ZEON REMNANTS ARMY LIST 0081-0085

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

PRIOR INDICES
Zeon Remnants detachments may include any non-**Character** unit from previous <Year> Zeon-affiliated indices in their army selection, replacing their <Faction> with Zeon Remnants.. Zeon Remnants may add a **Boost Pod** (see Cima Garahau AGX-04, P.2) to any non-**Character** and **Mobile Suit** unit from this or previous indices.

ABILITIES
The following abilities are common to several Zeon Remnant units:

Mobile Suit
This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains **Titanic Presence.**

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

Titanic Presence
After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

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

NEWTYPE DISCIPLINE
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.

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POWER

CIMA GARAHAU
AGX-04

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cima Garahau 315 points	*	*	*	8	8	18	4	9	2+

REMAINING W	M	WS	BS
10-18+	15"	2+	3+
5-9	10"	3+	4+
1-4	6"	4+	5+

Cima Garahau in the AGX-04 Gerbera Tetra is a single model equipped with two 35mm Hand Cannons, a Beam Carbine, Beam Sabers, and Titanic Feet. Only one unit with **Cima Garahau** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take up to 3 Boost Pods (**Power Rating +1**).

ABILITIES	**Mobile Suit** (p. 1) **Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Core Explodes** (p. 1)	**Boost Pod** +10: A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted. If any Boost Pods are currently activated, the model gains **Fly** and **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
FACTION KEYWORDS	UC, 0083, Zeon Remnants	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Cima Garahau	

MS-06F2
ZAKU II F2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06F2	145	*	*	*	8	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A MS-06F2 is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm MMP-70C	+10					When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 90mm MMP-70C	30"	Assault 12	7	-1	1	-
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 12	6	-1	1	-
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.
Grenades	6”	Grenade 1	6	-1	D3	-
Heat Hawk	Melee	Melee	+3	-3	6	-
Sturm Faust +5	48”	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher +25	60”	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (**Power Rating +1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may replace its Grenades with Smoke Grenades. This model may take up to two Sturm Fausts.
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 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 model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
FACTION KEYWORDS	UC, 0081, Zeon Remnants
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

MS-06F2
ZAKU II F2 VETERAN

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POWER

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

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06F2 Veteran 160	*	*	*	8	7	12	2	8	3+

A MS-06F2 Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm MMP-70C +10	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 90mm MMP-70C	30"	Assault 12	7	-1	1	-
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 12	6	-1	1	-
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.
Grenades	6”	Grenade 1	6	-1	D3	-
Heat Hawk	Melee	Melee	+3	-3	6	-
Sturm Faust +5	48”	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher +25	60”	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (**Power Rating +1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may replace its Grenades with Smoke Grenades. This model may take up to two Sturm Fausts.
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 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 model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
FACTION KEYWORDS	UC, 0081, Zeon Remnants	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

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POWER

MS-06F2
ZAKU II F2 ACE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06F2 Ace 165	*	*	*	8	7	12	3	8	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A MS-06F2 Aceis a single model equipped with a 120mm Machine Gun, a Combat Shield, Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm MMP-70C +10						When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 90mm MMP-70C	30"	Assault 12	7	-1	1	-
--- Grenade Launcher	30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 12	6	-1	1	-
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.
Grenades	6"	Grenade 1	6	-1	D3	-
Heat Hawk	Melee	Melee	+3	-3	6	-
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a 90mm MMP-70C (**Power Rating +1**). This model may take in addition up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may replace its Grenades with Smoke Grenades. This model may take up to two Sturm Fausts.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 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 model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

FACTION KEYWORDS	UC, 0081, Zeon Remnants
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground

ERIK BLANKE
MS-08TX/N

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Erik Blanke	255	*	*	*	8	7	12	4	9	3+

REMAINING W	M	WS	BS
7-12+	12"	2+	3+
4-6	9"	3+	4+
1-3	5"	4+	5+

Erik Blanke in a MS-08TX/N Efreet Nacht is a single model equipped with a 35mm Hand Cannon, a Cold Blade, four Cold Kunai, and Titanic Feet. Only one of this unit may be included in your army.

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon		30"	Pistol 6	5	0	1	-
90mm MMP-70C	+40	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
--- 90mm MMP-70C		30"	Assault 12	7	-1	1	-
--- Grenade Launcher		30"	Assault 1	7	-1	D3	This weapon may only be fired once per battle.
Cold Blade		Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Kunai (Melee)		Melee	Melee	+2	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Kunai (Thrown)		24"	Assault 1	7	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Cold Kunai may not be used again in this battle.
Heat Saber	+20	Melee	Melee	+3	-3	6	-
Shotgun	+20	When attacking with this weapon, choose one of the profiles below					
----Solid Slug		30"	Assault 1	7	-2	6	-
----Scatter Shot		24"	Assault 3	6	-1	2	-
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take a 90mm MMP-70C (**Power Rating +2**), a Heat Saber (**Power Rating +1**), or a Shotgun (**Power Rating +1**).
ABILITIES	**Hit and Run**:This unit can move 2D6" in your Charge phase (even if it has not declared a charge). **Cold Kunai**: These weapons may be used in melee or thrown. If thrown, they are lost and cannot be recovered this battle. **Core Explodes** (p. 1) **Mobile Suit** (p. 1)
FACTION KEYWORDS	UC, 0081, Zeon Remnants
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground

| | 12 POWER | MS-14F GELGOOG MARINE | | | | | | | | | DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: | | | |

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14F	245	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
											4-7	9"	4+	4+
											1-3	5"	5+	5+

A MS-14F is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon		30"	Pistol 6	5	0	1	-
90mm MMP-70C	+10						When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 90mm MMP-70C		30"	Assault 12	7	-1	1	-
--- Grenade Launcher		30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun		30"	Assault 12	6	-1	1	-
Bazooka	-5	48”	Heavy 2D6	8	-2	1	Blast.
Beam Rifle	+40	36”	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers		Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm MMP-70C (**Power Rating +1**), a Bazooka, or a Beam Rifle (**Power Rating +2**). This model may take a Combat Shield (**Power Rating +1**).
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1) **Combat Shield** +20: A model with a Combat Shield has a 5+ invulnerable save.
FACTION KEYWORDS	UC, 0083, Zeon Remnants
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space

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MS-14F GELGOOG MARINE ACE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-14F Ace `255`	*	*	*	8	8	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	12"	3+	3+
4-7	9"	4+	4+
1-3	5"	5+	5+

A MS-14F Ace is a single model equipped with two 35mm Hand Cannons, a 120mm Machine Gun, Beam Sabers, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
90mm MMP-70C `+10`						When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.
--- 90mm MMP-70C	30"	Assault 12	7	-1	1	-
--- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 12	6	-1	1	-
Bazooka `-5`	48”	Heavy 2D6	8	-2	1	Blast.
Beam Rifle `+40`	36”	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 90mm MMP-70C (**Power Rating +1**), a Bazooka, or a Beam Rifle (**Power Rating +2**). This model may take a Combat Shield (**Power Rating +1**).
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1) **Combat Shield** `+20`: A model with a Combat Shield has a 5+ invulnerable save.
FACTION KEYWORDS	UC, 0083, Zeon Remnants
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space

	16	CIMA GARAHAU									DAMAGE			

16 POWER

CIMA GARAHAU
MS-14FS

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Cima Garahau	*	*	*	8	8	15	4	9	3+	8-15+	12"	2+	3+
										4-7	9"	3+	4+
										1-3	5"	4+	5+

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Cima Garahau in a MS-14Fs Gelgoog Marine Commander Type is a single model equipped with two 35mm Hand Cannons, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Cima Garahau** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
Beam Machine Gun	36”	Heavy D6	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12”	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.
FACTION KEYWORDS	UC, 0083, Zeon Remnants	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Cima Garahau	

| | **15** POWER | **ANAVEL GATO** **RX-78GP02A** | | | | | | | DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: | | | |

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Anavel Gato	300	*	*	*	8	10	18	5	9	2+

REMAINING W	M	WS	BS
10-18+	15"	2+	2+
5-9	10"	3+	3+
1-4	6"	4+	4+

Anavel Gato in the RX-78GP02A Gundam Physalis is a single model equipped with Beam Sabers, a Massive Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with **Anavel Gato** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Ship Rifle	+30 72"	Heavy 2	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a **Character**, even if it is not the closest model.
Beam Bazooka	+90 48"	Heavy 2D3	8	-2	4	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
MLRS	+70 48"	Heavy 6	8	-2	D6	This weapon may be fired up to 2 times per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Pistol 6	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take a Beam Bazooka (**Power Rating +5**) or an MLRS (**Power Rating +4**). If this model does not take the Beam Bazooka, then it may take an Anti-Ship Rifle (**Power Rating +1**).
ABILITIES	**Hit and Run**: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. **Massive Shield**: A model with a Massive Shield has a 4+ invulnerable save.	**Nuclear Warhead**: The GP02A nuclear warhead is not a weapon for encounters less than apocalyptic. Instead, it may be better served as a unique mission scenario, The Nightmare of Solomon See the end of this Index for that mission scenario.
	Mobile Suit (p. 1)	Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0083, Zeon Remnants	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Gundam, Fly, Ground, Space, Anavel Gato	

ETERNAL WAR
NIGHTMARE OF SOLOMON

Anavel Gato prepares for his own part of an attack on Konpeitoh, which is hosting the Naval Review. The Delaz Fleet keeps probing the enemy defenses, keeping them occupied. A defense satellite detects Gato breaking through another sector and the enemy is ordered to intercept him before he crashes the Review, firing his Mk. 82 nuclear warhead and destroying the fleet!

THE ARMIES
Each player selects a Battle Forged army to an agreed points limit. Thematically, we suggest a Zeon Remnants Delaz Fleet army versus a Postwar EFF Albion Team army.

THE BATTLEFIELD
Create the battlefield and set up terrain. A great deal of small to large pieces of space debris would fit the theme well for terrain.

DEPLOYMENT
Using the Spearhead Assault deployment map, roll off to determine which player can pick one of the deployment zones for their army. Their opponent must use the other deployment zone.

The players then alternate deploying units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN
The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a D6; on a 6 they manage to Seize the Initiative, and they get first turn instead!

MISSION SPECIAL RULES

Open Space
Battles in **Open Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit. Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units must possess the **Space** keyword to field that unit in Space battles.

Debris Zone
When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away. After any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls higher than its LD, it takes a Mortal Wound.

STRATEGEMS
In this mission, the players can spend Command Points (CP) for the following additional Strategem.

1CP: **Defense Satellites** (Strategem)
Select an enemy unit. For the duration of your turn, your units may shoot at that unit without penalty from **Debris Zone**.

BATTLE LENGTH
At the end of Battle Round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues; otherwise the game is over. At the end of Battle Round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues; otherwise the game is over. The battle automatically ends after Battle Round 7.

VICTORY CONDITIONS
At the end of the battle, if the player who picked their Deployment Zone's Warlord has escaped from the far edge of the table (in their opponent's Deployment Zone), then they score a Major Victory. If the player who did not pick their Deployment Zone kills their opponent's Warlord, before it escapes, they score a Major Victory. If the Warlord was not killed or did not escape, then the battle is a draw.

SOLOMON, I HAVE RETURNED!!
The player who picked their deployment zone may have their Warlord escape through the far edge of the table in their opponent's Deployment Zone. If they do so, the game ends immediately as the nuke is deployed. Their opponent's HQ units may prevent them from leaving the battlefield if they are within 6" of the Warlord - the Warlord must go another way.