

TITANS ARMY LIST 0087

This section contains all the datasheets that you will need in order to fight battles with your Titans 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 Titans units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC**, **<Year>**, **Titans**, **<Team>**, **Ground**, and **Space**. **UC** defines the particular universe of Gundam that these suits fall into, and **<Year>** indicates the year the unit was deployed. **Titans** as the Titans Forces, and **<Team>** indicates which Team of the Titans that unit was assigned to.

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

PRIOR INDICES

Titans detachments may include any non-**Character** unit from previous EFF related indices in their army selection. Titans detachments may include any Titans related units from prior indices, including **Characters**.

ABILITIES

The following abilities are common to several Titans units:

Mobile Suit

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

Core Explodes

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

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Newtype's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

Combat Hypnosis

Combat Hypnosis has a warp charge value of 6. If manifested, the Newtype's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Newtype's unit can Charge this turn.



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POWER

FOUR MURASAME

MRX-009

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
Four Murasame	*	*	*	12	10	36	4	10	3+	30-36+	12"	5+	2+
Four Murasame in a MRX-009 Psycho Gundam is a single model equipped with a 360° Cockpit, 10x Beam Cannons, a Combat Shield, a Three Barrelled Diffuse Mega Particle Cannon, Titanic Stride, and a Twin Beam Cannon. Only one of these models may be taken for your army.										20-29	9"	5+	3+
										10-19	6"	6+	4+
										1-9	4"	6+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Barrelled Diffuse Mega Particle Cannon	48"	Heavy 18	8	-2	1	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 6 hits from this weapon (including the target unit).
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

ABILITIES	<p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p> <p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Giant Mobile Suit - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to its hit rolls.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.</p>	<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>Anti Beam Coating: This model has an invulnerable save against ranged Beam and Laser attacks, using this model's current BS. This may also be used to save against Mortal Wounds received from Beam and Laser attacks.</p> <p>Transformation: This unit may transform to or from a Mobile Fortress Mode at the beginning of any of your Movement phases. When in Mobile Fortress Mode, this model cannot use its Beam Cannons, Twin Beam Cannons or Titanic Stride, but it gains Fly, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled and it gains a +1 to its Armor Save rolls..</p>
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PSYKER	<p>Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
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FACTION KEYWORDS	UC, 0087, Titans
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KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Giant Mobile Suit
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POWER

NRX-044 ASSHIMAR

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
NRX-044	*	*	*	8	7	15	2	7	3+	8-15+	12"	4+	4+
A NRX-044 Asshimar is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.										4-7	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy Beam Rifle	36"	Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<div><div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Mobile Suit (p. 1)</div></div><div><div>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 9" until the end of the phase - do not roll any dice.</div><div>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</div></div></div>													
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground												



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POWER

NRX-044 ASSHIMAR
VETERAN

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
NRX-044 Veteran	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
A NRX-044 Asshimar Veteran is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy Beam Rifle	36"	Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<p>360° Cockpit: May reroll a hit roll once per turn.</p> <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> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p> <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 9" until the end of the phase - do not roll any dice.</p> <p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p>													
ABILITIES													
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground												



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POWER

BURAN BLUTARCH

NRX-044

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
Buran Blutarch	*	*	*	8	7	15	2	8	3+	8-15+	12"	3+	3+
Buran Blutarch in a NRX-044 Asshimar is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle and Titanic Feet. Only one model with Buran Blutarch may be taken for your army.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Heavy Beam Rifle	36"		Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div><div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Mobile Suit (p. 1)</div></div><div><div>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 9" until the end of the phase - do not roll any dice.</div><div>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</div></div></div>													
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Buran Blutarch, Character												



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POWER

GATES CAPA

NRX-055-01

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
Gates Capa	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+
Gates Capa in a NRX-055-01 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one model with Gates Capa may be taken for your army.										5-9	9"	4+	3+
										1-4	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.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.												
	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 9" until the end of the phase - do not roll any dice.						
	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Beam Sabers or Titanic Feet, but it gains Fly , Supersonic* , Airborne* , and Hard to Hit* . Its Movement Characteristic is doubled.						
	Mobile Suit (p. 1)												
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Gates Capa												



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POWER

ROSAMIA BADAM

NRX-055-02

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
Rosamia Badam	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	3+
Rosamia Badam in a NRX-055-02 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one model with Rosamia Badam may be taken for your army.										5-9	9"	4+	4+
										1-4	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.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Diffuse Mega Particle Cannon	48"		Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div><div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div><div><div>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 9" until the end of the phase - do not roll any dice.</div><div>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Beam Sabers or Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</div></div></div>													
<div><div>Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</div></div>													
<div><div>PSYKER</div></div>													
<div><div>FACTION KEYWORDS</div><div>UC, 0087, Titans</div></div>													
<div><div>KEYWORDS</div><div>Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Rosamia Badam</div></div>													



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POWER

JERID MESA

NRX-055-03

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
Jerid Messa	*	*	*	8	8	18	3	8	3+	10-18+	12"	3+	2+
Jerid Mesa in a NRX-055-01 Baund Doc is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Diffuse Mega Particle Cannon, and Titanic Feet. Only one model with Jerid Mesa may be taken for your army.										5-9	9"	4+	3+
										1-4	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.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.												
	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 9" until the end of the phase - do not roll any dice.						
	Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model cannot use its Beam Sabers or Titanic Feet, but it gains Fly , Supersonic* , Airborne* , and Hard to Hit* . Its Movement Characteristic is doubled.						
	Mobile Suit (p. 1)												
Core Explodes (p. 1)													
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Jerid Mesa												



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POWER

ORX-005 GAPLANT

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
ORX-005	*	*	*	8	7	15	2	8	3+	8-15+	12"	4+	3+
An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.										4-7	9"	5+	4+
										1-3	5"	6+	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.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

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

Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.

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**.

Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Mobile Suit (p. 1)

Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.

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 9" until the end of the phase - do not roll any dice.

Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses **Hit and Run*** and cannot use the Beam Sabers or its Titanic Feet, but it gains **Fly**, **Supersonic***, **Airborne***, and **Hard to Hit***. Its Movement Characteristic is doubled.

ABILITIES

Core Explodes (p. 1)

FACTION KEYWORDS

UC, 0087, Titans

KEYWORDS

Titanic, Vehicle, Mobile Suit, Ground, Space



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POWER

ROSAMIA BADAM

ORX-005

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					
Rosamia Badam	*	*	*	8	7	15	2	8	3+					
Rosamia Badam in an ORX-005 Gaplant is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. Only one model with Rosamia Badam may be taken for your army.										8-15+	12"	4+	3+	
										4-7	9"	5+	4+	
										1-3	5"	6+	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.						
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
360° Cockpit: May reroll a hit roll once per turn.														
Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.														
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 .														
Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.														
Mobile Suit (p. 1)														
Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Fly , Supersonic* , Airborne* , and Hard to Hit* . Its Movement Characteristic is doubled.														
ABILITIES														
Core Explodes (p. 1)														
Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases.. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.														
PSYKER														
FACTION KEYWORDS UC, 0087, Titans														
KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Psyker, Rosamia Badam														



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POWER

ORX-005 GAPLANT 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
ORX-005 Ace	*	*	*	8	7	15	2	8	3+	8-15+	12"	3+	3+
An ORX-005 Gaplant Ace is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields.										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.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <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> <p>Mobile Suit (p. 1)</p> <p>Core Explodes (p. 1)</p> <p>Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.</p> <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 9" until the end of the phase - do not roll any dice.</p> <p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p>													
ABILITIES													
FACTION KEYWORDS		UC, 0087, Titans											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Character											



18

POWER

JACK RACKHAM

ORX-005

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
Jack Rackham	*	*	*	8	7	15	3	8	3+	8-15+	12"	3+	2+			
Jack Rackham in an ORX-005 Gaplant is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. Only one model with Jack Rackham 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.								
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Missile Launcher	72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.								
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS	This model may take up to 2 Missile Launchers (+1 Power Rating each).															
<div><div><p>360° Cockpit: May reroll a hit roll once per turn.</p><p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p><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><p>Mobile Suit (p. 1)</p></div><div><p>Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save.</p><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 9" until the end of the phase - do not roll any dice.</p><p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p></div></div>																
ABILITIES	Core Explodes (p. 1)															
FACTION KEYWORDS	UC, 0087, Titans															
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Jack Rackham															



19

POWER

SARAH ZABIAROV

PMX-000

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
Sarah Zabiarov	*	*	*	8	7	15	3	7	3+	8-15+	12"	4+	3+
Sarah Zabiarov in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one model with Messala may be included in your army. Only one model with Sarah Zabiarov may be included in your army.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
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.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Hit and Run* : This unit may move 2D6" in your Charge phase, even if it has not declared a charge. 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 . Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Mobile Suit (p. 1) Core Explodes (p. 1)										360° Cockpit : May reroll a hit roll once per turn.			
										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 9" until the end of the phase - do not roll any dice.			
										Transformation : This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Supersonic* , Airborne* , and Hard to Hit* . Its Movement Characteristic is doubled.			
										ABILITIES			
FACTION KEYWORDS										UC, 0087, Titans			
KEYWORDS										Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Sarah Zabiarov, Fly			



19

POWER

RECCOA LONDE

PMX-000

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
Recco Londe	*	*	*	8	7	15	3	8	3+	8-15+	12"	3+	3+
Recco Londe in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one model with Messala may be included in your army. Only one model with Recco Londe may be included in your army.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
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.					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div><div><div>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</div><div>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.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Mobile Suit (p. 1) Core Explodes (p. 1)</div></div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>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 9" until the end of the phase - do not roll any dice.</div><div>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</div></div>													
ABILITIES													
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Recco Londe, Fly													



23
POWER

PAPTIMUS SCIROCCO PMX-000

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
Paptimus Scirocco	*	*	*	8	7	15	5	8	3+	8-15+	12"	2+	2+
Paptimus Scirocco in a PMX-000 Messala is a single model equipped with a 360° Cockpit, Beam Sabers, two Mega Particle Cannons, two Three Shot Missile Launchers, and Titanic Feet. Only one model with Messala may be included in your army. Only one model with Paptimus Scirocco may be included in your army.										4-7	9"	3+	3+
										1-3	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	Hit and Run* : This unit may move 2D6" in your Charge phase, even if it has not declared a charge.	360° Cockpit : May reroll a hit roll once per turn.
	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 9" until the end of the phase - do not roll any dice.
ABILITIES	Hard to Hit* : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	Transformation : This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers or its Titanic Feet, but it gains Supersonic* , Airborne* , and Hard to Hit* . Its Movement Characteristic is doubled.
	Mobile Suit (p. 1) Core Explodes (p. 1)	

PSYKER	Powerful 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. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
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FACTION KEYWORDS	UC, 0087, Titans
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KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Paptimus Scirocco, Fly, Newtype, Powerful Newtype, Psyker
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POWER

RECCOA LONDE

PMX-001

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
Reccoia Londe	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Reccoia Londe in a PMX-001 Palace Athene is a single model equipped with a 360° Cockpit, Beam Sabers, two Diffuse Mega Particle Cannons, two Mega Particle Cannons, and Titanic Feet. Only one model with Reccoia Londe may be included in your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Diffuse Mega Particle Cannon	48"	Heavy 6		8	-2	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).						
Large Missile	48"	Heavy 1		8	-2	D6	Each of this weapon may only be fired once per battle.						
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.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Beam Rifle	36"	Heavy 6		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Wargear Options	This model may take 8x Large Missiles (Power Rating +2). This model may replace one of it's Mega Particle Cannons with a Twin Beam Rifle (Power Rating +3). This model may replace one of it's Mega Particle Cannons with a Palace Athene Shield (Power Rating -1).												
	360° Cockpit: May reroll a hit roll once per turn.												
ABILITIES	Mobile Suit (p. 1)												
	Palace Athene Shield: A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Reccoia Londe												



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POWER

SARAH ZABIAROV

PMX-002

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
Sarah Zabiarov	*	*	*	7	7	15	2	7	3+	8-15+	15"	3+	3+
Sarah Zabiarov in a PMX-002 Bolinoak Sammahn is a single model equipped with a 360° Cockpit, a Bolinoak Sammahn Shield, two Three Shot Missile launchers, and Titanic Feet. Only one model with Sarah Zabiarov may be included in your army.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Claw Pincer	Melee	Melee		+1	-1	2	If this weapon hits an enemy in the Fight phase and that enemy is still within 1" during the following Shooting phase, the Beam Guns gain an additional +2 to their Hit rolls.						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<div><div>Sensor Targeters: This model adds 1 to all ranged to hit rolls. Units do not gain the benefit of Cover from ranged attacks from this unit.</div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>Bolinoak Sammahn Shield: A model equipped with a Bolinoak Sammahn Shield gains a 5+ Invulnerable save. Additionally, the model gains 2x Beam Guns, Beam Sabers, and a Claw Pincer.</div></div>													
<div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div>													
ABILITIES													
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Sarah Zabiarov													



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POWER

PAPTIMUS SCIROCCO PMX-003


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
Paptimus Scirocco	*	*	*	8	8	18	6	9	2+	10-18+	12"	2+	2+
Paptimus Scirocco in a PMX-003 The O is a single model equipped with a 360° Cockpit, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one model with Paptimus Scirocco may be included in your army.										5-9	8"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
										360° Cockpit: May reroll a hit roll once per turn.			
										Biosensor: A model equipped with a biosensor may reroll a save die once per turn.			
ABILITIES													
										Powerful 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. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.			
PSYKER													
FACTION KEYWORDS										UC, 0087, Titans			
KEYWORDS										Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Paptimus Scirocco, Newtype, Powerful Newtype, Psyker			

<div><div><div></div></div><div>8</div><div>POWER</div></div> <div>RMS-106 HIZACK</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RMS-106	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, 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 6		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).													
WARGEAR OPTIONS													
360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.													
ABILITIES													
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground													

<div><div><div></div><div>8</div><div>POWER</div></div><div><div>SARAH ZABIAROV</div><div>RMS-106</div></div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Sarah Zabiarov	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
Sarah Zabiarov in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with Sarah Zabiarov may be taken for your army.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<div><div>This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1).</div><div>This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1).</div><div>This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).</div><div>This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).</div></div>													
<div><div><div><div>360° Cockpit:</div><div>May reroll a hit roll once per turn.</div></div><div><div>Mobile Suit</div><div>(p. 1)</div></div><div><div>Core Explodes</div><div>(p. 1)</div></div></div><div><div>Combat Shield:</div><div>A model with a combat shield has a 5+ invulnerable save.</div></div><div><div>Twin Combat Shields:</div><div>A model with twin combat shields has a 4+ invulnerable save.</div></div></div>													
<div><div>ABILITIES</div><div></div></div>													
<div><div>FACTION KEYWORDS</div><div>UC, 0087, Titans</div></div>													
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Sarah Zabiarov</div></div>													

<div><div></div><div>9 POWER</div></div> <div>KACRICON CACOOILER RMS-106</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																				
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>Kacricon Cacooler</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	Kacricon Cacooler	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>3+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	3+	4+																					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																					
Kacricon Cacooler	*	*	*	8	7	12	2	7	3+																																																					
REMAINING W	M	WS	BS																																																											
7-12+	12"	3+	4+																																																											
Kacricon Cacooler in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with Kacricon Cacooler may be taken for your army.										<table><tr><td>4-6</td><td>9"</td><td>4+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>6+</td></tr></table>				4-6	9"	4+	5+	1-3	5"	5+	6+																																									
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<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>120mm Machine Gun</td><td>30"</td><td>Assault 6</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Beam Rifle</td><td>36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Heat Hawk</td><td>Melee</td><td>Melee</td><td>+1</td><td>-2</td><td>D6</td><td>-</td></tr><tr><td>Three Shot Missile Launcher</td><td>60"</td><td>Rapid Fire D3</td><td>6</td><td>-1</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	120mm Machine Gun	30"	Assault 6	6	-1	1	-	Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Heat Hawk	Melee	Melee	+1	-2	D6	-	Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																								
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<div>WARGEAR OPTIONS</div> <div>This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).</div>																																																														
<div>ABILITIES</div> <div>360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) Core Explodes (p. 1)</div> <div>Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.</div>																																																														
FACTION KEYWORDS UC, 0087, Titans																																																														
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Kacricon Cacooler																																																														



9

POWER

EMMA SHEEN

RMS-106

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
Emma Sheen	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	4+
Emma Sheen in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with Emma Sheen may be taken for your army.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun	30"		Assault 6		6	-1	1	-					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heat Hawk	Melee		Melee		+1	-2	D6	-					
Three Shot Missile Launcher	60"		Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).													
WARGEAR OPTIONS													
360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.													
ABILITIES													
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Emma Sheen													



9
POWER

RMS-106 HIZACK 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
RMS-106 Ace	*	*	*	8	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-106 Hizack Ace is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, 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 6		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).													
WARGEAR OPTIONS													
360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) Core Explodes (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.													
ABILITIES													
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



9
POWER

JERID MESSA RMS-106

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
Jerid Messa	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one model with Jerid Messa may be taken for your army.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun	30"	Assault 6		6	-1	1	-						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Heat Hawk	Melee	Melee		+1	-2	D6	-						
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).												
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.												
	Mobile Suit (p. 1)												
FACTION KEYWORDS	Core Explodes (p. 1)												
KEYWORDS	UC, 0087, Titans												
	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Jerid Messa												




9
POWER


RMS-106CS HIZACK CUSTOM

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														
RMS-106CS	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	2+														
A RMS-106CS Hizack Custom is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet.										4-6	9"	5+	3+														
										1-3	5"	6+	4+														
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																				
120mm Machine Gun	30"	Assault 6		6	-1	1	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																				
Beam Rifle	36"	Heavy 3		8	-3	4																					
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																				
Heat Hawk	Melee	Melee		+1	-2	D6	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the closest unit.																				
Long Beam Rifle	84"	Heavy 3D3		9	-4	4																					
Three Shot Missile Launcher	60"	Rapid Fire D3		6	-1	1																					
Titanic Feet	Melee	Melee		User	-2	D3								Make 3 hit rolls for each attack with this weapon.													
WARGEAR OPTIONS														This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2) or a Long Beam Rifle (Power Rating +5). If it does so, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take an additional Combat Shield, now counting as having Twin Combat Shields (Power Rating +1).													
										ABILITIES										Combat Shield: A model with a combat shield has a 5+ invulnerable save.				360° Cockpit: May reroll a hit roll once per turn.			
																				Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.				Mobile Suit (p. 1), Core Explodes (p. 1)			
										FACTION KEYWORDS										UC, 0087, Titans							
										KEYWORDS										Titanic, Vehicle, Mobile Suit, Space, Ground							

 11 POWER										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
RMS-108	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+
										1-3	5"	6+	6+
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+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
Mobile Suit (p. 1)										360° Cockpit: May reroll a hit roll once per turn.			
ABILITIES Core Explodes (p. 1)										Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground													

 11 POWER										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
RMS-108 Veteran	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
A RMS-108 Marasai Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	4+
										1-3	5"	6+	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+ for this weapon, it also inflicts a mortal wound.							
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .							
Mobile Suit (p. 1)										360° Cockpit: May reroll a hit roll once per turn.			
ABILITIES Core Explodes (p. 1)										Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
FACTION KEYWORDS UC, 0087, Titans													
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground													



11

POWER

KACRICON CACOOLER RMS-108

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
Kacricon Cacooler	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
Kacricon Cacooler in a RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kacricon Cacooler may be included in your army.										4-6	9"	5+	4+
										1-3	5"	6+	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+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
							360° Cockpit: May reroll a hit roll once per turn.						
Mobile Suit (p. 1)													
ABILITIES							Core Explodes (p. 1)						
FACTION KEYWORDS							UC, 0087, Titans						
KEYWORDS							Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Kacricon Cacooler						



11

POWER

RMS-108 MARASAI 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
RMS-108 Ace	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	3+
A RMS-108 Marasai Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	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+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
ABILITIES	Mobile Suit (p. 1)					360° Cockpit: May reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.							
	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



11

POWER

JERID MESSA


RMS-108


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
Jerid Messa	*	*	*	8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-108 Marasai is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Jerid Messa may be included in your army.										4-6	9"	4+	5+
										1-3	5"	5+	6+
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+ for this weapon, it also inflicts a mortal wound.				
Beam Sabers	Melee		Melee			+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Titanic Feet	Melee		Melee			User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
Twin Link 60mm Vulcans	12"		Rapid Fire		4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .				
										360° Cockpit: May reroll a hit roll once per turn.			
										Mobile Suit (p. 1)			
										Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
ABILITIES		Core Explodes (p. 1)											
FACTION KEYWORDS		UC, 0087, Titans											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Jerid Messa											

<div><div><div></div></div><div>11</div><div>POWER</div></div> <div>RMS-117</div> <div>GALBALDY β</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
RMS-117	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
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	D3	Make 3 hit rolls for each attack with this weapon.						
Mobile Suit (p. 1)										Combat Shield: A model with a combat shield has a 5+ invulnerable save.			
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

<div></div> <div>11</div> <div>POWER</div> <div>RMS-117 GALBALDY β VETERAN</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																							
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RMS-117 Veteran</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>8</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	RMS-117 Veteran	*	*	*	8	7	12	2	8	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>3+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	3+	4-6	9"	5+	4+	1-3	5"	6+	5+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
RMS-117 Veteran	*	*	*	8	7	12	2	8	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	12"	4+	3+																																														
4-6	9"	5+	4+																																														
1-3	5"	6+	5+																																														
A RMS-117 Veteran is a single model equipped with a Beam Rifle, Beam Sabers, a Combat Shield, two Grenade Launchers, and Titanic Feet.																																																	
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Rifle</td><td>36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Grenade Launcher</td><td>30"</td><td>Assault 1</td><td>6</td><td>-1</td><td>D3</td><td>Each of this weapon may only be fired once per battle.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	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	D3	Make 3 hit rolls for each attack with this weapon.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																											
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																											
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Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																											
<table><tr><td></td><td colspan="5">Mobile Suit (p. 1)</td><td colspan="4" rowspan="2">Combat Shield: A model with a combat shield has a 5+ invulnerable save.</td></tr><tr><td>ABILITIES</td><td colspan="5">Core Explodes (p. 1)</td></tr></table>											Mobile Suit (p. 1)					Combat Shield: A model with a combat shield has a 5+ invulnerable save.				ABILITIES	Core Explodes (p. 1)																												
	Mobile Suit (p. 1)					Combat Shield: A model with a combat shield has a 5+ invulnerable save.																																											
ABILITIES	Core Explodes (p. 1)																																																
FACTION KEYWORDS UC, 0087, Titans																																																	
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground																																																	

<div></div> <div>10</div> <div>POWER</div> <div>RMS-154 BARZAM</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Barzam	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly.					
This model may replace its Beam Rifle with a Bazooka (Power Rating -2). This model may take a Combat Shield (Power Rating +1). This model may take Twin Link 60mm Vulcans.													
WARGEAR OPTIONS													
Mobile Suit (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save.													
ABILITIES													
Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.													
FACTION KEYWORDS													
UC, 0087, Titans													
KEYWORDS													
Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Jerid Messa, Gundam													



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POWER

RMS-179/RGM-79R GM 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
RMS-179/RGM-79R	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (Power Rating -3), 180mm Cannon (Power Rating -2), or Bazooka (Power Rating -2).												
	Mobile Suit (p. 1)						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

RMS-179/RGM-79R GM 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
RMS-179/RGM-79R Ace	*	*	*	7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM-79R Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun (Power Rating -3), 180mm Cannon (Power Rating -2), or Bazooka (Power Rating -2).												
	Mobile Suit (p. 1)						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												

<div>14 POWER</div> <div>RMV-1 GUNTANK II</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																							
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RMV-1</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	RMV-1	*	*	*	7	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>10"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>7"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>4"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	10"	4+	4+	4-6	7"	5+	5+	1-3	4"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
RMV-1	*	*	*	7	7	12	2	7	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	10"	4+	4+																																														
4-6	7"	5+	5+																																														
1-3	4"	6+	6+																																														
A RMV-1 is a single model equipped with a 80mm Anti-Personnel Machine Gun, two 120mm Low Recoil Cannons, Crushing Treads, two Missile Launchers, and Smoke Launchers.																																																	
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>80mm Anti-Personnel Machine Gun</td><td>12"</td><td>Pistol 6</td><td>5</td><td>0</td><td>1</td><td>When targeting units with 5 or more models, change this weapon's type to Pistol 12.</td></tr><tr><td>120mm Low Recoil Cannon</td><td>96"</td><td>Heavy D6</td><td>9</td><td>-3</td><td>D3</td><td>This weapon may target units not visible to the bearer.</td></tr><tr><td>Crushing Treads</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 2 hit rolls for each attack with this weapon.</td></tr><tr><td>Missile Launcher</td><td>72"</td><td>Heavy D3</td><td>8</td><td>-2</td><td>2</td><td>When targeting units with 5 or more models, change this weapon's type to Heavy D6.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	80mm Anti-Personnel Machine Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.	120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon may target units not visible to the bearer.	Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.	Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																											
80mm Anti-Personnel Machine Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.																																											
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Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.																																											
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.																																											
<div><div><div>ABILITIES</div><div>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.</div></div><div><div>Core Explodes (p. 1)</div><div>Mobile Tank This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit may move and fire Heavy Weapons without the -1 penalty to hit. 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.</div></div></div>																																																	
<div>FACTION KEYWORDS</div> <div>UC, 0087, Titans</div>																																																	
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Tank, Ground</div>																																																	



14

POWER

MOUAR PHARAOH RX-110

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
Mouar Pharaoh	*	*	*	7	7	15	3	7	3+	8-15+	12"	4+	3+
Mouar Pharaoh in a RX-110 Gabthley is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one of this unit may be included in your army.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heavy Beam Rifle	36"		Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Airborne*: This model 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. This unit may charge in the Fight Phase, but may only use it's Titanic Feet in Combat.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <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 9" until the end of the phase - do not roll any dice.</p> <p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

JERID MESSA RX-110

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
Jerid Messa	*	*	*	7	7	15	3	8	3+	8-15+	12"	3+	3+
Jerid Messa in a RX-110 Gabthley is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										4-7	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Heavy Beam Rifle	36"	Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<p>360° Cockpit: May reroll a hit roll once per turn.</p> <p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p> <p>Airborne*: This model 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. This unit may charge in the Fight Phase, but may only use it's Titanic Feet in Combat.</p> <p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <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 9" until the end of the phase - do not roll any dice.</p> <p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Jerid Messa												



12

POWER

DUNKEL COOPER

RX-139

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
Dunkel Cooper	*	*	*	7	7	15	4	7	3+	8-15+	12"	4+	3+
Dunkel Cooper in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one of these units may be included in your army.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.												
--- Entangle Mode	Melee		Melee		*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.					
--- Heat Mode	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Beam Rifle	36"		Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4).												
<div><div><p>360° Cockpit: May reroll a hit roll once per turn.</p><p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p><p>Airborne*: This model 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. This unit may charge in the Fight Phase.</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 9" until the end of the phase - do not roll any dice.</p><p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p></div></div>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

RAMSUS HASA RX-139

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
Ramsus Hasa	*	*	*	7	7	15	4	7	3+	8-15+	12"	3+	4+
Ramsus Hasa in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one of these units may be included in your army.										4-7	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.												
--- Entangle Mode	Melee		Melee		*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.					
--- Heat Mode	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Beam Rifle	36"		Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4).												
<div><div><p>360° Cockpit: May reroll a hit roll once per turn.</p><p>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</p><p>Airborne*: This model 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. This unit may charge in the Fight Phase.</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 9" until the end of the phase - do not roll any dice.</p><p>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</p></div></div>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character												



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POWER

YAZAN GABLE

RX-139

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
Yazan Gable	*	*	*	7	7	15	5	8	3+	8-15+	12"	2+	3+
Yazan Gable in a RX-139 Hambrabi is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heat Rod, and Titanic Feet. Only one unit with Yazan Gable may be included in your army.										4-7	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.												
--- Entangle Mode	Melee		Melee		*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.					
--- Heat Mode	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Heavy Beam Rifle	36"		Assault 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take a Heavy Beam Rifle (Power Rating +4).												
<div><div><div>360° Cockpit: May reroll a hit roll once per turn.</div><div>Hit and Run*: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</div><div>Airborne*: This model 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. This unit may charge in the Fight Phase.</div><div>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div><div><div>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 9" until the end of the phase - do not roll any dice.</div><div>Transformation: This unit may transform to or from a Mobile Armor Mode at the beginning of any of your Movement phases. When in Mobile Armor Mode, this model loses Hit and Run* and cannot use the Beam Sabers, but it gains Fly, Supersonic*, Airborne*, and Hard to Hit*. Its Movement Characteristic is doubled.</div></div></div>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Yazan Gable												



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POWER

JERID MESSA

RX-160

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
Jerid Messa	*	*	*	7	7	15	3	8	3+	8-15+	15"	3+	3+
Jerid Messa in a RX-160 Byarlant is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										4-7	10"	4+	4+
										1-3	6"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Cannon	36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sabers	Melee		Melee		+3	-3	2D3	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.					
<div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.</div></div>													
ABILITIES	Mobile Suit (p. 1), Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.												
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Fly, Character, Jerid Messa												



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POWER

JERID MESSA

RX-178

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
Jerid Messa	*	*	*	8	7	18	3	8	3+	10-18+	12"	3+	3+
Jerid Messa in a RX-178 Gundam Mk II is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Jerid Messa may be included in your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can Fly .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (Power Rating -2).												
	This model may take Twin Link 60mm Vulcans.												
ABILITIES	Mobile Suit (p. 1)						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
	Core Explodes (p. 1)						360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0087, Titans												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Jerid Messa, Gundam												

TITANS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ORX-005 Ace	1	120
RMS-106 Ace	1	75
RMS-108 Ace	1	80
RMS-179/RGM-79R Ace	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
NRX-044	1	105
RMS-106	1	65
RMS-108	1	65
RMS-117	1	65
RMS-179/RGM-79R	1	65

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
NRX-044 Veteran	1	110
ORX-005	1	110
RMS-106CS	1	75
RMS-108 Veteran	1	75
RMS-117 Veteran	1	70
RMS-154	1	100

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Buran Blutarch, NRX-044	1	120
Gates Capa, NRX-055-01	1	130
Rosamia Badam, NRX-055-02	1	130
Jerid Mesa, NRX-055-03	1	160
Rosamia Badam, ORX-005	1	120
Jack Rackham, ORX-005	1	130
Sarah Zabiarov, PMX-000	1	120
Recco Londe, PMX-000	1	130
Paptimus Scirocco, PMX-000	1	160
Recco Londe, PMX-001	1	110
Sarah Zabiarov, PMX-002	1	130
Paptimus Scirocco, PMX-003	1	310
Sarah Zabiarov, RMS-106	1	65
Kacricon Cacooler, RMS-106	1	70
Emma Sheen, RMS-106	1	70
Jerid Mesa, RMS-106	1	80
Kacricon Cacooler, RMS-108	1	75
Jerid Mesa, RMS-108	1	85
Mouar Pharaoh, RX-110	1	120
Jerid Mesa, RX-110	1	130
Dunkel Cooper, RX-139	1	120
Ramsus Hasa, RX-139	1	120
Yazan Gable, RX-139	1	150
Jerid Mesa, RX-160	1	140
Jerid Mesa, RX-178	1	125

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RMV-1	1	64

LORDS OF WAR		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Four Murasame, MRX-009	1	1500

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
80mm Anti-Personnel Machine Gun	15
90mm Machine Gun	15
120mm Low Recoil Cannon	75
120mm Machine Gun	30
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Machine Gun	75
Beam Rifle	75
Diffuse Mega Particle Cannon	90
Grenade Launcher	5
Heavy Beam Rifle	80
Large Missile	6
Long Beam Rifle	145
Mega Particle Cannon	85
Missile Launcher	25
Three Shot Missile Launcher	25
Twin Beam Rifle	130
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Crushing Treads	0
Heat Hawk	20
Heat Rod	40
Titanic Feet	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
360° Cockpit	10
Bolinoak Sammahn Shield	150
Combat Shield	20
Palace Athene Shield	45
Twin Combat Shields	30

TITANS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
80mm Anti-Personnel Gun	12"	Pistol 6	5	0	1	When targeting units with 5 or more models, change this weapon's type to Pistol 12.
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam 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 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.
Diffuse Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. No unit may receive more than 3 hits from this weapon (including the target unit).
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Missile	48"	Heavy 1	8	-2	D6	Each of this weapon may only be fired once per battle.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a Character, even if it is not the closest unit.
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 D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Beam Rifle	36"	Heavy 6	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Claw Pincer	Melee	Melee	+1	-2	2	If this weapon hits an enemy in the Fight phase and that enemy is still within 1" during the following Shooting phase, the Beam Guns gain an additional +2 to their Hit rolls.
Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below:					
--- Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
--- Heat Mode	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR

360° Cockpit	May reroll a hit roll once per turn.
Bolinoak Sammahn Shield	A model equipped with a Bolinoak Sammahn Shield gains a 5+ Invulnerable save. Additionally, the model gains 2x Beam Guns, Beam Sabers, and a Claw Pincer.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Palace Athene Shield	A model equipped with a Palace Athene Shield gains a 5+ Invulnerable save. Additionally, the model gains a Three Shot Missile Launcher.
Twin Combat Shields	A model with Twin Combat Shield has a 4+ invulnerable save.