## **OZ AC195 ARMY LIST**

This section contains all the datasheets that you will need in order to fight battles with your Organization of the Zodiac (OZ) 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 OZ 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 **AC**, **AC195**, **OZ**, **Ground**, and **Space**. **AC** defines the particular universe of Gundam that these suits fall into, **AC195** as the year the unit was deployed, and **OZ** as the OZ faction. 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 OZ 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.

#### **Weapon Types**

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy** 

Weapons with *lance, las-, laser, light,* or *prism* as part of the name gain **LASER**, **Energy** 

Weapons with *beam, fusion, ion, particle,* or *plasma* as part of the name gain **Beam, Energy** 

12 POWER	ZE	CHS COZ	ME -00			UK	SE	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		
Zechs Merquise	*	* *	8 7	18	4	9	3+	10-18+	15"	3+	2+		
Zechs Merquise in the OZ Sabers, a Combat Shield,			5-9	12"	4+	3+							
<b>Zechs Merquise</b> may be be taken for your army.	taken for yo	our army. Onl	y one m	odel	with	Tallge	ese may	1-4	8"	5+	4+		
WEAPON	RANGE TYPE S AP D ABILITIES												
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w					
Dober Gun	48"	Heavy 2	8	-3	2D3	-							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
ABILITIES	shield has Hit and R	hield: A mode a 5+ invulner un: This unit o ge phase (eve	able sav	/e. e 2D	)6" in	rolls Shoo	for attacks ting phas		odel ir	n the	om hit		
FACTION KEYWORDS													
KEYWORDS	AC, AC195, OZ  Titanic, Character, Vehicle, Mobile Suit, Zechs Merquise, Tallgeese, Space, Ground, Fly												

12 power	K	4	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	
Treize Khushrenada	*	* *	8 7	18	4	9	3+	10-18+	15"	2+	3+	
Treize Khushrenada in the OZ-00MS2 Tallgeese II is a single model equipped with Beam Sabers, a Combat Shield, a Dober Gun, and Titanic Feet. Only one model with <b>Tallgeese</b> may be taken for your army.  5-9 12" 3+ 4+ 5+												
WEAPON	•	•	e	۸D	n	۸RII	ITIES	1-4		7.	<u>J.</u>	
Beam Sabers Dober Gun	Melee 48"											
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
ABILITIES	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.  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).  Hard to Hit: Your opponent must subtract 1 from h rolls for attacks that target this model in the Shooting phase.  Shooting phase.  Mobile Suit (p. 1); Core Explodes (p. 1)											
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Tallgeese, Space, Ground, Fly											

10 POWER			OZ V			M GO				DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
OZ-02MD	*	6+	*	6	6	12	1	0	*	7-12+	12"	3+	2+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	4+	3+
A OZ-02MD Virgo is a sin four Planet Defensors.	gle model	equipp	ed with	cle C	Cannor	n and	1-3	5"	5+	4+			
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
Mega Particle Cannon	48"	Не	eavy 3		8	-3	4			u roll a wound roll o o inflicts a mortal v			
	Beam Sh Planet De coherence phase tha Team. O Beam Sh Invulnera attacks u	Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can forgo their shooting chase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.								ssfully wounds that ocate that wound to dit instead of the tarefensors unit suffer normal damage.  sors: When a modeset up, any accompodels are attached ed. While the Plaren attached, none of sors models are avec controlling unit's	the Poget unger and are the all all all all all all all all all al	lanet it. If you ortal wo n Plane g Plane e treate fensors bilities	ou do, ound et et ed as of the
	Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.  Mobile Suit (p. 1)						mode diser treate destr destr	els can d nbarked, ed as a s royed, tho oyed as battlefie	isembark or re-eml those Planet Defe eparate unit. If the ose Planet Defenso well. Id is not in <b>Space</b> ,	oark. Ynsors e controors mo	When models olling u dels ar	s are init is re	
ABILITIES	Core Explodes (p. 1)									ay only disembark f g to re-embark for			rn
FACTION KEYWORDS	AC, AC1	95, OZ											
KEYWORDS	Titanic, V	Fitanic, Vehicle, Mobile Suit, Space, Ground											

4 POWER		OZ-06	MS	<b>S</b> 1	LE	O		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		
OZ-06MS	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+		
An OZ-06MS Leo is a sing Titanic Feet.	gle model	equipped with a	100mr	n Ma	achine	e Gun a	ind	4-6 1-3	9" 5"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES						
100mm Machine Gun	24"	Rapid Fire 2D3	3 6	-1	1	-							
180mm Cannon	48"	Heavy 1	8	-3	2D3	-							
Bazooka	When targeting units with 5 or more models, char 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.												
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee H3 -3 2D3 weapon, it also inflicts a mortal wound.												
Beam Pistol	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal w					
Beam Rifle	36"	Heavy 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.		
WARGEAR OPTIONS	Pistol ( <b>Po</b> This mod Sabers ( <b>F</b>	wer Rating +2	), or a l combat <b>2</b> ).	Bean Shie	n Rifle eld ( <b>P</b> o	e (Powe ower Ra	er Rating ating +1	80mm Cannon, a g +3). ). If it does, it may					
		<b>Shield</b> : A mode s a 5+ invulnera			nbat	_	Pack: A ard to H	model with a Flig i <b>t</b> .	ht Pac	ck gains	s Fly		
	Mobile S	<b>uit</b> (p. 1)						our opponent mus					
ABILITIES		olodes (p. 1)				Shooti	ng phas	e.					
FACTION KEYWORDS	AC, AC1	95, OZ											
KEYWORDS	Titanic, V	ehicle, Mobile S	Suit, Sp	ace,	Grou	nd							

5 POWER		OZ-06 VET						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	
OZ-06MS Veteran	*	* * 7	6	12	2	8	3+	7-12+	12"	4+	3+	
An OZ-06MS Leo Veterar	n is a single	model equippe	d with	a 10	0mm	Machir	ne Gun	4-6	9"	5+	4+	
and Titanic Feet.								1-3	5"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D3	-						
Bazooka	When targeting units with 5 or more models, char 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.											
Beam Cannon	Each time you roll a wound roll of 6+ for this  36" Heavy 1 8 -3 4 weapon, it also inflicts a mortal wound.											
Beam Sabers	Each time you roll a wound roll of 6+ for this  Melee Melee +3 -3 2D3 weapon, it also inflicts a mortal wound.											
Beam Pistol	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Beam Rifle	36"	Heavy 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	vith th	is weap	on.	
WARGEAR OPTIONS	Pistol (Po This mode Sabers (F This mode	wer Rating +2)	, or a E ombat <b>2</b> ). ight Pa	Bean Shie ack (l	n Rifle Id (Po Powe	e (Powe ower R er Ratin	er Rating ating +1 ng +2).	). If it does, it may				
		Shield: A model s a 5+ invulnera			bat		Pack: A	model with a Flig it.	ht Pa	ck gains	Fly	
ABILITIES	Mobile S					hit roll	s for atta	our opponent must cks that target this				
	Core Explodes (p. 1) Shooting phase.											
FACTION KEYWORDS	AC, AC19	15, UZ										

Titanic, Vehicle, Mobile Suit, Space, Ground



### HILDE SCHBEIKER OZ-06MS LEO

#### DAMAGE

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

							Sv	REMAINING W	M	WS	BS
Hilde Schbeiker * *	*	7	6	12	2	8	3+	7-12+	12"	4+	3+
Hilde Schbeiker in an OZ-06MS Leo is a		4-6	9"	5+	4+						
Machine Gun and Titanic Feet. Only one taken for your army.	ay be	1-3	5"	6+	5+						

taken for your army.							1-3	5"	6+	5+				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-								
180mm Cannon	48"	Heavy 1	8	-3	2D3	-								
Bazooka	48"	Heavy 2D3	8	-2	1		g units with 5 or type to Heavy 2		odels,	change				
Beam Cannon	36"	Heavy 1	8	-3	4	•	roll a wound ro inflicts a morta							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you weapon, it also	roll a wound ro inflicts a morta							
Beam Pistol	24"	Pistol 3	8	-3	4		roll a wound ro							
Beam Rifle	36"	Heavy 3	8	-3	4	•	roll a wound ro							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls	s for each attacl	k with thi	s weap	on.				
WARGEAR OPTIONS	Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.  This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +2), or a Beam Rifle (Power Rating +3).  This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2).  This model may take a Flight Pack (Power Rating +2).  This model may take two Beam Cannons (Power Rating +3)													
		<b>Shield</b> : A model s a 5+ invulnerat			nbat	Flight Pack: A and Hard to H	model with a F <b>it</b> .	light Pad	ck gains	s <b>Fly</b>				
	Mobile S	<b>uit</b> (p. 1)					our opponent n							
ABILITIES	Core Exp	olodes (p. 1)				Shooting phase	-							
FACTION KEYWORDS	AC, AC195, OZ													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Hilde Schbeiker													

5 POWER		OZ	Z-0 OF					O		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
OZ-06MS Officer	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+
An OZ-06MS Leo Officer and Titanic Feet.	is a single	model (	equipp	ed \	with a	100	mm N	Machin	ie Gun	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	יד	/PE		S	AP	D	ABIL	ITIES				
100mm Machine Gun	24"	Rapid	Fire 2	D3	6	-1	1	-					
180mm Cannon	48"	He	avy 1		8	-3	2D3	-					
Bazooka	48"	Hea	vy 2D:	3	8		g units with 5 or m type to Heavy 2D6		odels, d	change			
Beam Cannon	36"	He	avy 1		8	•	roll a wound roll o inflicts a mortal v						
Beam Sabers	36" Heavy 1 8 -3 4 weapon, it also inflicts a mortal wound.  Each time you roll a wound roll of 6+ for Melee Melee +3 -3 2D3 weapon, it also inflicts a mortal wound.												
Beam Pistol	24"	Pis	stol 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Rifle	36"	He	avy 3		8	-3	4		-	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	elee	ı	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	Pistol (Po	wer Ra el may ower f el may	iting - take a Rating take a	<b>⊦2</b> ), Cor <b>, +2</b> ) Flig	or a E mbat .ht Pa	Beam Shie ack (I	n Rifle Id (Po Powe	e (Pow ower F er Rati	er Rating Rating +1 ng +2).	). If it does, it ma			
	Combat S shield has						bat	_	t Pack: A lard to H	model with a Flig it.	ht Pad	ck gains	s Fly
	Mobile S		•					hit rol	lls for atta	our opponent mu			
ABILITIES	Core Explodes (p. 1) Shooting phase.												
FACTION KEYWORDS	AC, AC19												
KEYWORDS	Titanic, Ve	ehicle, l	Mobile	Sui	t, Sp	ace,	Grou	nd, Ch	aracter				

10 POWER		LAD OZ-06						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		
Lady Une	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+		
Lady Une in an OZ-06MS Gun, Beam Sabers, a Cor		•					achine	4-6 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-							
180mm Cannon	48"	,											
Bazooka	When targeting units with 5 or more models, changed as the second style of the second												
Beam Cannon	Each time you roll a wound roll of 6+ for this 36" Heavy 1 8 -3 4 weapon, it also inflicts a mortal wound.												
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v					
Beam Pistol	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.		
WARGEAR OPTIONS		el may replace it wer Rating +2)						180mm Cannon, a <b>g +3</b> ).	Bazo	oka, a E	Beam		
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Flight Pack: A model with a Flight and Hard to Hit.										s Fly		
	Mobile S	<b>uit</b> (p. 1)						our opponent mu					
ABILITIES	Core Explodes (p. 1) Shooting phase.												
FACTION KEYWORDS	AC, AC19	95, OZ											
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, Ch	aracter, L	ady Une, Fly					

4 POWER	C	)Z-(	)7A	MS	S A	\R		S	DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
OZ-07AMS	*	*	* 7	6	12	2	7	3+	7-12+	12"	4+	4+	
									4-6	9"	5+	5+	
An OZ-07AMS Aries is a	single mod	del equip	ped wit	h Titan	ic Fe	et.			1-3	5"	6+	6+	
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid	Fire 2D3	3 6	-1	1	-						
Missile Pod	30"	30" Assault 2 6 0 D3 Add 1 to all hit rolls against targets that can <b>Fly</b> .											
Titanic Feet	Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon.												
WARGEAR OPTIONS	all hit roll		401 III 63	111016	u iai i	LVVO V	Supe pivot straig	ersonic*: it on the s ght forwar	Each time this mospot up to 90°, the	odel moven move	oves, fi ve the r	rst nodel jain	
	may tran mode at	sform to the begi	or from nning of	a Mob any of	ile A f you	rmor r	incre of the	ase its Mo e phase -	pivot. When this ove characteristic do not roll any di 8" in each moven	by 12" ce. Thi	' until th is mode	ne end	
	movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.							lls for atta	Your opponent mu acks that target the e.				
ABILITIES	Mobile S	-					be ch attac	narged by	is model cannot of units that can <b>Fl</b> y tacked in the Figl	<b>y</b> , and	can onl	y	
FACTION KEYWORDS	Core Explodes (p. 1) that can Fly.  AC, AC195, OZ												
KEYWORDS	Titanic, \	•	Mohile S	uit Gr	ound								

5 POWER	L	UC O	RE Z-(			V	DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Lucrezia Noin	*	*	* 7	6	12	3	8	3+	7-12+	12"	3+	2+		
Lucrezia Noin in an OZ-0 Only one model with <b>Luc</b>							n Titani	ic Feet.	4-6 1-3	9" 5"	4+ 5+	3+ 4+		
WEAPON	RANGE	TY	PE	S	AP	D	ABILI	ITIES						
100mm Machine Gun	24"	Rapid F	ire 2D3	6	-1	1	-							
Missile Pod	30"	Assa	ult 2	6	0	D3	Add 1	to all hit	rolls against targe	ets tha	t can <b>F</b> l	ly.		
Titanic Feet	Melee	-												
WARGEAR OPTIONS	either be each). If	This model may take up to 6 additional weapons in any combination. Each weapon must either be a 100mm Machine Gun ( <b>Power Rating +1 each</b> ) or a Missile Pod ( <b>Power Rating +1 each</b> ). If this model fires more than two weapons in a single Shooting phase, subtract 1 from all hit rolls.  Supersonic*: Each time this model moves, first pivot it on the spot up to 90° then move the model.												
	may trans mode at t movemer gains <b>Fly</b>	Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the most straight forwards. Note that it cannot pivot againg after the initial pivot. When this model Advance increase its Move characteristic by 12" until the may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and												
	Supersonic. Additionally, it's Movement hit rolls for attacks that target this model in the characteristic increases by 6". It may not Shooting phase. use Titanic Feet while transformed.													
ABILITIES	Mobile S	,					be cha	arged by	is model cannot ch units that can <b>Fly</b> tacked in the Figh	, and	can only	у		
FACTION KEYWORDS	AC, AC19		,. 1 <i>)</i>				uiai G	ан <b>і іу</b> .						
KEYWORDS	Titanic, V		obile S	uit Gr	ound	L Cha	racter	Lucrezia	Noin					
	. italiio, v	J. 11010, 1V	02.10	۵.۲, ۵۱	54114	, 0.10		_4010214						

15 POWER	OZ	<b>Z-07</b> M	IS T	R	$\mathbf{A}^{0}$	GC	<b>OS</b>	DAMAGE Some of this moo change as it suffe shown below:								
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS					
OZ-07MS	*	* *	7 7	12	2	8	3+	7-12+	12"	4+	4+					
An OZ-07MS Tragos is a Cannons, a Beam Rifle, a			rith two 1	120m	ım Lo	w Red	coil	4-6 1-3	9" 5"	5+ 6+	5+ 6+					
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES									
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon may target units not visible to the D3 bearer.										
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.										
Hover Assault	Melee	Melee	User	-2	D3											
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.					
WARGEAR OPTIONS	This mode	el may take a l	Hover P	ack (	Pow	er Rat	ing +1).									
						to it's terrai Feet but g	Moveme in as if it h but gains ains <b>Mob</b>	A model with a Ho nt characteristic a nad the <b>Fly</b> keywo Hover Assault. It <b>ile Tank</b> . At any t k for the rest of th	nd ma rd. It l loses ime, it	ny move loses Ti <b>Mobile</b> may je	over tanic Suit					
	shield has	shield: A mod a 5+ invulner			nbat	move the s	ement pha ame turn.	This model can Fa ase and still shoot This unit may mo	and/o ove an	r charge id fire H	e in eavy					
ADULTIES	Mobile Su	. ,				only	gains a bo	out the -1 penalty onus to its save fo	r bein	g in cov	er if at					
ABILITIES	Core Explodes (p. 1) least half of the model is obscured from the firer.															
FACTION KEYWORDS	AC, AC19	5, UZ														

Titanic, Vehicle, Mobile Suit, Ground

7 POWER				-08N			5		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
OZ-08MMS	*	*	*	8 7	15	2	7	3+	8-15+	9"	4+	4+
An OZ-08MMS Cancer is	a single mo	odel ea	d with Cr	nd two	4-7	6"	5+	5+				
Missile Launchers.	a single model equipped with Grashing Glaws and two							1-3	4"	6+	6+	
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
Crushing Claws	Melee	Me	elee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the hit roll.					
Missile Launcher	72"	Hea	vy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					change
	Aquatic:T characteri				ove		No L Wate	-	model may never	step	out of th	ne
ABILITIES	Mobile Su	<b>ıit</b> (p. 1	1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	AC, AC19	AC, AC195, OZ										
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Aquatic										

						5					
M	WS E	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	*	* 7	6	12	2	7	3+	7-12+	12"	4+	4+
a single mo	del equi	oped w	ith Cru	shin	a Cla	ıws. tw	o Missile	4-6	8"	5+	5+
•					9 0.0	,		1-3	5"	6+	6+
RANGE	TYF	PΕ	S	AP	D	ABIL	ITIES				
Melee	Mel	ee	Sx2	-2	D6			•	ı, you	must s	ubtract
72"	Heavy	/ D3	8	-2	2				ore m	odels,	change
Melee	Mel	ee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
-				ove							
Mobile Su	i <b>t</b> (p. 1)					Core	Explode	<b>s</b> (p. 1)			
AC, AC195, OZ											
Titanic, Ve	hicle, M	obile S	uit, Gro	ound	, Aqı	ıatic					
	M * a single modet.  RANGE  Melee  72"  Melee  Aquatic:T characteris  Mobile Su	M WS E  * *  a single model equipeet.  RANGE TYF  Melee Mele  72" Heavy Melee Mele  Aquatic:This unit of characteristic where  Mobile Suit (p. 1)  AC, AC195, OZ	M WS BS S  * * * 7  a single model equipped weet.  RANGE TYPE  Melee Melee  72" Heavy D3  Melee Melee  Aquatic:This unit double characteristic when in wa  Mobile Suit (p. 1)  AC, AC195, OZ	M WS BS S T  * * * 7 6  a single model equipped with Cruet.  RANGE TYPE S  Melee Melee Sx2  72" Heavy D3 8  Melee Melee User  Aquatic:This unit doubles its Mocharacteristic when in water.  Mobile Suit (p. 1)  AC, AC195, OZ	M WS BS S T W  * * * 7 6 12  a single model equipped with Crushinget.  RANGE TYPE S AP  Melee Melee Sx2 -2  72" Heavy D3 8 -2  Melee Melee User -2  Aquatic:This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1)  AC, AC195, OZ	M WS BS S T W A  * * * 7 6 12 2  a single model equipped with Crushing Claseet.  RANGE TYPE S AP D  Melee Melee Sx2 -2 D6  72" Heavy D3 8 -2 2  Melee Melee User -2 D3  Aquatic:This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1)  AC, AC195, OZ	M WS BS S T W A Ld  * * * 7 6 12 2 7  a single model equipped with Crushing Claws, two eet.  RANGE TYPE S AP D ABIL  When Melee Melee Sx2 -2 D6 1 from  When 72" Heavy D3 8 -2 2 this w Melee Melee User -2 D3 Make  Aquatic:This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1) Core	M WS BS S T W A Ld SV  * * * 7 6 12 2 7 3+  a single model equipped with Crushing Claws, two Missile eet.  RANGE TYPE S AP D ABILITIES  When attacking Melee Melee Sx2 -2 D6 1 from the hit r  When targeting 72" Heavy D3 8 -2 2 this weapon's a Melee Melee User -2 D3 Make 3 hit rolls  Aquatic:This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1) Core Explode  AC, AC195, OZ	PISCES  M WS BS S T W A Ld SV REMAINING W  * * * 7 6 12 2 7 3+ 7-12+  a single model equipped with Crushing Claws, two Missile etc.  RANGE TYPE S AP D ABILITIES  When attacking with this weapor Melee Melee Sx2 -2 D6 1 from the hit roll.  When targeting units with 5 or m 72" Heavy D3 8 -2 2 this weapon's type to Heavy D6.  Melee Melee User -2 D3 Make 3 hit rolls for each attack was Aquatic: This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1)  Core Explodes (p. 1)  AC, AC195, OZ	PISCES  M WS BS S T W A Ld SV REMAINING W M  * * * 7 6 12 2 7 3+ 7-12+ 12"  a single model equipped with Crushing Claws, two Missile tet.  RANGE TYPE S AP D ABILITIES  When attacking with this weapon, you 1 from the hit roll.  When targeting units with 5 or more m 72" Heavy D3 8 -2 2 this weapon's type to Heavy D6.  Melee Melee User -2 D3 Make 3 hit rolls for each attack with this Aquatic: This unit doubles its Move characteristic when in water.  Mobile Suit (p. 1)  Core Explodes (p. 1)  AC, AC195, OZ	PISCES  M WS BS S T W A Ld SV REMAINING W M WS  * * * 7 6 12 2 7 3+ 7-12+ 12" 4+  a single model equipped with Crushing Claws, two Missile etc.  Melee Melee Sx2 -2 D6 1 from the hit roll.  When targeting units with 5 or more models, when the description of the second state of the secon

10 POWER	OZ	Z-12S	M	S	TA	ΔŪ	RU	US	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
OZ-12SMS	*	* *	8	7	15	2	7	3+	7-12+	12"	4+	3+
An OZ-12SMS Taurus is a Feet.	a single mo	del equippe	d with	n a B	eam	Rifle	and T	itanic	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	3	8	-3	4			roll a wound roll o o inflicts a mortal v			
Laser Gun	24"	Pistol 2D	3	7	-2	3		weapon ign Shield T	gnores the Invulne Teams.	rable	save fro	om
Mega Particle Cannon	48"	Heavy 3	3	8	-3	4			roll a wound roll o o inflicts a mortal v			
Titanic Feet	Melee	Melee	l	User	-2	D3	Make	3 hit roll	s for each attack v	ith th	is weap	on.
WARGEAR OPTIONS	This mode Rating -1		ice its	Bea	m Ri	fle wi	th a M	ega Parti	cle Cannon or a La	aser (	Gun ( <b>Po</b>	wer
	may trans mode at the movemen gains <b>Fly</b> ,	form to or from to beginning the phases. We hard to Hi	om a g of a hen t <b>t, Airl</b>	Mob ny of ranst <b>born</b>	ile Ar your forme <b>e</b> , an	mor ed, it d	pivot straig after incre of the move	it on the ght forwar the initial ase its Me phase - e at least	Each time this mo spot up to 90°, the ds. Note that it ca pivot. When this love characteristic do not roll any dic 8" in each movement muracks that target this	n movinnot   mode by 12 e. Th ent ph	ve the noivot ag Advan until this mode ase.	nodel pain ces, ne end el must
	characteristic increases by 6". It may not use Titanic Feet while transformed.					Shoo	oting phas orne*: Th	e. is model cannot cl	narge	and ca	ın only	
ABILITIES	Mobile Suit (p. 1)  Core Explodes (p. 1)					be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						
FACTION KEYWORDS	AC, AC19		<u>,                                      </u>					······································				

Titanic, Vehicle, Mobile Suit, Space, Ground

10 POWER	7	Z-12S MOE							DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S	T	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
OZ-12SMD	*	6+ *	8	7	15	1	0	*	7-12+	12"	3+	3+
									4-6	9"	4+	4+
An OZ-12SMD Taurus Mo	obile Doll is	a single m	odel e	equip	ped w	/ith a	Beam	Rifle.	1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Each time you roll a wound roll of 6+ for 36" Heavy 3 8 -3 4 weapon, it also inflicts a mortal wound										
Laser Gun	24"	Pistol 2[	D3	7	-2	3		weapon ig n Shield 1	gnores the Invulne Teams.	erable	save fr	om
Mega Particle Cannon	48"	Heavy	3	8	-3	4			roll a wound roll o o inflicts a mortal v			
WARGEAR OPTIONS	This mode Rating -1		ace its	s Bea	am Rif	le wi	th a M	ega Parti	cle Cannon or a L	aser G	Gun ( <b>Pc</b>	wer
	unit replac	oll: The Alces a normon any power any power autonits unit autonits	al pilo er that	t. Th	nis uni ets its	it is Ld	Supersonic*: Each time this model moves, first					
	may trans mode at tl	form to or the beginnir	from a	a Mob any o	oile Ar f your	mor	incre of the	ase its Me phase -	ove characteristic do not roll any dic 8" in each movem	by 12' e. Th	' until th is mode	ne end
	movement phases. When transformed, it gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.				<b>Hard to Hit*</b> : Your opponent must subtract 1 from thit rolls for attacks that target this model in the							
ABILITIES	Mobile Suit (p. 1)  Core Explodes (p. 1)					<b>Airborne*</b> : This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .					y	
FACTION KEYWORDS	AC, AC19	•	)				uiat	Jan i'ly.				
KEYWORDS			را مان	ıit Çr	200	Grav	nd					
IL I WORDS	manio, ve	tanic, Vehicle, Mobile Suit, Space, Ground										

11 POWER		UCRI OZ	EZI. -128				N	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	
Lucrezia Noin	*	* *	8 7	15	3	8	3+	7-12+	12"	3+	2+	
Lucrezia Noin in an OZ-1 Rifle and Titanic Feet. Or			4-6 1-3	9" 5"	4+ 5+	3+ 4+						
army. WEAPON	RANGE	TYPE	S	AP	D	ARII	ITIES	1-3	3	J+	4+	
WEAPON	KANGE	IIFE	3	AF	U			roll a wound roll o	of 6+ fo	or this		
Beam Rifle	36"	Heavy 3	8	-3	4			o inflicts a mortal w				
Laser Gun	24"	Pistol 2D3	7	-2	3		weapon i n Shield 1	gnores the Invulne eams.	rable	save fr	om	
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	vith thi	is weap	on.	
WARGEAR OPTIONS	This mode Rating -1)		e its Bea	m Ri	fle wi	th a M	ega Parti	cle Cannon or a La	aser G	Gun ( <b>Po</b>	wer	
	may transf mode at th	mor Transfo form to or from the beginning of the phases. Who	m a Mob of any of	ile Aı your	rmor r	move at least 8" in each movement phase.						
	gains Fly, Superson characteris	gains Fly, Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.					Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the					
ADULTICO	Mobile Suit (p. 1)					<b>Airborne*</b> : This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units						

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

that can **Fly**.

**ABILITIES** 

**KEYWORDS** 

FACTION KEYWORDS

Core Explodes (p. 1)

AC, AC195, OZ

12 POWER	T	ROWA OZ-1					N	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
Trowa Barton	*	* * 7	7	15	1	8	2+	8-15+	12"	4+	2+
Trowa Barton in an OZ-13 Rifle and Titanic Feet. Or army. Only one unit with	nly one unit	with <b>Trowa Ba</b>	i <b>rton</b> m	nay b	e cho			4-7 1-3	9" 5"	5+ 6+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Buster Rifle	When firing	g the Buster Ri	ifle, cho	oose	one (	of the	two mode	s below.			
Beam Rifle Mode	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	rema phas Save wear	ained stationse. Subtrace. Each tindoon, it also	nly fire the Buster conary in the prece ct 2 from any targe ne you roll a Wour o inflicts a Mortal V may only be fired	ding net unit nd roll Vounc	noveme 's Invulr of 6+ w d. This	ent nerable rith this
Ancillary Targets	60"	Heavy 2	9	When the Buster Rifle Mode is fired, any mode within 1" of a line drawn from the firer to the tar automatically hit by the edges of the massive be including friendly units but excluding models the can <b>Fly</b> . Each time you roll a Wound roll of 6+					arget is beam, hat		
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	ith thi	is weap	on.
Mobile Suit (p. 1)						<b>External Generator</b> : After this unit takes damage, roll a D6 and add this unit's current BS. If the result is greater than this unit's remaining Wounds, the External Generator explodes, causing D3 Mortal wounds to every unit within 6". The Buster Rifle can no longer fire if the External Generator explodes.					

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton, Vayeate

AC, AC195, OZ

**KEYWORDS** 

FACTION KEYWORDS

21 POWER			EK )Z-			IS		2		DAMAGE Some of this mod change as it suffe shown below:		mage, a	as
NAME	M *	WS *	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy			*	7	7	15	5	9	2+	7-12+	12"	2+	2+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	3+	3+
Heero Yuy in an OZ-13M3 Gun, Beam Sabers, a Co one model with <b>Heero Yu</b> <b>Mercurius</b> may be taken	mbat Shield I <b>y</b> may be t	d, 10 F aken f	Planet	Defe	ensor	s, an	d Tita	nic Fe	et. Only	1-3	5"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Beam Gun	24"	Pis	tol 2D3	3	8	-3	4	weap	oon, it also	roll a wound roll o	vound		
Beam Sabers	Melee	N	1elee		+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	1elee		User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith th	is weap	on.
	Saviour F Defensors launched successfu choose to Planet De target unit Defensors instead of	s unit is them vally wo allocatensor fensor t. If you s unit s	s withing when a unds that that that that a unit ou do, to suffers ormal commands.	n 3" an er ant u t wor inste hat a m	of the nemy unit, yund to ead o Plane ortal age.	ou cothe the the wour	an e	forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.  If at any time there are less than 3 Planet Defensors models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models.					
ABILITIES	Planet Defensors: When a model with Planet Defensors is set up, any accompanying Planet Defensors models are attached and are treated as being embarked. While the Planet Defensors models remain attached, none of the abilities of the Planet Defensors models are available. Any or all of the controlling unit's Planet Defensors models can disembark or re-embark. When disembarked, those Planet Defensors models are treated as a separate unit. If the controlling unit is destroyed, those Planet Defensors models are destroyed as well. If the battlefield is not in <b>Space</b> , the Planet Defensors may only disembark for a single turn before					cohe turn friend Tean shoo Alter Com invul your less cohe any 3 cohe inste	rency, the to form a 0 dly unit win gains a 4 ting attack nately, on plete Beanerable sanext shoothan 7 Platerency in the grency canad.	anet Defensors morely can forgo their somplete Beam Somplete Beam Somplete invulnerable sands until your next some friendly unit with more against all should be another Defensors more complete Beam Planet Defensors in reform into a Beam of the Complete Somplete Beam Planet Defensors in reform into a Beam of the Complete Beam Planet Defensors in reform into a Beam of the Complete Beam Planet Defensors in reform into a Beam of the Complete Beam of	hootin hield plete ve ag shootin in 3" o ins a ins a in a ins a ins a ins a ins a ins a ins a ins a ins a ins a in	ng phas Team. Beam S ainst al ng phas of the 3+ attacks ne there n unit eld Tear ls in un	se that Any Shield II se. s until e are m, then nit		
FACTION KEYWORDS	AC, AC19			.01 0	. will	•		14100	Juit (p	. 1), GOIG EXPIOU	(P	. '/	
		•											

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Heero Yuy, Mercurius

26 POWER		LAD XXX						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	
Lady Une	*	* * 8	7	18	2	8	2+	10-18+	12"	3+	3+	
Lady Une in the XXXG-01 Sabers, a Buster Rifle, Co a Twin Machine Cannon. army. Only one model wit	ombat Shie Only one	ld, Titanic Feet, model with <b>Lad</b> y	ans, and	5-9 1-4	9" 5"	4+ 5+	4+ 5+					
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w				
Buster Rifle	When firir	ng the Buster Ri	fle, cho	oose	one (	of the	two mode	s below.				
Beam Rifle Mode	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w				
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	rema phas Save wear	nodel can only fire the Buster Rifle Mode if it nained stationary in the preceding movement ase. Subtract 2 from any target unit's Invulnerable. Each time you roll a Wound roll of 6+ with the apon, it also inflicts a Mortal Wound. This apon mode may only be fired 3 times in a battle					
Ancillary Targets	60"	Heavy 2	9	-4	4	within autor include can	n 1" of a li matically h ding friend <b>Fly</b> . Each	ster Rifle Mode is fired, any model line drawn from the firer to the target is hit by the edges of the massive beam adly units but excluding models that the time you roll a Wound roll of 6+ with it also inflicts a Mortal Wound.				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	is weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b>	ly.	
Twin Machine Cannon	18"	Rapid Fire 2D3	8 6	0	1	-						
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement						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 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.  t  Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the					
ABILITIES	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.  Mobile Suit (p. 1); Core Explodes (p. 1						attack or be attacked in the Fight phase by units					
FACTION KEYWORDS	AC, AC19	95, OZ										
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, Cł	naracter, L	ady Une, Wing G	undar	n, Gund	dam,	

### **OZ 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)
Officer, OZ-06MS	1	70

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, OZ-06MS	1	65

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-02MD	1	65
OZ-06MS	1	60
OZ-12SMD	1	125

CHARACTERS		
UNIT	MODELS PER UNIT	
Zechs Merquise, OZ-00MS	1	145
Treize Khushrenada, OZ-00MS2	1	145
Lady Une, OZ-06MS	1	80
Lucrezia Noin, OZ-07AMS	1	95
Lucrezia Noin, OZ-12SMS	1	140
Trowa Barton, OZ-13MSX1	1	145
Heero Yuy, OZ-13MSX2	1	165
Lady Une, XXXG-01W	1	220

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-07AMS	1	75
OZ-09MMS	1	75

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-07MS	1	70
OZ-08MMS	1	85

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
100mm Machine Gun	25
120mm Low Recoil Cannon	75
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Gun	55
Beam Pistol	65
Beam Rifle	75
Buster Rifle	200
Dober Gun	40
Laser Gun	50
Mega Particle Cannon	80
Missile Launcher	25
Missile Pod	20
Twin Link 60mm Vulcans	10
Twin Machine Cannons	30

MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Beam Sabers	40				
Crushing Claws	20				
Hover Assault	0				
Titanic Feet	0				

OTHER WARGEAR					
WARGEAR	POINTS PER ITEM				
Combat Shield	20				
Flight Pack	35				
Hover Pack	25				
Planet Defensor	15				

# **OZ WARGEAR**

RANGED WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon may target units not visible to the bearer.
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Pistol	24"	Pistol 3	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.
Buster Rifle When attacking with this weapon, choose one of the profiles listed below.						
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode 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 mode may only be fired 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode 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.
Dober Gun	48"	Heavy 2	8	-3	2D3	-
Laser Gun	24"	Pistol 2D3	7	-2	3	This weapon ignores the invulnerable save from Beam Shield Teams.
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 Pod	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls against targets that can Fly.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
Twin Machine Cannons	24"	Assault 2	7	-1	2	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Crushing Claws	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Hover Assault	Melee	Melee	User	-2	D3	Make 2 hit rolls when attacking with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Flight Pack	A model with a Flight Pack gains <b>Fly</b> and <b>Hard to Hit</b> .