

PRINCIPALITY OF ZEON ARMY FORCES LIST

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

ABILITIES

The following abilities are common to several Zeon units:

Mobile Suit

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

Escape Vehicle - <Unit Type>


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

Core Explodes

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

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).

Vehicle Squadron

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

Newtype

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

NEWTYPE DISCIPLINE
<p>Three Times Faster</p> <p><i>Three Times Faster</i> 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.</p>
<p>Plot Armor</p> <p><i>Plot Armor</i> 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.</p>
<p>Combat Hypnosis</p> <p><i>Combat Hypnosis</i> 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.</p>



POWER

DFA-03 DOPP

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
DFA-03	70 points	15"-36"	6+	4+	5	5	6	2	7	3+
This unit contains a single DFA-03 model. It may include an additional single DFA-03 (Power Rating +4) or an additional two DFA-03 (Power Rating +8). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Three Shot Missile Launcher	60"	Rapid Fire D6		6	-1	1	Blast.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
ABILITIES	Airborne: This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .						Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)			
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.									
FACTION KEYWORDS	UC, 0079, Zeon									
KEYWORDS	Fly, Vehicle, Ground									



POWER

HT-01B-TOP MAGELLA TOP

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
HT-01B-Top	55	15"-30"	6+	4+	5	5	4	2	7	3+
This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (Power Rating +3) or an additional two HT-01B-Top (Power Rating +6). Each model is equipped with a 175mm Cannon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
175mm Cannon	48"	Heavy 1	8	-3	2D6	-				
ABILITIES	<div><div><p>Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p></div><div><p>Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p><p>Vehicle Squadron (p. 1)</p><p>Core Explosion (p. 1)</p></div></div>									
FACTION KEYWORDS	UC, 0079, Zeon									
KEYWORDS	Fly, Vehicle, HT-01B-Top, Ground									




NAME	M	WS	BS	S	T	W	A	Ld	Sv	
HT-01B	100	8"	6+	4+	5	6	6	2	7	3+
This unit contains a single HT-01B model. It may include an additional single HT-01B (Power Rating +5) or an additional two HT-01B (Power Rating +10). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
35mm Triple Cannon	30"	Pistol 6		5	0	1	-			
175mm Cannon	48"	Heavy 1		8	-3	2D6	-			
ABILITIES	Escape Vehicle - HT-01B-Top (p. 1)						Vehicle Squadron (p. 1) Core Explosion (p. 1)			
FACTION KEYWORDS	UC, 0079, Zeon									
KEYWORDS	Vehicle, Ground									



MS-05B
ZAKU I

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

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

<div><div><div></div><div>12</div><div>POWER</div></div><div><div>MS-05L</div><div>ZAKU SNIPER</div></div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>BS</div> <div>T</div>			
<div>MS-05L<div>235</div><div>*</div><div>6+</div><div>*</div><div>7</div><div>*</div><div>12</div><div>1</div><div>8</div><div>3+</div></div>											<div>7-12+</div> <div>12"</div> <div>2+</div> <div>6</div>			
<div>A MS-05L is a single model equipped with a Long Beam Rifle, a Heat Hawk, and Titanic Feet.</div>											<div>4-6</div> <div>9"</div> <div>3+</div> <div>5</div>			
<div>1-3</div> <div>5"</div> <div>4+</div> <div>4</div>														
<div><div>WEAPON</div><div>RANGE</div><div>TYPE</div><div>S</div><div>AP</div><div>D</div><div>ABILITIES</div></div>														
<div><div>Long Beam Rifle</div><div>84"</div><div>Heavy 3D3</div><div>9</div><div>-4</div><div>4</div><div>A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target units Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.</div></div>														
<div><div>Heat Hawk</div><div>Melee</div><div>Melee</div><div>+3</div><div>-3</div><div>6</div><div>-</div></div>														
<div><div>Titanic Feet</div><div>Melee</div><div>Melee</div><div>User</div><div>-2</div><div>2</div><div>Make 3 hit rolls for each attack with this weapon.</div></div>														
<div><div><div><div>Supplemental Generator: After firing the Long Beam Rifle, if any hit rolls were 1, roll a D6. On a 6, the Supplemental Generator explodes, causing D3 Mortal wounds to every unit within 6". The Long Beam Rifle can no longer fire if the Supplemental Generator explodes.</div><div>Mobile Suit (p. 1) Core Explodes (p. 1)</div></div></div></div>														
<div>ABILITIES</div>														
<div>FACTION KEYWORDS</div>											<div>UC, 0079, Zeon</div>			
<div>KEYWORDS</div>											<div>Titanic, Vehicle, Mobile Suit, Sniper, Space, Ground</div>			

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POWER

MS-06F/MS-06J

ZAKU II

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-06F/MS-06J	140	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+	
										1-3	5"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
175mm Cannon	-5	48"	Heavy 1		8	-3	2D6	-						
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
Three Shot Missile Launcher	+25	60"	Rapid Fire D6		6	-1	1	Blast						
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 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

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POWER

MS-06
ZAKU II ACE

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS	
MS-06 Ace	150	*	*	*	7	7	12	3	8	3+	7-12+		12"	3+		3+		
A MS-06 Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.											4-6		9"	4+		4+		
											1-3		5"	5+		5+		
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES									
120mm Machine Gun		30"		Assault 12		6	-1	1	-									
175mm Cannon		-5	48"		Heavy 1		8	-3	2D6	-								
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.								
Cracker Grenades		12"		Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.									
Heat Hawk		Melee		Melee		+3	-3	6	-									
Three Shot Missile Launcher		+25	60"		Rapid Fire D6		6	-1	1	Blast								
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 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).																
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.								Mobile Suit (p. 1) Core Explodes (p. 1)								
FACTION KEYWORDS		UC, 0079, Zeon																
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground																



DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS		
MS-06FZ	155	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06FZ is a single model equipped with a Combat Shield, Frag Grenades, a Heat Hawk, a MMP-70C, and Titanic Feet.										4-6	9"	5+	5+		
										1-3	5"	6+	6+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
120mm Machine Gun	-10	30"	Assault 12		6	-1	1	-							
Frag Grenades	12"	Grenade 1		6	-1	D3	-								
Heat Hawk	Melee	Melee		+3	-3	6	-								
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.														
---- 90mm MMP-70C	30"	Assault 12		7	-1	1	-								
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.								
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS	This model may replace its MMP-70C with a 120mm Machine Gun. This model may replace its Frag Grenades with Smoke Grenades.														
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)						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, 0079, Zeon														
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground														



DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-06K	115	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06K is a single model equipped with a 175mm Cannon, a Combat Shield, Smoke Grenades, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
75mm Gatling Cannon		+25	30"	Assault 12		7	-1	1							
120mm Machine Gun		+30	30"	Assault 12		6	-1	1							
175mm Cannon			48"	Heavy 1		8	-3	2D6							
Bazooka		+25	48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		+20	Melee	Melee		+3	-3	6							
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		6	-1	D3	This weapon 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	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). This model may take a Heat Hawk (Power Rating +1).													
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						
		Mobile Suit (p. 1)													
FACTION KEYWORDS		Core Explodes (p. 1)													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													

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POWER

MS-06R1-A
ZAKU II HIGH
MOBILITY TYPE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-06R1-A	160	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+	
										1-3	5"	6+	6+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		5	48"	Heavy 2D6		8	-2	1	Blast.					
		This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.												
Cracker Grenades		12"	Grenade D6		*	*	*							
Heat Hawk		Melee	Melee		+3	-3	6	-						
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 Bazooka.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space												

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POWER

GAIA
MS-06R1-A

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Gaia	165	*	*	*	7	7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one unit with Gaia may be included in your army.											4-6	9"	5+	4+
											1-3	5"	6+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.				
		This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.												
Cracker Grenades		12"	Grenade D6		*	*	*							
Heat Hawk		Melee	Melee		+3	-3	6	-						
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 Bazooka.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gaia, Space												

POWER

JOHNNY RIDDEN
MS-06R2

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Johnny Ridden	175	*	*	*	7	8	12	3	8	3+	7-12+	12"	3+	2+
Johnny Ridden in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	4+	3+
											1-3	5"	5+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Bazooka		-5	48"	Heavy 2D6		8	-2	1	Blast.					
Cracker Grenades		12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk		Melee		Melee		+3	-3	6	-					
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 Bazooka.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1)							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space												

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POWER

CHAR AZNABLE
MS-06S

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable	215	*	*	*	7	7	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in the MS-06S Zaku II Commander Type is a single model equipped with a 120mm Machine Gun, Cracker Grenades, a Heat Hawk, Titanic Feet, and a Combat Shield. Only one unit with Char Aznable may be included in your army.											4-7	9"	3+	3+
											1-3	5"	4+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
175mm Cannon		-5	48"	Heavy 1		8	-3	2D3	-					
Bazooka		-5	48"	Heavy 2D6		8	-2	1	Blast.					
Cracker Grenades		12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk		Melee		Melee		+3	-3	6	-					
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 175mm Cannon or a Bazooka.												
ABILITIES		Mobile Suit (p. 1)							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Core Explodes (p. 1)					
PSYKER		Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground												

9
POWER

MS-07B GOUF

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-07B	185	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-07B is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon		30"	Pistol 6		5	0	1	-						
120mm Machine Gun		+30	30"	Assault 12		6	-1	1	-					
Bazooka		+25	48"	Heavy 2D6		8	-2	1	Blast					
		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.												
Heat Rod		Melee	Melee		+3	-3	6							
Heat Saber		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground												

POWER

RAMBA RAL
MS-07B

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Ramba Ral	205	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07B Gouf is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"		Pistol 6		5	0	1	-						
120mm Machine Gun	+30	30"		Assault 12		6	-1	1	-					
Bazooka	+25	48"		Heavy 2D6		8	-2	1	Blast					
										Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.				
Heat Rod	Melee		Melee		+3	-3	6							
Heat Saber	Melee		Melee		+3	-3	6	-						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground													

POWER

LOU ROHER
MS-07B-3

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Lou Roher	215	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Lou Roher in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	4+	
										1-3	5"	4+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon		30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon		+50 30"	Assault 12		7	-1	1	-						
Heat Rod		Melee	Melee		+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a 75mm Gatling Cannon (Power Rating +2).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES		Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground												

POWER

MANNING
MS-07B-3

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS
Manning	205	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+			
Manning in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	4+	4+			
											1-3	5"	5+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
35mm Hand Cannon		30"		Pistol 6		5	0	1	-								
75mm Gatling Cannon		+50	30"	Assault 12		7	-1	1	-								
Heat Rod		Melee		Melee		+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.								
Heat Saber		Melee		Melee		+3	-3	6	-								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS		This model may take a 75mm Gatling Cannon (Power Rating +2).															
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.								Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							
ABILITIES		Mobile Suit (p. 1)								Core Explodes (p. 1)							
FACTION KEYWORDS		UC, 0079, Zeon															
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground															

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POWER

NORRIS PACKARD
MS-07B-3

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Norris Packard	225	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Norris Packard in the MS-07B-3 Gouf Custom is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon		30"	Pistol 6		5	0	1	-						
75mm Gatling Cannon		+50	Assault 12		7	-1	1	-						
Heat Rod		Melee	Melee		+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a 75mm Gatling Cannon (Power Rating +2).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES		Mobile Suit (p. 1)						Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground												

8
POWER

MS-07H-8
GOUF FLIGHT TYPE

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-07H-8	165	*	*	*	7	7	12	2	7	3+	7-12+	15"	4+	4+
A MS-07H-8 is a single model equipped with a 35mm Hand Cannon, a Combat Shield, Heat Saber, and Titanic Feet.										4-6	11"	5+	5+	
										1-3	6"	6+	6+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon	30"		Pistol 6		5	0	1	-						
75mm Gatling Cannon	+50	30"	Assault 12		7	-1	1	-						
Heat Saber	Melee		Melee		+3	-3	6	-						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a 75mm Gatling Cannon (Power Rating +2).													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Fly, Titanic, Vehicle, Mobile Suit, Ground													

8
POWER

MS-08TX
EFREET

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS	
MS-08TX	150	*	*	*	8	7	12	3	8	3+	7-12+				12"	3+	3+
A MS-08TX is a single model equipped with a Heat Saber, a Shotgun, Smoke Launchers, and Titanic Feet.											4-6				9"	4+	4+
											1-3				5"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
35mm Hand Cannon		+15	30"		Pistol 6		5	0	1	-							
Shotgun		When attacking with this weapon, choose one of the profiles below															
----Solid Slug		30"		Assault 1		7	-2	D6	-								
----Scatter Shot		24"		Assault D3		6	-1	D3	-								
Heat Saber		Melee		Melee		+3	-3	6	-								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS		This model may take a 35mm Hand Cannon (Power Rating +1).															
ABILITIES		Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).								Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.							
		Mobile Suit (p. 1) Core Explodes (p. 1)															
FACTION KEYWORDS		UC, 0079, Zeon															
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground															



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Nimbus Schterzen	245	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Nimbus Schterzen in a MS-08TX (EXAM) Efreet Custom is a single model equipped with four Grenade Launchers, two Heat Sabers, Titanic Feet, and two Three Shot Missile Launchers. You may only have one unit with Nimbus Schterzen in your army.										4-6	9"	3+	4+	
										1-3	5"	4+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.						
Heat Saber	Melee		Melee		+3	-3	6	-						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Three Shot Missile Launcher	60"		Rapid Fire D6		6	-1	D3	Blast						
ABILITIES	Mobile Suit (p. 1)							Hit and Run: This unit can move 2D6" in your						
	Core Explodes (p. 1)							Charge phase (even if it has not declared a charge).						
PSYKER	Exam System: A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Nimbus Schterzen, Psyker, Newtype, Ground													



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-09/MS-09R	190	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	5+	5+	
										1-3	6"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	-40	30"	Assault 12		6	-1	1	Blast. This weapon can target units not visible to the bearer.						
360mm Giant Bazooka		84"	Heavy 2D6		9	-3	2							
Bazooka	-45	48"	Heavy 2D6		8	-2	1	Blast.						
Diffuse Beam Gun		12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber		Melee	Melee		+3	-3	6	-						
MMP-70C	-30	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.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).													
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													



MS-09
VETERAN

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-09 Veteran	215	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.											4-6	10"	4+	4+
											1-3	6"	5+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	-40	30"	Assault 12		6	-1	1	Blast. This weapon can target units not visible to the bearer.						
360mm Giant Bazooka		84"	Heavy 2D6		9	-3	2							
Bazooka	-45	48"	Heavy 2D6		8	-2	1	Blast.						
Diffuse Beam Gun		12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber		Melee	Melee		+3	-3	6	-						
MMP-70C	-30	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.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).													
ABILITIES	Mobile Suit (p. 1)Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													

8
POWER

**GAIA
MS-09**

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Gaia	210	*	*	*	8	8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. Only one unit with Gaia may be included in your army.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		-40	30"	Assault 12		6	-1	1	-					
360mm Giant Bazooka			84"	Heavy 2D6		9	-3	2	Blast. This weapon can target units not visible to the bearer.					
Bazooka		-45	48"	Heavy 2D6		8	-2	1	Blast.					
									This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Diffuse Beam Gun			12"	Grenade 1		*	*	*						
Heat Saber			Melee	Melee		+3	-3	6	-					
MMP-70C		-30	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.					
Titanic Feet			Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).												
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-09R-2	190	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R-2 is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	5+	5+	
										1-3	6"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
360mm Giant Bazooka	84"	Heavy 2D6		9	-3	2	Blast. This weapon can target units not visible to the bearer.							
Bazooka	-45	48"	Heavy 2D6		8	-2	1	Blast.						
Diffuse Beam Gun	12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Heat Saber	Melee	Melee		+3	-3	6	-							
MMP-70C	-30	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.							
Sturm Faust	+5	48"	Heavy 1		8	-2	D6	Each one of this weapon may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2). This model may take up to 2 Sturm Fausts.													
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													



MS-14A
GELGOOG

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-14A	295	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle		36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber		Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES		Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space												



MS-14B GELGOOG HIGH MOBILITY

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-14B	315	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14B is a single model equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Saber	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													

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POWER

SHIN MATSUNAGA

MS-14B

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Shin Matsunaga	325	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	2+
Shin Matsunaga in a MS-14B Gelgoog High Mobility Type is a single model equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber. Only one of this unit may be included in your army.										4-7	9"	4+	3+	
										1-3	5"	5+	4+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Saber	Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space													



POWER

MS-14C GELGOOG CANNON

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-14C	330	*	*	*	8	8	15	2	7	3+	8-15+	12"	4+	3+
A MS-14C is a single model equipped with a Beam Rifle, a Beam Cannon, Titanic Feet, and a Twin Beam Saber.										4-7	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
360mm Giant Bazooka	84"	Heavy 2D6		9	-3	2	Blast. This weapon can target units not visible to the bearer.							
Bazooka	-45	Heavy 2D6		8	-2	1	Blast.							
Beam Cannon	36"	Heavy 1		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Three Shot Missile Launcher	+25	Rapid Fire D6		6	-1	1	Blast.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Saber	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
WARGEAR OPTIONS	This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Beam Rifle with a Bazooka (Power Rating -2) or a 360mm Giant Bazooka.													
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													

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POWER

MS-14Jg GELGOOG JÄGER

DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-14Jg	365	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14Jg is a single model equipped with a Beam Machine Gun, Beam Sabers, Two Beam Spot Guns, Titanic Feet, and Twin Link 60mm Vulcans.											4-7	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun		36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Spot Gun		12"		Pistol 3		8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet		Melee		Melee		User	-2	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 hit rolls against targets that can Fly .					
ABILITIES		Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							Mobile Suit (p. 1)					
									Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space												



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POWER

MS-14S GELGOOG COMMAND

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-14S	300	*	*	*	8	8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14S is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Saber	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space													

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POWER

CHAR AZNABLE
MS-14S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Char Aznable	345	*	*	*	8	8	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in a MS-14S Gelgoog Command is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber. Only one unit with Char Aznable may be included in your army.										4-7	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Saber	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
ABILITIES										Mobile Suit (p. 1)				
										Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.				Core Explodes (p. 1)
PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Space													

POWER

M'QUVE YMS-15

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A	
M'Quve	235	*	*	3	8	7	12	*	8	3+	7-12+	12"	2+	4
M'Quve in a YMS-15 Gyan is a single model equipped with a Beam Anti Ship Sword, a Gyan Shield, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	3	
										1-3	5"	4+	2	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Anti Ship Sword	Melee		Melee		x2	-4	6	You must subtract 1 from all Hit rolls with this weapon. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Gyan Shield	48"		Rapid Fire D6		6	-1	1	The Gyan shield provides a 5+ invulnerable save in addition to the missiles. Blast.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space													



MS-18E KÄMPFER

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS18-E	165	*	*	*	8	6	12	3	8	3+	7-12+	15"	3+	3+
A MS-18E is a single model equipped with Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans.											4-6	10"	4+	4+
											1-3	6"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	+25	48"	Heavy 2D6			8	-2	1	Blast					
Beam Saber		Melee	Melee			+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Chain Mine	+40	8"	Grenade 2D6			10	-3	1	This weapon may only be fired once per battle.					
Shotgun	+20	When attacking with this weapon, choose one of the profiles listed below.												
---- Solid Slug		30"	Assault 1			7	-2	D6	-					
---- Scatter Shot		24"	Assault D3			6	-1	D3	-					
Sturm Faust	+5	48"	Heavy 1			8	-2	D6	Each one of this weapon may only be fired once per battle.					
Titanic Feet		Melee	Melee			User	-2	1	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans		24"	Rapid Fire 4			4	0	1	Add 1 to all hit rolls against targets that can Fly.					
WARGEAR OPTIONS		This model may take up to two Bazookas (Power Rating +1 each).												
		This model may take a Chain Mine (Power Rating +2).												
		This model may take up to two Shotguns (Power Rating +1 each).												
		This model may take up to two Sturm Fausts.												
		More Arms Than Hands: The Kampfer may fire only 2 of its optional weapons during a given round.								Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a Charge).				
ABILITIES		Mobile Suit (p. 1)								Core Explodes (p. 1)				
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space												



POWER

MSM-03 GOGG

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MSM-03	290	*	*	*	10	8	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03 is a single model equipped with two Grenade Launchers, Iron Nails, two Mega Particle Cannons, and Titanic Feet.										4-7	6"	5+	5+	
										1-3	4"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.							
Iron Nails	Melee	Melee		+3	-3	6	-							
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.						Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													



POWER

MSM-03C HY-GOGG

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-03C	315	*	*	*	10	7	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03C is a single model equipped with two 90mm Machine Guns, four Grenade Launchers, Iron Nails, two Mega Particle Cannons, Titanic Feet.											4-7	6"	5+	5+
											1-3	4"	6+	6+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun		24"	Rapid Fire 4		6	-1	1	-						
Grenade Launcher		30"	Assault 1		6	-1	D3	Each of this weapon may only be fired once.						
Iron Nails		Melee	Melee		+3	-3	6	-						
Mega Particle Cannon		48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Sturm Faust	+5	48"	Heavy 1		8	-2	D6	Each of this weapon may only be fired once.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take up to two Sturm Fausts.													
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water. Mobile Suit (p. 1) Hand Missile Unit: Each Sturm Faust taken blocks the use of a Mega Particle Cannon until it is fired. Core Explodes (p. 1)													
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													



MSM-04 ACGUY

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MSM-04	210	*	*	*	8	6	15	2	7	3+	8-15+	9"	4+	4+
A MSM-04 is a single model equipped with Iron Nails, a Mega Particle Cannon, a Missile Launcher, Titanic Feet, and Twin Link 60mm Vulcans.										4-7	6"	5+	5+	
										1-3	4"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Iron Nails	Melee	Melee		+3	-3	6	-							
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.							
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 made against targets that can Fly.							
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.						Core Explodes (p. 1) Mobile Suit (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													



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POWER

MSM-07
Z'GOK

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MSM-07	280	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07 is a single model equipped with two Mega Particle Cannons, a Missile Launcher, and Titanic Feet.										4-7	6"	4+	4+	
										1-3	4"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Iron Nails	Melee	Melee		+3	-3	6	-							
Mega Particle Cannon	48"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Missile Launcher	72"	Heavy D6		8	-2	2	Blast.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.					Core Explodes (p. 1) Mobile Suit (p. 1)								
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													



DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MSM-07E	2180	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07E is a single model equipped with two Beam Cannons, Iron Nails, a Missile Launcher, and Titanic Feet.											4-7	6"	4+	4+
											1-3	4"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Iron Nails		Melee		Melee		+3	-3	6	-					
Beam Cannon		36"		Heavy 1		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher		72"		Heavy D6		8	-2	2	Blast.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES		Aquatic: This unit doubles its Move characteristic when in water.							Core Explodes (p. 1) Mobile Suit (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



CHAR AZNABLE

MSM-07S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Char Aznable	345	*	*	*	9	7	15	5	9	3+	8-15+	10"	2+	2+
Char Aznable in a MSM-07S Z'Gok Commander Type is a single model equipped with Iron Nails, two Mega Particle Cannons, a Missile Launcher, and Titanic Feet. Only one unit with Char Aznable may be included in your army.										4-7	7"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Iron Nails	Melee		Melee		+3	-3	6	-						
Mega Particle Cannon	48"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher	72"		Heavy D6		8	-2	2	Blast.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic: This unit doubles its Move characteristic when in water.						Core Explodes (p. 1) Mobile Suit (p. 1)							
PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Aquatic													



POWER

MSM-10 ZOCK

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MSM-10	1485	*	*	*	10	7	15	2	7	3+	8-15+	9"	5+	4+
A MSM-10 is a single model equipped with 9 Mega Particle Cannons and Titanic Feet.										4-7	6"	6+	5+	
										1-3	4"	6+	6+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Mega Particle Cannon	48"		Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Core Explodes (p. 1)							Restricted Arcs: The Zock may only bring up to 4 of its Mega Particle Cannons against any given unit. Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													

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16 NIMBUS SCHTERZEN

POWER RX-79BD-2

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Nimbus Schterzen	260	*	*	*	8	8	18	3	8	2+	10-18+	12"	3+	2+
Nimbus Schterzen in the RX-79BD-2 Gundam Blue Destiny Unit 2 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a Combat Shield, Two Grenade Launchers, Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Nimbus Schterzen may be taken for your army.											5-9	9"	4+	3+
											1-4	5"	5+	4+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
90mm Machine Gun		24"		Rapid Fire 4		6	0	1	-					
100mm Machine Gun		24"		Rapid Fire 6		6	-1	1	-					
Beam Rifle		+50 36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher		30"		Assault 1		6	-1	D3	Each of this weapon may only be fired once per battle.					
Titanic Feet		Melee		Melee		User	-2	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 hit rolls against targets that can Fly .					
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a Beam Rifle (Power Rating +3).												
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)							Combat Shield: A model with a combat shield has a 5+ invulnerable save.					
PSYKER		Exam System::A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS		UC, 0079, Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gundam, Nimbus Schterzen, Psyker, Newtype, Ground, Space												