	eld, two	1-3	5"	4+	4+	
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES					
Beam Mega Machine Cannon	36"	Assa	ault 2D	)3	8	-3	2			ı roll a Wound roll o o inflicts a Mortal V			•	
Beam Sabers	Melee	N	1elee		+3	-3	2D3			ı roll a wound roll o o inflicts a mortal w				
Funnel Beam Gun	12"	Pi	stol 1		8	-3	2		-	ı roll a wound roll o o inflicts a mortal w				
Medium Missile Pod	60"	Rapid	d Fire I	D3	6	-1	1	this w	eapon's	g units with 5 or m type to Rapid Fire only be fired once	D6. E	ach of t		
Quad Mega Particle Cannon	48"	Нє	eavy 4		8	-3	4	weap	on, it als	ı roll a wound roll o o inflicts a mortal w s with this weapon	ound.		act 1	
Titanic Feet	Melee	M	1elee		User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.	
		of the uenemy you cathe Fuit. If you mortal amage	unit that successor choosen	at lauessfu ose to unit i that l d insi mod invu	unche o allo nstea Funn tead d lel wit lneral	d the cate d of t el un of the h a J ole sa	em that the it	Funn accor treate mode	tack chain els: Whe mpanying ed as beil els remail	t: When this unit is racteristic until the en a model with Fu g Funnel models ar ng embarked. Whi n attached, none o odels are available.	end of nnels re atta le the f the w	f that pl is set u ched ar Funnel	nase. p, any nd are l	
	It comes Particle C  Psychoforeroll a di	Doga Shield has a 5+ invulnerable save. It comes armed with a Quad Mega Particle Gun.  Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.  360° Cockpit: This unit may reroll a hit roll once per turn.							If the battlefield is in <b>Space</b> , any or all of the controlling unit's Funnel models can disembark re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.					

**CONTINUED ON NEXT PAGE** 

PSYKER	<b>Newtype</b> : 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, 0093, Neo Zeon
KEYWORDS	Character, Psyker, Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground

44 POWER	C	CHAR A				BL]	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
Char Aznable	*	* * 8	8	21	5	9	2+	11-21+	15"	2+	2+
Funnel	12"	6+ 4+ 5	6	1	1	6	4+	5-10	10"	3+	3+
Char Aznable in a MSN-( Cockpit, Beam Axes, Bea Medium Missile Pod, a S model is accompanied by Only one unit with <b>Char</b> A	am Sabers cattering N / 6 Funnels	, a Beam Shot F lega Particle Ca s, each equipped	Rifle, a nnon, d with a	Con and a Fu	nbat S Titan	Shield, ic Fee	a t. This	1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Axes		acking with this roll of 6+ with th				•		. For both profiles, al Wound.	each	time yo	u roll
Twin Axe	Melee	Melee	x2	-3	2D3	each	time you	e an additional atta Fight. When atta act 1 from the hit r	cking \		•
Heavy Axe	Melee	Melee	x2	-3	3D3	Whei		g with this weapor	n, subt	tract 1 f	rom
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Beam Shot Rifle		acking with this roll of 6+ with th						For both profiles, al Wound.	each	time yo	u roll
Heavy Beam Rifle	36"	Assault 3	8	-3	4	-					
Scatter Beam Rifle	24"	Assault 2D6	8	-1	1		•	utomatically hits i			
Funnel Beam Gun	12"	Pistol 1	8	-3	2		_	roll a wound roll o inflicts a mortal v			
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	this v	veapon's i	g units with 5 or m type to Rapid Fire ed once per battle	D6. T		
Scattering Mega Particle Cannon	30"	Heavy 2D6	8	-2	2		oll a Wou	utomatically hits in not roll of 6+, it als			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
	successfu instead of normal da	ully wounds that f the target unit. amage.	unit, you	ou c do,	an ch that <b>F</b>	oose t unne	o allocate I unit suffe	it that launched the that wound to the ers a mortal wound	e Funr	<b>nel</b> unit	
ABILITIES (CONTINUED ON NEXT PAGE)		s model may rero						invulnerable save	<b>)</b> .		

	<b>Psychoframe Cockpit:</b> This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.
	360° Cockpit: This unit may reroll a hit roll once per turn.
	<b>Funnels</b> : When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.
	If the battlefield is in <b>Space</b> , any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.
ABILITIES	Mobile Suit (p. 1)
(CONTINUED)	Core Explodes (p. 1)
PSYKER	<b>High Power Newtype</b> This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0093, Neo Zeon
KEYWORDS	Character, Psyker, Newtype, Powerful Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Char Aznable

26 POWER	F	ULL I				ΊΑΙ		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	-	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Full Frontal	*	* * 8		21	5	9	2+	11-21+	15"	2+	2+
Full Frontal in a MSN-06S Sinanju is a single model equipped with a 360° Cockpit, Beam Axes, Beam Sabers, a Combat Shield, a Heavy Beam Rifle, and Titanic Feet. Only one unit with <b>Full Frontal</b> may be taken for your army. This unit may not be taken in the same army as <b>Char Aznable</b> .  5-10  1-4									10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Axes		cking with this oll of 6+ with t						. For both profiles, al Wound.	each	time yo	ou roll
Twin Axe	Melee	Melee	x2	-3	2D3	each	time you	e an additional atta Fight. When attac act 1 from the hit r	cking v		
Heavy Axe	Melee	Melee	x2	-3	3D3		n attackin it roll.	g with this weapor	ı, subt	ract 1 f	rom
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fii	red onc	e per
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat car	Fly.
WARGEAR OPTIONS	This mode	el may take a E	Bazooka	(Po	wer	Rating	<b>y +1</b> ) and/	or a Grenade Lau	ncher.		
ABILITIES	Intention Automation System: This model may reroll a failed save in each Phase.  Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.  Psychoframe: This unit may add 1 to the result of any psyker test, manifesting or denying.  360° Cockpit: This unit may reroll a hit roll once per turn.  Mobile Suit (p. 1); Core Explodes (p. 1)							ng.			
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase.  PSYKER  Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0096,	Neo Zeon									-
KEYWORDS	Character, Frontal, Si	-	ype, Cy	ber I	Vewt	ype, T	itanic, Vel	nicle, Mobile Suit,	Space	, Groui	nd, Full

# NAME Marida Cruz Funnel Marida Cruz

**75** 

## MARIDA CRUZ NZ-666

#### **DAMAGE**

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

. 5=										onown below.			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Marida Cruz	*	*	*	12	9	24	4	10	3+	19-24+	12"	2+	2+
Funnel	12"	6+	4+	5	6	1	1	6	4+	12-18	9"	3+	3+
Marida Cruz in a NZ-666 Ks Beam Sabers, a Quad Bear	•	6-11	6"	4+	4+								
Cannons. This model is ac Funnel Beam Gun. Only or	compani	ied by 1	l6 Fur	nels	, eac	h equ	iippe	d with	n a	1-5	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Quad Beam Cannon	36"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

**Funnels**: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

**Saviour Protocols**: If a **Funnel** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **Funnel** unit instead of the target unit. If you do, that **Funnel** unit suffers a mortal wound instead of the normal damage.

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

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

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

**Psychoframe Cockpit:** This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

**I Field Generators**: This model has an invulnerable save against ranged **Beam** and **Laser** attacks equal to this model's current BS. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

#### **ABILITIES**

#### **CONTINUED ON NEXT PAGE**

PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0096, Neo Zeon
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Marida Cruz

20 POWER	F	ULL I Na	FR0 Z-9	OI 99	NT )	AI	J	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	-	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Full Frontal	*	* * 12	2 10	60	5	10	3+	50-60+	20"	2+	2+
Wired Large Funnel Bit	12"	6+ 4+ 5	6	1	1	6	4+	35-49	18"	3+	3+
Full Frontal in a NZ-999 Neo Zeong is a single model equipped with a 360° Cockpit, two Bazookas, Beam Sabers, Crushing Arms, a Large High Caliber Mega Particle Cannon, six Large Mega Particle Shoulder Cannons, and four Twin Beam Cannons. This model is accompanied by 40 Wired Large Funnel Bits, each equipped with a Beam Cannon. Only one unit with <b>Full Frontal</b> may be taken for your army. This unit may not be taken in the same army as <b>Char Aznable</b> .  20-34  15" 4+ 4+  10-19 12" 5+ 5+  1-9 10" 6+ 6+											
WEAPON	RANGE	TYPE	S	AP	D	ABILI		. 5			
Bazooka	48"	Heavy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D0		odels, c	hange
Beam Cannon	36"	Heavy 1	8	-3	4	weap	on, it also	roll a Wound roll o inflicts a Mortal \	Vound		
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Crushing Arms	Melee	Melee	User	-3	3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Large High Caliber Mega Particle Cannon	60"	Heavy 2D3	9	-4	4	Partice the prepart that any take the roll a 'inflicts'	le Canno eceding arget unit Wound ro a a Morta	nly fire the Large on if that model reind movement phase. I's Invulnerable Saloll of 6+ with this wall Wound. This were abattle.	mained Subtr ve. Ea veapoi	d statior act 2 fronch ich time n, it also	nary in om you
Ancillary Targets	When the Large High Caliber Mega Particle Cannon 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a										
Large Mega Particle Shoulder Cannon	48"	Heavy 4	8	-3	4		-	roll a Wound roll o inflicts a Mortal \			
	Core Unit: At any time, including if this model is reduced to 0 Wounds (as long as it does not explode), then Full Frontal may eject in a MSN-06S Sinanju and continue fighting. The pilot now uses the basic Sinanju unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Sinanju model is considered part of the original unit.										
	attacks ed		del's cu	ırrent	t BS.	This m	ay also b	e against ranged l be used to save aç			ser

ABILITIES (CONTINUED Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

**Saviour Protocols**: If a **Funnel** unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the **Funnel** unit instead of the target unit. If you do, that **Funnel** unit suffers a mortal wound instead of the normal damage.

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

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

**Ultra-Cataclysmic Explosion**: If this model is reduced to 0 wounds, roll 3D6 before removing it from the battlefield. On any 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds. If all 3 dice are 5+, then each unit within 3D6+6" receives 2D6 mortal wounds.

**Wired Large Funnel Bit**: Each of these counts as a **Funnel**. Up to 10 are available at a time, in groups of 5, and must remain within 12" of the Neo Zeong, and it begins with 10 available to deploy. At any time, the Neo Zeong may destroy and replace a group of deployed Wired Large Funnel Bits with a new group of 5 by reducing it's Attacks value by 1, until all 40 are deployed or destroyed. Unlike standard **Funnels**, 2 groups of Wired Large Funnel Bits may fire while still embarked on the Neo Zeong.

In addition, once per round, if 3 Wired Large Funnel Bits end their movement within 3" of an enemy **Vehicle**, this unit may roll 2D6 and add it's LD. If it does, the enemy unit must also roll 2D6 and add their Ld. If the enemy unit ties or wins, then nothing happens. If this unit wins, then until the beginning of that unit's next movement phase, this unit may fire the enemy unit's ranged weapons as if it were an allied unit. Whether or not the action succeeds, those Wired Large Funnel Bits may not fire their Beam Cannons this turn.

**Psycho Shard Generator**: This model may deploy a Psycho Shard Generator at the beginning of any of its Psychic Phases. While deployed, the Psycho Shards count as a Funnel Unit. Once per game, at the beginning of this Unit's Shooting Phase, it may attempt to overwhelm nearby models. Roll 2D6 and add this Unit's LD, this counts as a Psyker Test. Any unit, enemy or allied, within 24" may not use any of it's listed Wargear Options besides 0 point cost Melee weapons for the rest of the battle, unless they can immediately beat the Psycho Shard Generator roll on a roll of D6+LD. This counts as a Psyker Test.

**Funnels**: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

### ABILITIES (CONTINUED)

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

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

#### **PSYKER**

#### FACTION KEYWORDS UC, 0096, Neo Zeon

#### **KEYWORDS**

Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Full Frontal



**POWER** 

## ANGELO SAUPER YMS-132

**DAMAGE** 

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

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Angelo Sauper	*	*	*	7	7	18	4	8	3+	10-18+	15"	2+	3+
Angelo Sauper in a YMS-132 Rozen Zulu is a single model equipped with a 360° Cockpit, Iron Nails, a Mega Beam Shield, Psycho Jammers, Titanic Feet, and two										5-9	10"	3+	4+
Triple Beam Cannons. Only your army.			•							1-4	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Iron Nails	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Triple Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

**Mega Beam Shield**: A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.

I Field Generator: This model has a 4+ invulnerable save against ranged Beam and Laser attacks. This may also be used to save against Mortal Wounds received from ranged Beam and Laser attacks. This also allows the Triple Mega Particle Cannon to divide it's attack dice between up to 3 different targets, ignoring cover.

**INCOM Arms**: The Triple Beam Cannons are mounted on wired INCOM relays, allowing it a measure of All Range Attack. These weapons ignore cover, and may fire at targets within 18" without requiring line of sight. When this unit drops to its second damage level, then one Triple Beam Cannon is lost for the remainder of the battle. When this unit drops to its lowest damage level, then both Triple Beam Cannons are lost for the remainder of the battle.

**Psycho Jammers**: Any **Psyker** unit within 18" suffers a -3 to any Psyker test. This system also prevents Destroy Mode from activating on RX-0 units, or ends an active Destroy Mode, unless that unit can succeed on a LD test (this counts as a Psyker Test, but with a -3 penalty to their LD score instead). However, if a unit passes an NTD test to take over a Remote Unit, then the Psycho Jammers shut down and are lost for the remainder of the battle.

**360° Cockpit**: This unit may reroll a hit roll once per turn.

ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1)

FACTION KEYWORDS UC, 0096, Neo Zeon

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Space, Character, Angelo Sauper

## **NEO 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)
AMS-119 Ace	1	95
AMS-129 Ace	1	100
AMS-129 G. Type Ace	1	120
AMS-129M Ace	1	105
AMX-003 Ace	1	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMS-119	1	80
AMS-129	1	85
AMX-003	1	95

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMS-119 Veteran	1	85
AMS-129 Veteran	1	90
AMS-129 Guard Type	1	110
AMS-129M	1	95

FUNNELS		
UNIT	MODELS PER UNIT	POINTS PER MODEL ( <u>DOES</u> INCLUDE WARGEAR)
Funnels	1	45

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMX-006	1	100

NAMED CHARACTERS							
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)					
Rezin Schnyder, AMS-119	1	105					
Full Frontal, AMS-119C	1	150					
Gilboa Sant, AMS-129	1	110					
Cuarón, AMS-129	1	115					
Angelo Sauper, AMS-129	1	125					
Gyunei Guss, MSN-03	1	210					
Quess Paraya, MSN-03	1	230					
Char Aznable, MSN-04	1	350					
Full Frontal, MSN-06S	1	330					
Angelo Sauper, YMS-132	1	185					

LORDS OF WAR		
UNIT	MODELS PER UNIT	POINTS PER MODEL ( <u>DOES</u> INCLUDE WARGEAR AND FUNNELS)
Marida Cruz, NZ-666	1	1500
Full Frontal, NZ-999	1	2400

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bazooka	25
Beam Cannon	25
Beam Machine Gun	75
Beam Mega Machine Cannon	90
Beam Shot Rifle	80
Grenade Launcher	5
Heavy Beam Rifle	80
Knuckle Buster	90
Large Bruno Gun Plus	145
Large High Power Mega Particle Cannon	0
Large Mega Particle Shoulder Cannon	0
Medium Missile Pod	6
Missile Launcher	25
Quad Beam Cannon	100
Quad Mega Particle Cannon	110
Scattering Mega Particle Cannon	90
Sturm Faust	6
Triple Beam Cannon	75
Triple Mega Particle Cannon	150
Twin Beam Cannon	50
Twin Link 60mm Vulcans	10

MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Beam Axes	50				
Beam Sabers	40				
Beam Sword-Ax	40				
Beam Tomahawk	40				
Crushing Arms	0				
Heat Knife	15				
Iron Nails	20				
Titanic Feet	0				

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM (DOES NOT INCLUDE WARGEAR)				
360° Cockpit	10				
Combat Shield	20				
Mega Beam Shield	40				
Smoke Grenades	0				
Twin Combat Shields	30				

# **NEO ZEON WARGEAR**

RANGED WEAPONS						
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 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 Mega Machine Cannon	36"	Assault 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Shot Rifle		king with this weapo , it also inflicts a Mo			rofile be	elow. For both profiles, each time you roll a Wound roll of 6+ with
Heavy Beam Rifle	36"	Assault 3	8	-3	4	-
Scatter Beam Rifle	24"	Assault 2D6	8	-1	1	This weapon automatically hits it's target.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	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 these weapons may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Knuckle Buster	48"	Heavy D6	8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Bruno Gun Plus	84"	Heavy 3D3	9	-4	4	A model can only fire this weapon 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 <b>Character</b> , even if it is not the closest unit.
Large High Power Mega Particle Cannon	60"	Heavy 2D3	9	-4	4	A model can only fire the Large High Caliber Mega Particle Cannon if that model 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.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Large High Caliber Mega Particle Cannon 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 <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Mega Particle Shoulder Cannon	48"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Quad Beam Cannon	36"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.
Scattering Mega Particle Cannon	30"	Heavy 2D6	8	-2	2	This weapon automatically hits it's target. Each time you roll a Wound roll of 6+, it also inflicts a mortal wound.

RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Triple Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can <b>Fly</b> .

MELEE WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Beam Axes	When attackin this weapon, it	•			orofile be	elow. For both profiles, each time you roll a Wound roll of 6+ with		
Twin Ax	Melee	Melee	x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.		
Heavy Ax	Melee	Melee	x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.		
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.		
Beam Sword-Ax	When making	an attack with	this weap	on, ch	oose one	e of the profiles below.		
Beam Sword	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
Beam Ax	Melee	Melee	+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
Beam Tomahawk	omahawk When making an attack with this weapon, choose one of the profiles below.							
Beam Pick	Melee	Melee	+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.		
Beam Ax	Melee	Melee	+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
Crushing Arms	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.		
Heat Knife	Melee	Melee	+1	-1	2	If attacking with two Heat Knives, each time this model fights it may make an additional attack with them.		
Iron Nails	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.		
OTHER WARGEAR								
360° Cockpit	May reroll a hit roll once per turn.							
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.							
Mega Beam Shield	A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.							
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.							
Twin Combat Shield	A model with a Twin Combat Shields has a 4+ invulnerable save.							