# 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**

#### **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.



**FACTION KEYWORDS** 

**KEYWORDS** 

UC, 0079, Zeon

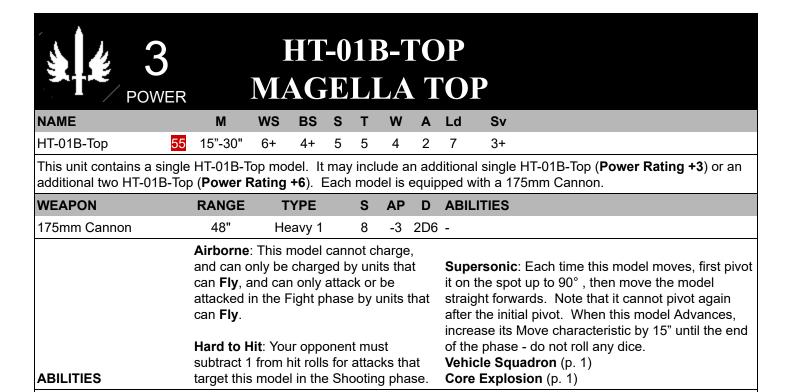
Fly, Vehicle, Aircraft, HT-01B-Top, Ground

### **DFA-03 DOPP**

NAME		M	WS	BS	S	Т	W	Α	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 <b>Fly</b> .
ABILITIES	and can of can Fly, a attacked is can Fly.  Hard to Ha	: This model can only be charged b and can only atta in the Fight phase <b>lit</b> : Your opponer from hit rolls for a model in the Sh	oy un ck or e by nt mu attac	its that be units to stocks that	t hat at	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)
FACTION KEYWORDS	UC, 0079	, Zeon				
KEYWORDS	Fly, Vehic	le, Aircraft, Grou	nd			





## HT-01B MAGELLA TANK

NAME		M	WS	BS	S	Т	W	Α	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	-
						Vehicle Squadron (p. 1)

ABILITIES Escape Vehicle - HT-01B-Top (p. 1) Core Explosion (p. 1)

**FACTION KEYWORDS** UC, 0079, Zeon **KEYWORDS** Vehicle, Ground

5 POWER		MS ZA						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
MS-05B 100	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			n Mach	ine (	Gun, (	Cracke	r	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
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			g units with 5 or m type to Heavy 2D6		odels, c	hange
Cracker Grenades	12"	Grenade D6	*	*	*	target Grena	. Instea ides, yoi	does not inflict any d, if a unit is hit by ur opponent must s t unit until the end	any C ubtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Cannon, c	el may replace i or a Bazooka. el may take a C						120mm Machine G	iun, a	175mm	1
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)						<b>ld <mark>+</mark>20</b> : A model wi nerable save.	th a c	ombat s	shield
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace,	Grou	nd					

12 POWER		N ZAK	IS-0 U SI			ER		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	BS	T
MS-05L 235	*	6+ <b>*</b>	7 *	12	1	8	3+	7-12+	12"	2+	6
A MS-05L is a single mod	el equippe	d with a Long	g Beam R	ifle, a	а Не	at Hawk	, and	4-6	9"	3+	5
Titanic Feet.								1-3	5"	4+	4
WEAPON	RANGE	TYPE	S	AP	D	ABILI1	ΓIES				
Long Beam Rifle	84"	Heavy 3D3	3 9	-4	4	remain phase. Save. weapo weapo time yo	ed stati Subtrade Each tin n, it also n may co ou selec	nly fire the Long B onary in the precedent 2 from any targed the you roll a Wound inflicts a Mortal Worly be fired 3 timest a target for this work Out, Sir rule.	ding met units d roll of Vound s in a	novements Invulne of 6+ wi . This battle.	erable th this Each
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make 3	3 hit roll	s for each attack w	ith thi	s weapo	on.
ABILITIES	the Long 1, roll a D Generato wounds to Beam Riff	ental Genera Beam Rifle, it 6. On a 6, th r explodes, ca b every unit w le can no long ental Generat	f any hit r ne Supple ausing D3 vithin 6". ger fire if	olls w ment 3 Mor The l the	vere al rtal	Mobile	e Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, V	ehicle, Mobile	e Suit, Sn	iper,	Spac	ce, Grou	nd				

7 POWER	-	MS-06 ZA	F/N			6J		DAMAGE Some of this mo- change as it suff- shown below:			
NAME	M	WS BS S	5 T	W	Α	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 Combat Shield, Cracker G	_					hine G	Gun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
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	*	*	*	targe Grena	t. Instead ades, you	oes not inflict any I, if a unit is hit by Ir opponent must unit until the end	any C subtra	racker ct 1 fror	
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	s for each attack v	with thi	s weap	on.
WARGEAR OPTIONS								175mm Cannon o le Launchers ( <b>Po</b>			1
ABILITIES		Shield: A mode a 5+ invulnera			bat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace,	Grou	nd					

8 POWER		M ZAKU	IS-( U II			E		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
MS-06 Ace 150	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Ace is a single n Shield, Cracker Grenades		•		achin	ne Gu	n, a Co	ombat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
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	*	*	*	target Grena	t. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtra	racker ct 1 fron	
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	s for each attack v	ith thi	s weap	on.
WARGEAR OPTIONS								175mm Cannon or le Launchers ( <b>Po</b> v			I
ABILITIES		<b>Shield</b> : A mode s a 5+ invulnera			ıbat		le Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Character	r, Titanic, Vehicl	e, Mob	ile S	uit, S	pace, (	Ground				

8 POWER			M AK					I		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
MS-06FZ 155	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06FZ is a single mo Heat Hawk, a MMP-70C,			ı a Co	mba	t Shie	eld, F	rag (	Gren	nades, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE		S	AP	D	AB	ILITIES				
120mm Machine Gun -10	30"	Assa	ault 12	2	6	-1	1	-					
Frag Grenades	12"	Grei	nade 1	1	6	-1	D3	-					
Heat Hawk	Melee	M	elee		+3	-3	6	-					
MMP-70C									e or both of ode of the of the ode ode of the ode of the ode of the ode of the ode ode of the ode ode ode ode	the profiles listed weapon.	below.	If you	
90mm MMP-70C	30"	Assa	ault 12	2	7	-1	1	-					
Grenade Launcher	30"	Ass	ault 1		6	-1	D3	Thi	is weapon n	nay only be fired	once p	er battle	
Titanic Feet	Melee	М	elee		User	-2	2	Ма	ke 3 hit rolls	s for each attack	with thi	s weapo	on.
WARGEAR OPTIONS									120mm Mad th Smoke G				
	Combat S shield has						bat	sho	ooting any w	des: Once per gaveapons in the Sh	nooting	phase,	this
	Mobile Su	<b>uit</b> (p. 1	1)					Sho	ooting phas	e its Smoke Grena e, your opponent s for ranged weap	must s	ubtract	1
ABILITIES	Core Exp	lodes	(p. 1)						nicle.				
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Titanic, Ve	hicle, l	Mobile	e Su	it, Spa	ace,	Grou	nd					

6 POWER	7	MS ZAKU (				ON		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
MS-06K 115	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06K is a single mod Smoke Grenades, and Tit		ed with a 175mm	Cann	on, a	Con	nbat Sh	ield,	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ΓIES				
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		acking with this voth, subtract 1 fr						the profiles listed l weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This w	eapon n	nay only be fired o	nce pe	er 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	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mod each). This mod +1), MMF	el may take in ac	ddition 0mm ating	up to Mach <b>+1</b> ).	o 2 T nine (	hree Sh Gun ( <b>Pc</b>	ot Missi wer Ra	Gatling Cannon ( le Launchers ( <b>Pov</b> ting +1), Bazooka	ver Ra	ating +	ĺ
ABILITIES	shield has	s a 5+ invulnerat			nbat	shootii model Shooti	ng any w can use ng phas Il hit rolls	des: Once per ga yeapons in the Sho its Smoke Grena e, your opponent is s for ranged weap	ooting des; u must s	phase, ntil youi subtract	this next 1
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, V	ehicle, Mobile Su	ıit, Sp	ace,	Grou	nd					

8 POWER		MS-C ZAKU IOBIL	$\mathbf{III}$		IC	H		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
MS-06R1-A 160	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single r	nodel equir	oped with a 120	mm M	achir	ne G	un. a (	Combat	4-6	9"	5+	5+
Shield, Cracker Grenades		•				,		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	et. Instead ades, you	loes not inflict any d, if a unit is hit by a ir opponent must s t unit until the end	any C ubtrad	racker ct 1 fror	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This mode	l may replace i	ts 120r	nm N	/lach	ine Gı	un with a E	Bazooka.			
ABILITIES		a 5+ invulnera			bat	Char		This unit can move (even if it has not <b>s</b> (p. 1)		•	narge).
FACTION KEYWORDS	UC, 0079,	Zeon									

Titanic, Vehicle, Mobile Suit, Space

9 POWER		M		AI O6F		-A			DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS B	s s	Т	W	Α	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 Zak 120mm Machine Gun, a C Titanic Feet. Only one un	Combat Shi	eld, Cracl	er Gr	enades	s, a H	leat			4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assaul	12	6	-1	1	-					
Bazooka -5	48"	Heavy :	2D6	8	-2	1	Blast.					
Cracker Grenades	12"	Grenad	e D6	*	*	*	targe Grena	t. Instead ades, you	oes not inflict any I, if a unit is hit by Ir opponent must s unit until the end	any C subtra	racker ct 1 fro	
Heat Hawk	Melee	Mele	е	+3	-3	6	-					
Titanic Feet	Melee	Mele	е	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.
WARGEAR OPTIONS	This mode	l may rep	lace i	ts 120r	nm M	lach	ine Gu	n with a E	Bazooka.			
ABILITIES	Combat S shield has Mobile Su	a 5+ invเ				bat	Char		his unit can move (even if it has not <b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character,	Titanic, \	/ehicle	e, Mob	ile Su	ıit, G	aia, S <sub>l</sub>	pace				

10 POWER				NY   S-0			DE	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	
Johnny Ridden 175	*	*	*	7 8	12	3	8	3+	7-12+	12"	3+	2+	
Johnny Ridden in a MS-0 equipped with a 120mm M Heat Hawk, and Titanic F	/lachine Gu	n, a Co	ombat	Shield,	Crac	ker Ğ	renades	s, a	4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE	T	YPE	S	AP	D	ABILI	TIES					
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-						
Bazooka -5	48"	Heav	vy 2D6	8	-2	1	Blast.						
Cracker Grenades	12"	Grena	ade De	6 *	*	*	target Grena	. Instead ides, you	loes not inflict any d, if a unit is hit by ir opponent must : t unit until the end	any C subtra	ct 1 fro		
Heat Hawk	Melee	M	elee	+3	-3	6	-						
Titanic Feet	Melee	М	elee	Use	r <b>-</b> 2	2	Make	3 hit rolls	s for each attack v	vith thi	is weap	on.	
WARGEAR OPTIONS	This mode	l may ı	replace	e its 120	)mm	Mach	ine Gur	n with a E	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	Character, Titanic, Vehicle, Mobile Suit, Space											

11 POWER		HAR M	AZ			BL	D	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	8 T	W	Α	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-0 with a 120mm Machine G Combat Shield. Only one	Gun, Cracke	r Grenades, a	Heat Ha	awk,	Titar	ic Fe	et, and a	4-7 1-3	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
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	Blas	t.					
Cracker Grenades	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 12" Grenade D6 * * * 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	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may replace	its 120r	nm N	/lach	ine G	un with a ´	175mm Cannon or	a Baz	zooka.		
	Mobile Su	uit (p. 1) Shield: A mode	el with a	com	hat			This unit can move (even if it has not		•		
ABILITIES					ibat	Core	Explode	<b>s</b> (p. 1)				
PSYKER	shield has a 5+ invulnerable save. Core Explodes (p. 1)  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, Ve	hicle, Mobile	Suit, Ch	ar Az	znabl	e, Psy	/ker, Newt	ype, Space, Grou	nd			

9 POWER		M	S-0	<b>)7</b> ]	ВО	G(	JC	JF		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
MS-07B 185	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-07B is a single mod Shield, a Heat Rod, a Hea					land C	Canno	on, a	Com	bat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pi	istol 6		5	0	1	-					
120mm Machine Gun +30	30"	Ass	ault 1	2	6	-1	1	-					
Bazooka +25	48"	Hea	avy 2D	6	8	-2	1	Blast	İ				
Heat Rod	Melee	N	/lelee		+3	-3	6	weap	oon, it also	roll a Wound roll on inflicts a Mortal Vonly be used once	Vound	. This	
Heat Saber	Melee	M	1elee		+3	-3	6	-					
Titanic Feet	Melee	M	1elee		User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode <b>+1</b> ).	el may	take a	a 120	Omm I	Mach	ine (	Gun ( <b>F</b>	Power Ra	ting +1) or a Bazo	oka ( <b>F</b>	ower F	Rating
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	, Titan	ic, Vel	hicle	, Mobi	ile Su	ıit, G	round					

10 POWER		R		TBA IS-0			L		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
Ramba Ral 205	*	*	*	8 7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07E		_							4-6	9"	3+	3+
Cannon, a Combat Shield of this unit may be include			leat Sa	aber, and	Titan	ic Fe	eet. C	only one	1-3	5"	4+	4+
WEAPON	RANGE	Т	YPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pi	stol 6	5	0	1	-					
120mm Machine Gun +30	30"	Ass	ault 12	2 6	-1	1	-					
Bazooka +25	48"	Hea	vy 2D	6 8	-2	1	Blas	t				
Heat Rod	Melee	M	lelee	+3	-3	6	wea	pon, it also	roll a Wound roll on inflicts a Mortal Volly be used once	Vound	. This	
Heat Saber	Melee	М	lelee	+3	-3	6	-					
Titanic Feet	Melee	M	lelee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This mode <b>+1</b> ).	el may	take a	120mm	Mach	ine (	Gun (I	Power Ra	ting +1) or a Bazo	oka ( <b>F</b>	Power F	Rating
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	, Titani	c, Veh	nicle, Mob	ile Su	uit, G	round	d				

10 POWER		LOU M	J RC S-07			R		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	
Lou Roher 215	*	* *	8 7	12	4	9	3+	7-12+	12"	2+	3+	
Lou Roher in the MS-07B- Hand Cannon, a Combat S one of this unit may be inc	Shield, a He	eat Rod, a F	•	•				4-6 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
35mm Hand Cannon	30"	Pistol 6	5	0	1	-						
75mm Gatling Cannon +50	30"	Assault 1	2 7	-1	1	-						
Heat Rod	Melee	Melee	+3	-3	6	weap	on, it also	roll a Wound roll o inflicts a Mortal \ nly be used once	Vound	I. This		
Heat Saber	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode	l may take a	a 75mm G	atling	g Ca	nnon (	Power Ra	ating +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 the charge phase).											
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character,	Titanic, Vel	nicle, Mob	ile Sı	uit, C	round						

10 POWER		MA M	AN S-(						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
Manning 205	*	* *	8	7	12	3	8	3+	7-12+	12"	3+	3+
Manning in the MS-07B-3 Hand Cannon, a Combat one of this unit may be inc	Shield, a He	eat Rod, a							4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	LITIES				
35mm Hand Cannon	30"	Pistol 6	6	5	0	1	-					
75mm Gatling Cannon +50	30"	Assault 1	12	7	-1	1	-					
Heat Rod	Melee	Melee		+3	-3	6	weap	oon, it also	roll a Wound roll on inflicts a Mortal Nortal Norta	Vound	I. This	
Heat Saber	Melee	Melee		+3	-3	6	-					
Titanic Feet	Melee	Melee	l	Jser	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take	a 75m	m G	atling	ј Са	nnon (	Power Ra	ating +2).			
		<b>hield</b> : A me a 5+ invulr					his unit can move (even if it has not		,			
ABILITIES	Mobile Su	it (p. 1)					Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character,	Titanic, Ve	hicle, l	Mobi	ile Su	ıit, G	round					

11 POWER	NC	ORRI M		PA 07			AF	RD	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	
Norris Packard 225	*	* *	8	7	12	5	9	3+	7-12+	12"	2+	2+	
Norris Packard in the MS- 35mm Hand Cannon, a Co Feet. Only one of this uni	ombat Shie	ld, a Heat l	Rod, a	a Hea		•			4-6 1-3	9" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES					
35mm Hand Cannon	30"	Pistol 6	6	5	0	1	-						
75mm Gatling Cannon +50	30"	Assault 1	12	7	-1	1	-						
Heat Rod	Melee	Melee		+3	-3	6	weap	on, it also	roll a Wound roll on inflicts a Mortal Vonly be used once	Vound	. This		
Heat Saber	Melee	Melee		+3	-3	6	-						
Titanic Feet	Melee	Melee		User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode	l may take	a 75r	nm G	atling	g Ca	nnon (	Power Ra	ating +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, Ve	hicle	, Mobi	ile Su	uit, G	round						

#### MS-07H-8DAMAGE Some of this model's characteristics **GOUF FLIGHT TYPE** change as it suffers damage, as POWER shown below: **NAME** М A Ld **REMAINING W** WS BS WS BS S Т W M 165 \* 7 7 7 MS-07H-8 12 2 3+ 7-12+ 15" 4+ 4+ 4-6 11" 5+ 5+ A MS-07H-8 is a single model equipped with a 35mm Hand Cannon, a Combat Shield, Heat Saber, and Titanic Feet. 6" 1-3 6+ 6+ WEAPON **RANGE TYPE** AP **D** ABILITIES 35mm Hand Cannon 30" Pistol 6 5 0 1 30" Assault 12 7 -1 75mm Gatling Cannon +50 1 -3 Heat Saber Melee +3 6 Melee 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 Mobile Suit (p. 1) shield has a 5+ invulnerable save. Core Explodes (p. 1) **ABILITIES** FACTION KEYWORDS UC, 0079, Zeon **KEYWORDS** Fly, Titanic, Vehicle, Mobile Suit, Ground

8 POWER			M E		08 RE					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
MS-08TX 150	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-08TX is a single mo	del equipp	ed witl	h a He	at Sa	aber,	a Sh	otgu	n, Sm	oke	4-6	9"	4+	4+
Launchers, and Titanic Fe	et.									1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
35mm Hand Cannon +15	30"	Pi	istol 6		5	0	1	-					
Shotgun	When atta	cking	with th	nis we	eapoi	n, ch	oose	one o	of the profi	iles below			
Solid Slug	30"	Ass	sault 1		7	-2	D6	-					
Scatter Shot	24"	Ass	ault D	3	6	-1	D3	-					
Heat Saber	Melee	M	1elee		+3	-3	6	-					
Titanic Feet	Melee	N	1elee		User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
WARGEAR OPTIONS	This mode	el may	take a	a 35n	nm H	and (	Canr	on ( <b>P</b>	ower Rat	ing +1).			
	Hit and R your Char declared a	ge pha	ase (e					shoo mode	oting any w el can use	thers: Once per ga reapons in the Sho its Smoke Launch e, your opponent i	ooting ners; u	phase, ntil you	this r next
ABILITIES	Mobile Su Core Exp		,						all hit rolls	s for ranged weap			
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character	, Titan	ic, Vel	nicle,	Mobi	ile Sι	uit, G	round	l				

8 POWER		IBUS S						DAMAGE Some of this mode change as it suffer shown below:						
NAME	M	WS BS S	Т	W	Α	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 M equipped with four Grena Three Shot Missile Launc <b>Schterzen</b> in your army.	de Launche	ers, ṫwo Heat Sa	abers,	Titan	ic Fe	et, and		4-6 1-3	9" 5"	3+ 4+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er			
Heat Saber	Melee	Melee	+3	-3	6	-								
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	D3	Blast								
ABILITIES											narge).			
PSYKER	Mobile Suit (p. 1)  Core Explodes (p. 1)  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge 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 Warrent Core Explodes (p. 1)  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge phase (even if													
FACTION KEYWORDS	UC, 0079	, Zeon												

Character, Titanic, Vehicle, Mobile Suit, Nimbus Schterzen, Psyker, Newtype, Ground

7 POWER		MS-09 OM/R					<b>I</b>	DAMAGE Some of this moo change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R 190	*	* * {	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a sing a Diffuse Beam Gun, and	_		a Giant	Bazo	oka,	a Hea	t Saber,	4-6 1-3	10" 6"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast.		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead , your opլ	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30	choose bo	oth, subtract 1	from all	to hi	t rolls			the profiles listed l weapon.	oelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1			•	nay only be fired o	•		
Titanic Feet	Melee	Melee	User		2			s for each attack v			
WARGEAR OPTIONS		el may replace ( <b>Power Ratir</b>						Machine Gun (Pong -2).	ower F	Rating -	<b>2</b> ), a
ABILITIES	Mobile Su	<b>uit</b> (p. 1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Spa	ace					

8 POWER		M VET	IS-( TER		N			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
MS-09 Veteran 215	*	* * 8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a sing	le model e	quipped with a	Giant E	Bazo	oka,	a Heat	Saber,	4-6	10"	4+	4+
a Diffuse Beam Gun, and	Titanic Fee	et.						1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast. beare		apon can target un	its no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	target Guns	t. Instead , your opp	oes not inflict any I, if a unit is hit by conent must subtra it until the end of t	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with this oth, subtract 1						the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	weapon m	nay only be fired o	nce p	er battle	<b>)</b> .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun ( <b>Power Rating -2</b> ), a MMP-70C ( <b>Power Rating -1</b> ), or a Bazooka ( <b>Power Rating -2</b> ).										
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon	-							-	
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Gro	ound	, Spa	ice					

8 POWER			GAI MS-0					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
Gaia 210	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.	•							4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	6 9	-3	2	Blast. beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead , your op	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with thoth, subtract						the profiles listed l weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	. 7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This \	weapon n	nay only be fired o	nce p	er battle	<b>)</b> .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun ( <b>Power Rating -2</b> ), a MMP-70C ( <b>Power Rating -1</b> ), or a Bazooka ( <b>Power Rating -2</b> ).										
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character	, Titanic, Veh	icle, Mob	ile S	uit, G	aia, G	round, Sp	pace			

7 POWER		MS RICE	S-09 X D(			Ш		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		
MS-09R-2 190	*	* *	8 8	12	2	7	3+	7-12+	15"	4+	4+		
A MS-09R-2 is a single me Beam Gun, and Titanic Fe		ed with a Ba	zooka, a	Hea	t Sab	er, a [	Diffuse	4-6 1-3	10" 6"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast beare		apon can target ur	its no	t visible	to the		
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast							
Diffuse Beam Gun	12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Bea Guns, your opponent must subtract 1 from all hi 12" Grenade 1 * * * rolls for that unit until the end of the turn.								eam			
Heat Saber	Melee	Melee	+3	-3	6	-							
MMP-70C -30		cking with thi th, subtract 1						the profiles listed b weapon.	elow.	If you			
90mm MMP-70C	30"	Assault 12	7	-1	1	-							
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon m	nay only be fired o	nce pe	er battle	).		
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		is weapon may on	ly be f	ired on	ce per		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.		
WARGEAR OPTIONS	MMP-70C	l may replace ( <b>Power Rati</b> l may take up	<b>ng -1</b> ), o	r a B	azoo	ka (Po		Machine Gun ( <b>Pc</b> ng -2).	wer F	Rating -	<b>2</b> ), a		
ABILITIES	Mobile Su	i <b>t</b> (p. 1)				Core	Explode	<b>s</b> (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Ground, Space											

14 POWER				IS-1 LGO					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
MS-14A 295	*	*	*	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A is a single mod	lel equippe	d with	a Bea	ım Rifle. a	a Con	nbat	Shield	l. Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S				,				,	1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Rifle	36"	He	avy 3	8	-3	4		-	roll a Wound roll o o inflicts a Mortal V			<b>;</b>
Titanic Feet	Melee	M	lelee	Usei	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Each time weapon, it the bearer							oon, it also earer figh	roll a Wound roll on inflicts a Mortal Worts with this weapoock with this weapoock	Vound n, it ca	. Each	time
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  Mobile Some Experience of the combat Shield have a 5+ invulnerable save.											
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space											

<b>Lea</b> d 14		G	DAMAGE Some of this mod	del's ch	naracte	ristics							
POWER	H	IGH :	MO	BI			Y	change as it suffer shown below:	ers dar	nage, a	as		
NAME	M	WS BS	S T	W	Α	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 mod	del equipped	d with a Bear	m Rifle, T	itanic	Fee	et, and	a Twin	4-7	9"	4+	4+		
Beam Saber.			,			,		1-3	5"	5+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
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								
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 on							
ABILITIES		u <b>n</b> :This unit oge phase (ev charge).					le Suit (p	,					
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space												

15 POWER	SH	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
Shin Matsunaga 325	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	2+
Shin Matsunaga in a MS- equipped with a Beam Ri this unit may be included	fle, Titanic F		4-7 1-3	9" 5"	4+ 5+	3+ 4+					
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	•	u roll a Wound roll o o inflicts a Mortal V						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rol	ls for each attack w	ith thi	s weap	on.
Twin Beam Saber	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 Melee He -3 6 additional attack with this weapon.										time
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						ile Suit (	•			
FACTION KEYWORDS	UC, 0079,	<u> </u>					•	. ,			

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

16 POWER	MS	G	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
MS-14C 330	*	* * 8	8	15	2	7	3+	8-15+	12"	4+	3+
A MS-14C is a single mod Feet, and a Twin Beam Sa		ed with a Beam I	Rifle, a	Bear	m Ca	annon,	Titanic	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Beam Cannon	36"	Each time you roll a Wound roll of 6+ with this									
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Beam Saber	Melee	Melee	+6	-3	6	weap	on, it also earer figh	roll a Wound roll on inflicts a Mortal V ts with this weapook with this weapo	Vound n, it ca	. Each	
WARGEAR OPTIONS		el may replace i						rs (Power Rating Power Rating -2)			Siant
ABILITIES	Mobile S	<b>uit</b> (p. 1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079	, Zeon									

Titanic, Vehicle, Mobile Suit, Ground, Space

17 POWER	MS	S-14Jg J <i>Ä</i>	GE GE	OG	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	
MS-14Jg <u>365</u>	*	* * 8	8	15	2	8	3+	8-15+	12"	3+	3+	
A MS-14Jg is a single mo	del equippe	ed with a Bean	n Machi	ne G	un, E	Beam :	Sabers,	4-7	9"	4+	4+	
Two Beam Spot Guns, Tit							,	1-3	5"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Machine Gun								roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	,					_	roll a Wound roll o inflicts a Mortal V				
Beam Spot Gun	12"	Pistol 3	8	-3	2		-	roll a Wound roll o inflicts a Mortal V				
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans								rolls against targe	ts tha	t can <b>F</b> l	y.	
ABILITIES		<b>un</b> :This unit ca ge phase (eve a charge).				ile Suit (p	,					
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space											

15 POWER	M	G	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
MS-14S 300	*	*	*	8 8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14S is a single mod	del equippe	d with	a Bea	ım Rifle. a	a Con	nbat	Shield	. Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S				, -				,	1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
Beam Rifle	11.2 6 1 5							-	roll a Wound roll o inflicts a Mortal V			5
Titanic Feet	Melee	•				Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Beam Saber	Melee User -2 2 Make 3 hit rolls for each attack with this wea  Each time you roll a Wound roll of 6+ with th  weapon, it also inflicts a Mortal Wound. Each the bearer fights with this weapon, it can ma  Melee Melee +6 -3 6 additional attack with this weapon.							. Each	time			
ABILITIES		Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.							s (p. 1)			
FACTION KEYWORDS	UC, 0079	, Zeon										
KEYWORDS	Character	, Titani	ic, Veł	nicle, Mol	ile S	uit, C	Ground	. Space				

17 POWER	C	E	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
Char Aznable 345	*	* * (	8 8	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in a MS-14 Beam Rifle, a Combat Sh with <b>Char Aznable</b> may be	4-7 1-3	9" 5"	3+ 4+	3+ 4+							
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this									
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+6	-3	6	weap	oon, it also earer figh	roll a Wound roll on inflicts a Mortal Wortal Worta	Vound n, it ca	. Each	time
	Combat S	hield: Models	s with a (	^amh	o t	Mobi	i <b>le Suit</b> (p	. 1)			
ABILITIES		re a 5+ invulne		_	aı	Core	Explode	<b>s</b> (p. 1)			
PSYKER	psychic po in each en	ower in each fi emy psychic <sub>l</sub> g. Note - Nev	riendly p phase. I	sychi t may	ic ph	ase, a e any p	nd can at oower fror	I can attempt to m tempt to deny a si n the Newtype Dis o not damage othe	ngle p	sychic pe when	power
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character,	Titanic, Vehic	cle, Mobi	ile Sι	ıit, N	ewtyp	e, Psyker	Char Aznable, Gı	ound,	Space	

12 POWER			M'(						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	Α
M'Quve 235	*	*	3 8	7	12	*	8	3+	7-12+	12"	2+	4
M'Quve in a YMS-15 Gyar	-							•	4-6	9"	3+	3
Sword, a Gyan Shield, and your army.	d Titanic F	eet. O	nly one o	f this u	nit m	ay b	e inclu	uded in	1-3	5"	4+	2
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Anti Ship Sword	Melee Melee x2 -4 6							oon. Each	ract 1 from all Hit r time you roll a Wo also inflicts a Mor	ound r	oll of 6+	with
Gyan Shield	The Gy								eld provides a 5+ ir missiles. Blast.	rvulne	rable sa	ave in
Titanic Feet	Melee	M	1elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
ABILITIES	Mobile S	uit (p.	1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079	Zeon										
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space											

8 POWER		MS KÄN					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			
MS18-E 165	*	* * 8	6	12	3	8	3+	7-12+	15"	3+	3+			
A MS-18E is a single mod Link 60mm Vulcans.	lel equippe	d with Beam Sa	abers, ⊺	Γitani	c Fe	et, and	Twin	4-6 1-3	10" 6"	4+ 5+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES							
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast								
Beam Saber	Melee	Melee	+6	-3	6	•	roll a Wound roll o inflicts a Mortal V							
Chain Mine +40	8"	Grenade 2D6	10	-3	1	veapon n	nay only be fired o	nce pe	er battle	<b>)</b> .				
Shotgun +20	When atta	acking with this	weapoi	n, ch	oose	f the profi	les 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 battle		is weapon may on	lly be t	fired one	ce per			
Titanic Feet	Melee	Melee	User	-2	1	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.			
Twin Link 60mm Vulcans	24"	Rapid Fire 4	4	0	1	Add 1	to all hit	rolls against targe	ts tha	t can <b>Fl</b>	y.			
WARGEAR OPTIONS	This mode	el may take up t el may take a C el may take up t el may take up t	hain Mi o two S	ine ( <b>I</b> Shoto	Powe	er Rati (Powe	ng +2). ¯	,						
	may fire o	ns Than Hands nly 2 of its optic iven round.					ge phase	This unit can move (even if it has not		•				
ABILITIES	Mobile St	<b>uit</b> (p. 1)				Core	Explode	<b>s</b> (p. 1)						
FACTION KEYWORDS	UC, 0079	, Zeon												
KEYWORDS	Titanic, Ve	ehicle, Mobile S	itanic, Vehicle, Mobile Suit, Ground, Space											

14 POWER		MS	M-	-03	G(	)C	GG		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
MSM-03 290	*	*	*	10 8	15	2	7	3+	8-15+	9"	4+	4+
A MSM-03 is a single mod	del equippe	ed with	two Gr	enade La	aunc	hers	. Iron N	Nails. two	4-7	6"	5+	5+
Mega Particle Cannons, a							,	,	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Grenade Launcher	30"	Ass	ault 1	6	-1	D3			eapon may only be	fired	once p	er
Iron Nails	Melee	M	elee	+3	-3	6	-					
Mega Particle Cannon	48"	He	avy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal W			;
Titanic Feet	Melee	M	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
ABILITIES	•							ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon									•	
KEYWORDS	Titanic, Ve	ehicle, I	Mobile	Suit, Gro	ound	, Aqı	ıatic					

15 POWER			SM-( -GC				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			
MSM-03C 315	*	* *	10 7	15	2	7	3+	8-15+	9"	4+	4+			
A MSM-03C is a single m	odel equipp	ed with two	90mm Ma	achin	ie Gu	ıns, fo	ur	4-7	6"	5+	5+			
Grenade Launchers, Iron	Nails, two I	Mega Particle	e Cannon	s, Tit	tanic	Feet.		1-3	4"	6+	6+			
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES							
90mm Machine Gun	24"	Rapid Fire	4 6	-1	1	-								
Grenade Launcher	30" Assault 1 6 -1 D3 Each of this							veapon may only be	e fired	l once.				
Iron Nails	Melee	Melee	+3	-3	6	; -								
Mega Particle Cannon	48"	Heavy 3	8	-3	4		•	u roll a Wound roll o so inflicts a Mortal V			<b>;</b>			
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each	of this w	veapon may only be	e fired	l once.				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rol	ls for each attack w	vith th	is weap	on.			
WARGEAR OPTIONS	This unit n	nay take up t	o two Stu	ırm F	aust	S.								
ABILITIES	•	his unit doub stic when in v uit (p. 1)		ove		the u	se of a N	e <b>Unit</b> : Each Sturm Mega Particle Cann <b>es</b> (p. 1)						
FACTION KEYWORDS	UC, 0079,	Zeon												
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	Titanic, Vehicle, Mobile Suit, Ground, Aquatic										

9 POWER		MS AC	SM- CGU					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
MSM-04 210	*	* * 8	6	15	2	7	3+	8-15+	9"	4+	4+
A MSM-04 is a single mod	lel equippe	d with Iron Nai	ls. a Me	ega P	artic	le Car	non. a	4-7	6"	5+	5+
Missile Launcher, Titanic F				-			,	1-3	4"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Iron Nails	Melee	Melee	+3	-3	6	-					
Mega Particle Cannon	48"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal W			
Missile Launcher	72"	Heavy D6	8	-2	2	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add <b>Fly</b> .	1 to all to	hit rolls made agai	nst ta	rgets th	at can
ABILITIES	•	his unit double stic when in wa	Explode ile Suit (p	· · · · ·			_				
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic										

14 POWER	MSM-07 Z'GOK							DAMAGE Some of this model's characterist change as it suffers damage, as shown below:					
NAME	М	WS BS	S T	W	Α	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 mod	del equippe	d with two M	lega Parti	cle C	ann	ons. a	Missile	4-7	6"	4+	4+		
Launcher, and Titanic Fee			9			c, c.		1-3	4"	5+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Iron Nails	Melee	Melee	+3	-3	6	-							
Mega Particle Cannon	48"	Heavy 3	8	-3	4		_	ı roll a Wound roll c o inflicts a Mortal V					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.		
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water.  Core Explore Mobile Suit							'' '					
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												

8 POWER	<u>'ת</u>	ISM-0 XPER						DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS S	S T	W	Α	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 me	odel equipp	ed with two B	eam Ca	nnon	s. Iro	on Nail	s. a	4-7	6"	4+	4+	
Missile Launcher, and Tita					_,			1-3	4"	5+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Iron Nails	Melee	Melee	+3	-3	6	-						
Beam Cannon	36"	Heavy 1	8	-3	6		_	roll a Wound roll o o inflicts a Mortal W				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
ABILITIES	-						Core Explodes (p. 1) Mobile Suit (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											

16 POWER	C	HAR . MS	DAMAGE Some of this mod change as it suffe shown below:										
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Char Aznable 345	*	* * 5	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 <b>Char Aznable</b> may be included in your army.  1-3  5"  4+  4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Iron Nails	Melee	Melee	+3	-3	6	-							
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.		
ABILITIES	•	nis unit double stic when in wa		ove			Explode le Suit (p	'' /					
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 PSYKER  PSYKER													
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Character,	Titanic, Vehic	le, Mob	ile Su	uit, N	ewtype	e, Psyker	, Char Aznable, G	round,	Aquati	С		

42 POWER				ISN ZO(						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S T	1	W	Α	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 mod	lel equippe	ed with	9 Me	ga Parti	cle (	Can	nons	s and	Titanic	4-7	6"	6+	5+
Feet.				J						1-3	4"	6+	6+
WEAPON	RANGE	Т	YPE	S	F	٩P	D	ABIL	ITIES				
Mega Particle Cannon	48"	He	avy 3	8		-3	4		•	roll a Wound roll o inflicts a Mortal W			
Titanic Feet	Melee	M	lelee	Us	er ·	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
ABILITIES	characteri									cs: The Zock may rticle Cannons aga . 1)			
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											

POWER		IBUS S RX-'					EN	DAMAGE Some of characteristics chamage, as show	ange ⁄n belo	as it sut ow:	ffers				
NAME	M	WS BS S	Т	W	Α	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 Fequipped with two 90mm Combat Shield, Two Gren Vulcans. Only one model	5-9 1-4	9" 5"	4+ 5+	3+ 4+											
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES								
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			roll a wound roll of 6+ for this o inflicts a mortal wound.							
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll of 6+ for this inflicts a mortal wound.							
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	fired	once pe	er				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	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>FI</b>	y.				
WARGEAR OPTIONS	This mode	el may replace i	ts 100r	nm N	/lach	ine Gu	n with a E	Beam Rifle ( <b>Power</b>	Rati	ng +3).					
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)					oat Shield nvulnerat	<b>d</b> : A model with a cole save.	comba	at shield	d has				
PSYKER	<b>Exam System</b> ::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 Ground, S		e, Mob	ile Su	uit, G	undam	n, Nimbus	Schterzen, Psyke	er, Nev	wtype,					