

# AEUG ARMY LIST 0087

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

## ABILITIES

The following abilities are common to several AEUG units:

### Mobile Suit


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

### Core Explodes

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

### Titanic Presence

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

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

## Newtype

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

### NEWTYPE DISCIPLINE

#### 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

# KATZ KOBAYASHI

## FXA-50D

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Katz Kobayashi	15"-30"	6+	4+	6	5	6	2	7	4+
Katz Kobayashi in a FXA-50D G Defender Core is a single model equipped with a Beam Gun. Only one of this unit may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Beam Gun	24"	Pistol 2D3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.		
	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.		
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								
ABILITIES							Core Explosion (p. 1)		
FACTION KEYWORDS	UC, 0087, AEUG								
KEYWORDS	Fly, Vehicle, Space, Character, Defender, Aircraft								



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POWER

# MS-14A

## GELGOOG

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-14A	285	*	*	*	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A Gelgoog is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.										4-7	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Rifle	36"	Heavy 3		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Saber	Melee	Melee		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
ABILITIES	Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, AEUG													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space													

<div><div><div><div></div></div><div>11</div><div>POWER</div></div><div>MSA-003</div><div>NEMO</div></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>MSA-003</td><td>220</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	MSA-003	220	*	*	*	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>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+																													
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A MSA-003 Nemo is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.																																																																																
<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>90mm Machine Gun</td><td>-60</td><td>24"</td><td>Rapid Fire 4</td><td>6</td><td>0</td><td>1 -</td></tr><tr><td>100mm Machine Gun</td><td>-50</td><td>24"</td><td>Rapid Fire 6</td><td>6</td><td>-1</td><td>1 -</td></tr><tr><td>120mm Machine Gun</td><td>-45</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1 -</td></tr><tr><td>180mm Cannon</td><td>-50</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>2D6 -</td></tr><tr><td>Bazooka</td><td>-50</td><td>48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>1 Blast.</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>+6</td><td>-3</td><td>6</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all to hit rolls against targets that can Fly.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	90mm Machine Gun	-60	24"	Rapid Fire 4	6	0	1 -	100mm Machine Gun	-50	24"	Rapid Fire 6	6	-1	1 -	120mm Machine Gun	-45	30"	Assault 12	6	-1	1 -	180mm Cannon	-50	48"	Heavy 1	8	-3	2D6 -	Bazooka	-50	48"	Heavy 2D6	8	-2	1 Blast.	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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.	Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.
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POWER

# MSA-003 NEMO 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	
MSA-003 Veteran	230	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
A MSA-003 Nemo Veteran 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+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
90mm Machine Gun	-60	24"	Rapid Fire 4		6	0	1	-						
100mm Machine Gun	-50	24"	Rapid Fire 6		6	-1	1	-						
120mm Machine Gun	-45	30"	Assault 12		6	-1	1	-						
180mm Cannon	-50	48"	Heavy 1		8	-3	2D6	-						
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
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 it's Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), a 100mm Machine Gun ( <b>Power Rating -2</b> ), a 120mm Machine Gun ( <b>Power Rating -2</b> ), a 180mm Cannon ( <b>Power Rating -2</b> ), or a Bazooka ( <b>Power Rating -2</b> ).													
	360° Cockpit: May reroll a hit roll once per turn.							Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0087, AEUG													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

# MSA-003 NEMO SNIPER

## 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	BS	T	
MSA-003 Sniper	175	*	6+	*	8	*	12	2	7	3+	7-12+	12"	2+	7
A MSA-003 Nemo Sniper is a single model equipped with a 360° Cockpit, Beam Sabers, a Combat Shield, a Sniper Rifle, Titanic Feet, and Twin Link 60mm Vulcans.										4-6	9"	3+	6	
										1-3	5"	4+	5	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Sniper Rifle	72"		Heavy 2		8	-3	6	If the model carrying the Sniper Rifle did not Remain Stationary in the preceding Movement Phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
		360° Cockpit: May reroll a hit roll once per turn.						Combat Shield: A model with a combat shield has a 5+ invulnerable save.						
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0087, AEUG													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

# MSA-003 NEMO 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
MSA-003 Ace	235	*	*	*	8	7	12	2	8	3+	7-12+	12"	3+	3+
A MSA-003 Nemo 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	-60	24"	Rapid Fire 4		6	0	1	-						
100mm Machine Gun	-50	24"	Rapid Fire 6		6	-1	1	-						
120mm Machine Gun	-45	30"	Assault 12		6	-1	1	-						
180mm Cannon	-50	48"	Heavy 1		8	-3	2D6	-						
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
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 it's Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), a 100mm Machine Gun ( <b>Power Rating -2</b> ), a 120mm Machine Gun ( <b>Power Rating -2</b> ), a 180mm Cannon ( <b>Power Rating -2</b> ), or a Bazooka ( <b>Power Rating -2</b> ).													
	360° Cockpit: May reroll a hit roll once per turn.								Combat Shield: A model with a combat shield has a 5+ invulnerable save.					
ABILITIES	Mobile Suit (p. 1)								Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0087, AEUG													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													



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POWER

## RECCOA LONDE MSA-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	S	WS	BS	
Recco Londe	270	15"-30"	*	*	7	7	15	3	7	4+	8-15+	7	3+	3+
Recco Londe in a MSA-005 Methuss is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one unit with <b>Recco Londe</b> may be included in your army. Only one unit with <b>Methuss</b> may be included in your army.										4-7	6	4+	4+	
										1-3	5	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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
ABILITIES		<b>360° Cockpit:</b> May reroll a hit roll once per turn.						<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.						
		<b>Mobile Suit Mode:</b> At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses <b>Supersonic</b> , <b>Airborne</b> , <b>Fly</b> , and <b>Hard to Hit</b> .						<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.						
		<b>Mobile Suit</b> (p. 1)						<b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						
FACTION KEYWORDS		UC, 0087, AEUG												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Recco Londe, Methuss												



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POWER

# FA YUIRI MSA-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	
Fa Yuiri	260	*	*	*	7	7	15	2	7	4+	8-15+	12"	4+	3+
Fa Yuiri in a MSA-005 Methuss is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one unit with <b>Fa Yuiri</b> may be included in your army. Only one unit with <b>Methuss</b> may be included in your army.											4-7	9"	5+	4+
											1-3	5"	6+	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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
ABILITIES		<b>360° Cockpit:</b> May reroll a hit roll once per turn.						<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.						
		<b>Mobile Suit Mode:</b> At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses <b>Supersonic</b> , <b>Airborne</b> , <b>Fly</b> , and <b>Hard to Hit</b> .						<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.						
		<b>Mobile Suit</b> (p. 1)						<b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						
FACTION KEYWORDS		UC, 0087, AEUG												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Fa Yuiri, Methuss												





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POWER

# QUATTRO BAJEENA

## MSN-00100

**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
Quattro Bajeena	340	*	*	*	8	7	18	5	9	3+	10-18+	15"	2+	2+
Quattro Bajeena in a MSN-00100 Hyaku Shiki is a single model equipped with a 360° Cockpit, a Heavy Beam Rifle, Beam Sabers, and Titanic Feet. Only one unit with <b>Quattro Bajeena</b> may be taken for your army. Only one unit with <b>Hyaku Shiki</b> may be taken for your army. This unit may not be taken in the same army as a unit with <b>Char Aznable</b> .											5-9	10"	3+	3+
											1-4	6"	4+	4+

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	-55	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers		Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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	2	Make 3 hit rolls for each attack with this weapon.

**WARGEAR OPTIONS** This model may replace its Heavy Beam Rifle with a Bazooka (**Power Rating -3**).

<b>ABILITIES</b>	<b>Hit and Run:</b> This unit may move 2D6" in your Charge phase, even if it has not declared a charge.	<b>360° Cockpit:</b> May reroll a hit roll once per turn.
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	<b>Anti Beam Coating</b> This unit has a 4+ invulnerable save against Beam and Laser shooting attacks.
	<b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)	

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

**FACTION KEYWORDS** UC, 0087, AEUG

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Quattro Bajeena, Hyaku Shiki, Newtype, Psyker



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POWER

# KAMILLE BIDAN

## MSZ-006

**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	S	WS	BS	
Kamille Bidan	645	15"-30"	*	*	8	8	18	5	9	2+	10-18+	8	2+	2+
Kamille Bidan in a MSZ-006 Zeta Gundam is a single model equipped with a 360° Cockpit, two Beam Guns, a Combat Shield, a Grenade Launcher, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with <b>Kamille Bidan</b> may be included in your army. Only one unit with <b>Zeta</b> may be included in your army.											5-9	7	3+	3+
											1-4	6	4+	4+

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	+6	-3	6	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	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.
Hyper Mega Launcher	72"	Heavy 3D3	9	-4	4	A model can only fire the Hyper Mega Launcher 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 three times in a battle. This is a Beam weapon.
--- Ancillary Targets	72"	Heavy 1	9	-4	3	When the Hyper Mega Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

<b>WARGEAR OPTIONS</b>							This model may take a Grenade Magazine ( <b>Power Rating +1</b> ). This model may replace its Heavy Beam Rifle with a Hyper Mega Launcher ( <b>Power Rating +6</b> ).
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Continued next page

	<p><b>Grenade Magazine +15:</b> A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.</p> <p><b>360° Cockpit:</b> May reroll a hit roll once per turn.</p> <p><b>Biosensor:</b> A model equipped with a biosensor may reroll a save die once per turn.</p> <p><b>Combat Shield</b> A model with a Combat Shield gains a 5+ Invulnerable save.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p>	<p><b>Supersonic:</b> 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><b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Mobile Suit Mode:</b> At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 15", its two Beam Guns are replaced by Beam Sabers, and it loses <b>Supersonic</b>, <b>Airborne</b>, and <b>Hard to Hit</b>.</p>
<b>ABILITIES</b>	<b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1)	
<b>PSYKER</b>	<b>Powerful Newtype</b> This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers 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.	
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG	
<b>KEYWORDS</b>	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kamille Bidan, Newtype, Powerful Newtype, Psyker, Zeta, Gundam	

<div>13 POWER</div> <div>RGC-83 GM CANNON 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>RGC-83</td><td>255</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	RGC-83	255	*	*	*	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>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+																																																					
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A RGC-83 GM Cannon II is a single model equipped with a 120mm Machine Gun, two Beam Cannons, Beam Sabers, Chobham Armor, Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.																																																																																																								
<table><tr><th>WEAPON</th><th>RANGE</th><th colspan="2">TYPE</th><th>S</th><th>AP</th><th>D</th><th colspan="8">ABILITIES</th></tr><tr><td>120mm Machine Gun</td><td>30"</td><td colspan="2">Assault 12</td><td>6</td><td>-1</td><td>1</td><td colspan="8">-</td></tr><tr><td>Beam Cannon</td><td>36"</td><td colspan="2">Heavy 1</td><td>8</td><td>-3</td><td>6</td><td colspan="8">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 colspan="2">Melee</td><td>+6</td><td>-3</td><td>6</td><td colspan="8">Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td colspan="2">Melee</td><td>User</td><td>-2</td><td>2</td><td colspan="8">Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td colspan="2">Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td colspan="8">Add 1 to all hit rolls against targets that can Fly.</td></tr></table>															WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								120mm Machine Gun	30"	Assault 12		6	-1	1	-								Beam Cannon	36"	Heavy 1		8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								Beam Sabers	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly.							
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<div><div><div>Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.</div></div><div><div>Combat Shield: A model equipped with a Combat Shield has a 5+ invulnerable save.</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div></div>																																																																																																								
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POWER

# RGM-79N GM 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
RGM-79N	185	*	*	*	8	7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N GM Custom is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.											4-7	10"	5+	4+
											1-3	6"	6+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
120mm Machine Gun		30"		Assault 12		6	-1	1	-					
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.				
Beam Rifle		+45	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Sabers		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans		12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .					
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0087, AEUG												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												



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POWER

# RGM-79N GM CUSTOM 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	
RGM-79N Ace	195	*	*	*	8	7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom Ace is a single model equipped with a 120mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-7	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		-5	48"	Heavy 2D6		8	-2	1	Blast.					
Beam Rifle		+45	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Beam Sabers		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans		12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0087, AEUG												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

# RMS-099/MSA-099 RICK DIAS

**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								
Rick Dias	300	*	*	*	7	8	15	3	8	3+	8-15+	15"	3+	3+							
A RMS-099/MSA-099 Rick Dias is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet.										4-7	10"	4+	4+								
										1-3	6"	5+	5+								
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES														
Bazooka	+25	48"	Heavy 2D6		8	-2	1	Blast.  Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.  Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.  Make 3 hit rolls for each attack with this weapon.													
Beam Gun	24"	Pistol 2D3		8	-3	4															
Beam Sabers	Melee	Melee		+6	-3	6															
Titanic Feet	Melee	Melee		User	-2	2															
WARGEAR OPTIONS		This unit may take a Bazooka (Power Rating +1).																			
							Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.														
		Mobile Suit (p. 1)																			
ABILITIES		Core Explodes (p. 1)													360° Cockpit: May reroll a hit roll once per turn.						
FACTION KEYWORDS		UC, 0087, AEUG																			
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly																			



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POWER

# RMS-099/MSA-099 RICK DIAS 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		
Rick Dias Ace	310	*	*	*	7	8	15	3	8	3+	8-15+	15"	3+	3+	
A RMS-099/MSA-099 Rick Dias Ace is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet.										4-7	10"	4+	4+		
										1-3	6"	5+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
Bazooka	+25	48"	Heavy 2D6		8	-2	1	Blast.							
Beam 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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS	This unit may take a Bazooka ( <b>Power Rating +1</b> ).														
Mobile Suit (p. 1)							Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.								
ABILITIES	Core Explodes (p. 1)							360° Cockpit: May reroll a hit roll once per turn.							
FACTION KEYWORDS	UC, 0087, AEUG														
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character														





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POWER

# QUATTRO BAJEENA

## RMS-099/MSA-099

**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	
Quattro Bajeeena	330	*	*	*	7	8	15	5	9	3+	8-15+	15"	2+	2+
Quattro Bajeeena in a RMS-099/MSA-099 Rick Dias is a single model equipped with a 360° Cockpit, two Beam Guns, Beam Sabers, and Titanic Feet. Only one model with <b>Quattro Bajeeena</b> may be included in your army. This unit may not be taken in an army that has a unit with <b>Char Aznable</b> .											4-7	10"	3+	3+
											1-3	6"	4+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	+25	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet		Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This unit may take a Bazooka ( <b>Power Rating +1</b> ).												
PSYKER		<b>Newtype:</b> 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.												
		<b>Mobile Suit</b> (p. 1)												
ABILITIES		<b>Core Explodes</b> (p. 1)												
		<b>Hit and Run:</b> This unit may move 2D6" in your Charge phase, even if it has not declared a charge.												
FACTION KEYWORDS		<b>360° Cockpit:</b> May reroll a hit roll once per turn.												
		UC, 0087, AEUG												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Newtype, Psyker, Quattro Bajeeena												



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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 <b>220</b>	*	*	*	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 <b>-60</b>	24"	Rapid Fire 4		6	0	1	-							
180mm Cannon <b>-50</b>	48"	Heavy 1		8	-3	2D6	-							
Bazooka <b>-50</b>	48"	Heavy 2D6		8	-2	1	Blast.							
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .							
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), 180mm Cannon ( <b>Power Rating -2</b> ), or Bazooka ( <b>Power Rating -2</b> ).													
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, AEUG													
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	-60	24"	Rapid Fire 4		6	0	1	-						
180mm Cannon	-50	48"	Heavy 1		8	-3	2D6	-						
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.						
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"		Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its Beam Rifle with a 90mm Machine Gun ( <b>Power Rating -3</b> ), 180mm Cannon ( <b>Power Rating -2</b> ), or Bazooka ( <b>Power Rating -2</b> ).													
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, AEUG													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

# KAMILLE BIDAN

## 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		
Kamille Bidan	305	*	*	*	8	7	18	4	9	3+	10-18+	12"	2+	3+	
Kamille Bidan 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 <b>Kamille Bidan</b> may be included in your army.										5-9	9"	3+	4+		
										1-4	5"	4+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.							
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
Twin Link 60mm Vulcans	+10	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .							
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -2</b> ).													
		This model may take Twin Link 60mm Vulcans.													
PSYKER		Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers 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.													
		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, AEUG													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Kamille Bidan, Gundam, Newtype, Powerful Newtype, Psyker, RX-178, Defender													



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POWER

# EMMA SHEEN

## 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
Emma Sheen	*	*	*	8	7	18	3	9	3+	10-18+	12"	3+	3+
Emma Sheen 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 <b>Emma Sheen</b> may be included in your army.										5-9	9"	4+	4+
										1-4	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Bazooka	-50	48"	Heavy 2D6		8	-2	1	Blast.					
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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	+10	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .					
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -2</b> ).												
	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.												
FACTION KEYWORDS	Core Explodes (p. 1)												
	360° Cockpit: May reroll a hit roll once per turn.												
KEYWORDS	UC, 0087, AEUG												
	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Emma Sheen, Gundam, RX-178, Defender												

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POWER

## FLYING ARMOR / DODAI KAI

This must be taken as an option for a **Mobile Suit** unit. A unit may only have one **Extra Equipment** option.

+30

<b>ABILITIES</b>	<b>Flying Armor</b> A model equipped with a Flying Armor gains +3" to its Speed Characteristic.	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase.
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG	
<b>KEYWORDS</b>	Extra Equipment, Ground	
<b>GRANTED KEYWORDS</b>	Fly	

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POWER

## G-DEFENSER PARTS

This model is equipped with a Long Beam Rifle and two Missile Launchers. This model must be taken as an option for a unit with the **Defenser** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

+235

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
<b>ABILITIES</b>	<p><b>G-Defenser</b> A model equipped with the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the model has <b>Supersonic</b>), +1 to its Toughness, +1 to its armor saves, and +3 Wounds (wounds are lost from the G Defenser Parts first). Like Chobham Armor, the G-Defenser parts may be ejected at any time, returning all values to their printed numbers.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase. If the model already has <b>Hard to Hit</b>, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase.</p> <p><b>Long Shot</b> If the unit that these parts are equipped to has <b>Supersonic</b>, then the Long Beam Rifle may be fired only if the unit moved its minimum speed.</p> <p><b>Parts Transfer</b> If two models with the <b>Defenser</b> keyword are within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model to the other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts. If the Parts have taken 3 Wounds or have been ejected, they may no longer be transferred.</p> <p><b>G Transport</b> If the FXA-50D G Defenser Core has the G-Defenser Parts equipped, a unit with <b>RX-178</b> and <b>Defenser</b> may Embark, or start the game Embarked. Instead of Disembarking, the <b>RX-178</b> unit may instead Transfer the parts to itself and the FXA-50D G Defenser Core would then Disembark.</p>					
<b>FACTION KEYWORDS</b>	UC, 0087, AEUG					
<b>KEYWORDS</b>	Extra Equipment, Space					
<b>GRANTED KEYWORDS</b>	Fly					

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POWER

## MEGA BAZOOKA LAUNCHER

This model is equipped with a Heavy Beam Launcher. This model must be taken as an option for a unit with the **Hyaku Shiki** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

+330

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	<p>The Heavy Beam Launcher may only be fired after 4 CHARGE THE LASER Actions are taken to charge it up. 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 once per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.</p>
ABILITIES	<p><b>Transformation:</b> A unit equipped with the Mega Bazooka Launcher may transform to or from a Carrier Mode at the beginning of any of your Movement phases. When in the Carrier Mode, the model cannot fire any weapons, but it gains <b>Fly</b> and its Movement Characteristic is increased by 6".</p> <p><b>Mega Bazooka Launcher</b> A model equipped with the Mega Bazooka Launcher may eject it at any time, returning all values to their printed numbers.</p> <p><b>CHARGE THE LASER (Action):</b> One <b>Mobile Suit</b> unit equipped with a Mega Bazooka Launcher can start to perform this action at the end of your Movement phase if it Remained Stationary in the preceding Movement phase. This action is completed at the end of your turn.</p> <p><b>Charging Assistance:</b> A single friendly <b>Mobile Suit</b> unit may also take up to two CHARGE THE LASER Actions.</p>					
FACTION KEYWORDS	UC, 0087, AEUG					
KEYWORDS	Extra Equipment, Space					