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.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC, <Year>, AEUG, <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. AEUG as the Anti Earth Union Group Forces, and <Team> indicates which Team of the AEUG 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.

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.

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.



KATZ KOBAYASHI FXA-50D

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
Katz Kobayashi	15"-30"	6+	4+	6	5	6	2	7	4+

Katz Kobayashi in a FXA-50D G Defenser Core is a single model equipped with a Beam Gun. Only one of this model 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.
	and can or can Fly , ar	This model car aly be charged ad can only atta the Fight phas	by un	its tha be	t	Supersonic : Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end
ABILITIES	subtract 1	lit: Your opponent must from hit rolls for attacks that model in the Shooting phase.				of the phase - do not roll any dice. Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0087,	AEUG				
KEYWORDS	Fly, Vehicle	e, Space, Char	acter,	Defer	ser	

14 power				[S-14 LGO					DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14A	*	*	*	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A Gelgoog is a si	ngle mode	l equip	ped w	ith a Bear	m Ri	fle, a	Comb	oat	4-7	9"	4+	4+
Shield, Titanic Feet, and a	-		•			,			1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Rifle	36"	He	avy 3	8	-3	4			roll a Wound roll o o inflicts a Mortal V			
Titanic Feet	Melee	М	lelee	User	-2	D3	Mak	e 3 hit roll	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	M	lelee	+3	-3	2D3	wear	pon, it also bearer figh	roll a Wound roll on inflicts a Mortal Whits with this weapoock with this weapoock with this weapo	Vound n, it ca	. Each	time
ABILITIES	Combat S Shield hav				_	bat		oile Suit (p	,			
FACTION KEYWORDS	UC, 0087,	AEUC	3									
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, Gro	ound	, Spa	се					

11 POWER			EM	0				DAMAGE Some of this modern change as it suffers shown below:	ers daı	mage, a	as
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSA-003	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+
A MSA-003 Nemo is a sin								4-6	9"	5+	5+
Beam Sabers, a Combat	•							1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm		Power	Rati	ing -2	2), a 12	0mm Ma	chine Gun (Power chine Gun (Power ver Rating -2).			-
	360° Coo	ckpit: May reroll	a hit ro	oll on	ice			d : A model with a ble save.	comb	at shield	d has
ABILITIES	Mobile S	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087										
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Spa	ace,	Grou	nd					

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MSA-003 NEMO VETERAN

DAMAGE

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

	MO	DC.	<u> </u>		A /		Lal	0	DEMAINING W	B.A	MO	DC
			-		_	A						BS
*	*	*	8 7	1	2	2	7	3+	7-12+	12"	4+	3+
									4-6 1-3	9" 5"	5+ 6+	4+ 5+
									1-0		<u> </u>	<u> </u>
							Abii	LIIIE9				
24"	Rapid	Fire D	3 6	(0	1	-					
24"	Rapid	Fire 2D	03 6	-	1	1	-					
30"	Ass	ault 6	6	-	1	1	-					
48"	Hea	avy 1	8	-	.3	2D3	-					
48"	Heav	/y 2D3	8	_	2	1			•		odels, d	hange
36"	Hea	avy 3	8	_	.3	4		•				
Melee	Me	elee	+;	3 -	.3	2D3		•				
Melee	Me	elee	Us	er -	2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
12"	Rapid	d Fire 4	1 4	(0	2	Add	1 to all to	hit rolls against ta	gets t	nat can	Fly.
a 100mm	Machin	ne Gun	(Pow	er R	ati	ng -2	2), a 1	20mm Ma	chine Gun (Powe			
360° Coc per turn.	kpit: M	ay rero	oll a hit	roll	on	се				comba	at shield	d has
Mobile S	uit (p. 1)					Cor	e Explode	s (p. 1)			
UC, 0087	, AEUG	;				_						
Titanic, V	ehicle, I	Mobile	Suit, S	Spac	е,	Grou	nd					
	mbat Shiel RANGE 24" 24" 30" 48" 48" Melee 12" This mode a 100mm a 180mm 360° Cocper turn. Mobile Si UC, 0087	n is a single mode mbat Shield, Titan RANGE TY 24" Rapid 30" Ass 48" Heaves 36" Heaves 36" Heaves 36" Rapid 12" Rapid 12" Rapid 12" Rapid 100mm Machir a 180mm Canno 360° Cockpit: Mere turn. Mobile Suit (p. 100, 100, 100, 100, 100, 100, 100, 100	n is a single model equipmbat Shield, Titanic Fee RANGE TYPE 24" Rapid Fire D 24" Rapid Fire 2E 30" Assault 6 48" Heavy 1 48" Heavy 2D3 36" Heavy 3 Melee Melee Melee Melee 12" Rapid Fire 4 This model may replace a 100mm Machine Gun a 180mm Cannon (Pow 360° Cockpit: May reresper turn. Mobile Suit (p. 1) UC, 0087, AEUG	* * * 8 7 In is a single model equipped we mbat Shield, Titanic Feet, and the model shield, Titanic Feet, and the model shield, Titanic Feet, and the model fire D3 6 24" Rapid Fire 2D3 6 30" Assault 6 6 48" Heavy 1 8 48" Heavy 1 8 48" Heavy 2D3 8 48" Heavy 3 8 49 49 49 49 49 49 49 49 49 49 49 49 49	* * * 8 7 1 In is a single model equipped with a mbat Shield, Titanic Feet, and Twin RANGE TYPE S A 24" Rapid Fire D3 6 24" Rapid Fire 2D3 6 30" Assault 6 6 48" Heavy 1 8 48" Heavy 2D3 8 36" Heavy 3 8 Melee Melee H3 Melee Melee User 12" Rapid Fire 4 4 This model may replace it's Beam a 100mm Machine Gun (Power Rating a 180mm Cannon (Power Rating 360° Cockpit: May reroll a hit roll per turn. Mobile Suit (p. 1) UC, 0087, AEUG	* * * 8 7 12 In is a single model equipped with a 36 mbat Shield, Titanic Feet, and Twin Literary Rapid Fire D3 6 0 24" Rapid Fire D3 6 -1 30" Assault 6 6 -1 48" Heavy 1 8 -3 48" Heavy 2D3 8 -2 36" Heavy 3 8 -3 Melee Melee +3 -3 Melee Melee User -2 12" Rapid Fire 4 4 0 This model may replace it's Beam Ria 100mm Machine Gun (Power Ratia a 180mm Cannon (Power Ratia a 180mm Cannon (Power Rating -2 360° Cockpit: May reroll a hit roll on per turn. Mobile Suit (p. 1) UC, 0087, AEUG	* * * 8 7 12 2 In is a single model equipped with a 360° Combat Shield, Titanic Feet, and Twin Link 6000 RANGE TYPE S AP D 24" Rapid Fire D3 6 0 1 24" Rapid Fire 2D3 6 -1 1 30" Assault 6 6 -1 1 48" Heavy 1 8 -3 2D3 48" Heavy 2D3 8 -2 1 36" Heavy 3 8 -3 4 Melee Melee Hard Heavy 1 8 -3 2D3 Melee Melee User -2 D3 12" Rapid Fire 4 4 0 2 This model may replace it's Beam Rifle with a 100mm Machine Gun (Power Rating -2 a 180mm Cannon (Power Rating -2), or a 360° Cockpit: May reroll a hit roll once per turn. Mobile Suit (p. 1) UC, 0087, AEUG	* * * 8 7 12 2 7 In is a single model equipped with a 360° Cockpin mbat Shield, Titanic Feet, and Twin Link 60mm with the shield, Titanic Feet, and Twin Link 60mm with the shield, Titanic Feet, and Twin Link 60mm with the shield, Titanic Feet, and Twin Link 60mm with the shield with a 360° Cockpit with a	* * * 8 7 12 2 7 3+ In is a single model equipped with a 360° Cockpit, a Beam mbat Shield, Titanic Feet, and Twin Link 60mm Vulcans. RANGE TYPE S AP D ABILITIES 24" Rapid Fire D3 6 0 1 - 24" Rapid Fire 2D3 6 -1 1 - 30" Assault 6 6 -1 1 - 48" Heavy 1 8 -3 2D3 - When targeting this weapon's in Each time you weapon, it also be the time you weapon weapon, it also be the time you weapon weapon, it also be the time you weapon weapon, it also be the time you	* * * * 8 7 12 2 7 3+ Total Property of the p	* * * 8 7 12 2 7 3+ 7-12+ 12" In is a single model equipped with a 360° Cockpit, a Beam mbat Shield, Titanic Feet, and Twin Link 60mm Vulcans. RANGE TYPE S AP D ABILITIES 24" Rapid Fire D3 6 0 1 - 24" Rapid Fire 2D3 6 -1 1 - 30" Assault 6 6 -1 1 - 48" Heavy 1 8 -3 2D3 - When targeting units with 5 or more more and this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Melee Melee H3 -3 2D3 weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this 12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets the standard and 100mm Machine Gun (Power Rating -2), a 120mm Machine Gun (Power Rating a 180mm Cannon (Power Rating -2), or a Bazzooka (Power Rating -2). Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, AEUG	* * 8 7 12 2 7 3+ 7-12+ 12" 4+ In is a single model equipped with a 360° Cockpit, a Beam mbat Shield, Titanic Feet, and Twin Link 60mm Vulcans. RANGE TYPE S AP D ABILITIES 24" Rapid Fire D3 6 0 1 - 24" Rapid Fire 2D3 6 -1 1 - 30" Assault 6 6 -1 1 - 48" Heavy 1 8 -3 2D3 - When targeting units with 5 or more models, or this weapon's type to Heavy 2D6. 48" Heavy 3 8 -2 1 this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon's a 100mm Machine Gun (Power Rating -2), a 120mm Machine Gun (Power Rating -2), a 120mm Machine Gun (Power Rating -2), a 120mm Machine Gun (Power Rating -2), a 180mm Cannon (Power Rating -2), or a Bazooka (Power Rating -2). Combat Shield: A model with a combat shield a 5+ invulnerable save. Core Explodes (p. 1) UC, 0087, AEUG

POWER		NEM(SA-C O SI			ER		DAMAGE Some of this mod change as it suffe shown below:	rs dar	nage, a	ıs
NAME	M		S T	W	Α	Ld	Sv	REMAINING W	M	BS	Т
MSA-003 Sniper	*	6+ *	8 *	12	2	7	3+	7-12+	12"	2+	7
A MSA-003 Nemo Sniper Sabers, a Combat Shield,	_							4-6	9"	3+	6
Vulcans.								1-3	5"	4+	5
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Sniper Rifle	72"	Heavy 1	8	-3	2D3	prece	eding Mov	rrying the Sniper Frement Phase, sub oon may target a C est unit.	tract 1	1 from t	he hit
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			hit rolls against tar		•	
	360° Coc per turn.	k pit : May rero		oll on	ce	Com		d : A model with a			
ABILITIES	Mobile St	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087	, AEUG									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Spa	ace,	Grou	nd					

12 POWER		MS NEM				C		DAMAGE Some of this mo change as it suff shown below:	fers da		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Ace	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+
A MSA-003 Nemo Ace is								4-6	9" 5"	4+	4+
Rifle, Beam Sabers, a Co								1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP			LITIES				
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-					
100mm Machine Gun	24"	Rapid Fire 2D3		-1	1	-					
120mm Machine Gun	30"	Assault 6	6	-1		-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or r type to Heavy 2D		odels, c	:hange
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll inflicts a mortal			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll inflicts a mortal			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm		Power	Rat	ing -2	2), a 1	120mm Ma	chine Gun (Powe chine Gun (Pow e ver Rating -2).			
	360° Coo per turn.	ckpit: May reroll	a hit ro	oll or	nce		nbat Shiel - invulneral	d : A model with a ble save.	comb	at shield	has
ABILITIES	Mobile S	suit (p. 1)				Cor	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087	, AEUG									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd, C	haracter				

14 power	R	ECCO MS)A] SA-(ND	E	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Reccoa Londe	*	* *	7 7	15	3	7	4+	8-15+	12"	3+	3+
Reccoa Londe in a MSA-C Cockpit, two Beam Guns, Reccoa Londe may be in be included in your army.	Beam Sab	ers, and Titan	ic Feet.	Onl	y one	mod	el with	4-7 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4	wea	pon, it als	ı roll a Wound roll o inflicts a Mortal	Wound	l.	
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit roll	s for each attack	with thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat can	Fly.
	Airborne* and can of can Fly, a attacked in can Fly. Hard to H subtract 1	cpit: May rero This model only be charged and can only at the Fight phare it*: Your opportion hit rolls to model in the se	cannot c d by unit ttack or l ase by u nent mu for attac	harg ts that be inits ist ks th	e, at that	pivo strai after incre of th Trar a Mo your Mod Titar	t it on the ght forward the initial ease its Market e phase - asformation Movemente, this monic Feet, b	Each time this me spot up to 90°, the ds. Note that it controlled pivot. When this ove characteristic do not roll any die on: This unit may be Mode at the begunt phases. When del cannot use the out it gains Fly, Sud Hard to Hit*. Its	nen mo annot p model by 9" u ce. transfo ginning in Mob e Bean uperso	ve the reprivot again Advance until the perm to open of any poile Arm saber nic*,	nodel ain ces, end r from of
ABILITIES		uit (p. 1), Core	Explo	des ((p. 1)	Cha	racteristic	is doubled.			
FACTION KEYWORDS	UC, 0087,										
KEYWORDS	Character,	Titanic, Vehic	cle, Mob	ile S	uit, S	pace,	Ground,	Reccoa Londe, M	lethuss	1	

13 POWER			YU SA-					DAMAGE Some of this mod change as it suff shown below:			
NAME	M	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Fa Yuiri	*	* *	7 7	15	2	7	4+	8-15+	12"	4+	3+
Fa Yuiri in a MSA-005 Me two Beam Guns, Beam Samay be included in your a your army.	abers, and	Titanic Feet.	Only one	e mo	del w	ith Fa	Yuiri	4-7 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4		•	roll a Wound roll inflicts a Mortal \			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.
ABILITIES	Airborne* and can of can Fly, a attacked in can Fly. Hard to H subtract 1 target this	This model only be charged in the Fight phase it*: Your oppose from hit rolls from the State (p. 1), Core	cannot c d by unit ttack or l ase by u nent mu for attack Shooting	harg s that be inits ist ks th g pha	e, at that aat ase.	pivot straig after increa of the Trans a Mol your I Mode Titani Airbo	it on the south the initial case its Mose phase - consideration of the initial case its Mose phase - constant the initial case its mose phase - constant the initial case its mose case its mos	Each time this mospot up to 90°, the ds. Note that it can pivot. When this ove characteristic do not roll any diction. This unit may be made at the begut phases. When del cannot use the utit gains Fly, Sud Hard to Hit*. Its is doubled.	en movennot per model by 9" use. transforinning in Mobel Beam person	ve the noivot again Advance antil the orm to of any of Sabernic*,	nodel ain ces, end r from of
FACTION KEYWORDS	UC, 0087,										
KEYWORDS	Character,	Titanic, Vehic	cle, Mob	ile S	uit, S	pace,	Ground, F	a Yuiri, Methuss			

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16 POWER		MS					INA	Some of this modern change as it suffer shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	М	ws	BS	
Quattro Bajeena	*	* *	8 7	18	5	9	3+	10-18+	15"	2+	2+	
Quattro Bajeena in a MSI 360° Cockpit, a Heavy Be with Quattro Bajeena ma Shiki may be taken for yo	eam Rifle, B ay be taken	eam Sabers, for your army	and Tita /. Only o	anic F one u	eet. nit w	Only ith Hy	one unit aku	5-9	10"	3+	3+	
a unit with Char Aznable								1-4	6"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Bazooka	48"	Heavy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D0		odels, d	hange	
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a Wound roll inflicts a Mortal \				
Heavy Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this 36" Assault 3 8 -3 4 weapon, it also inflicts a Mortal Wound.										
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack v	with thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may replace	e its Hea	avy B	eam	Rifle v	vith a Baz	ooka (Power Rat i	ing -3)			
		un : This unit arge phase, a charge.										
	subtract 1	it: Your oppo from hit rolls model in the	for attac	cks th			-	May reroll a hit ro				
ABILITIES	Mobile Su	uit (p. 1); Cor	e Explo	des ((p. 1)			seam and Laser s				
PSYKER	psychic po in each er manifestin	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, Ve Newtype,		Suit, Gr	ound	l, Spa	ace, C	haracter, (Quattro Bajeena,	Hyaku	Shiki,		



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	Α	Ld	Sv	REMAINING W	M	ws	BS
Kamille Bidan	*	* * 8	8	18	5	9	2+	10-18+	15"	2+	2+
Kamille Bidan in a MSZ-00 Cockpit, Beam Sabers, a Rifle, Titanic Feet, and Tw Bidan may be included in	Combat Sh rin Link 60n	nield, a Grenad nm Vulcans. O	e Launo nly one	cher, mod	a He del wi	avy B th Ka ı	Beam mille	5-9	10"	3+	3+
in your army.								1-4	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D		LITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a Wound roll o inflicts a Mortal V			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		eapon may only be	e fired	once p	er
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Hyper Mega Launcher	72"	Heavy 3D3	9	-4	4	rema phas Invul of 6+ Wou	ained stationse. Subtra Inerable Solutionsolutions Subtractionsolution	nly fire the Hyper lonary in the precedut 2 from any targeave. Each time yoweapon, it also inforceapon may only los is a Beam weapon	ding met unit ou roll flicts a	noveme 's a Wour Mortal	nt nd roll
Ancillary Targets	72"	Heavy 1	9	-4	3	within autor incluction can I this v	n 1" of a li matically h ding friend Fly . Each	er Mega Launcher ne drawn from the nit by the edges of dly units but exclud time you roll a Wo also inflicts a Mor on.	firer to the m ding m ound re	o the ta assive l odels th oll of 64	irget is beam, hat ⊦ with
Titanic Feet	Melee	Melee	User	-2	D3		•	s for each attack w	ith thi	s Wean	on
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			hit rolls against tar		•	
TWITT LITTE OUTTITE VUICATIS		el may take a G	•	~					gets t	ial Call	rıy.

This model may take a Grenade Magazine (**Power Rating +1**).

This model may replace it's Heavy Beam Rifle with a Hyper Mega Launcher (Power Rating

WARGEAR OPTIONS +6).

Continued next page

KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Spa Newtype, Psyker, Zeta, Gundam	ce, Character, Kamille Bidan, Newtype, Powerful
FACTION KEYWORDS	UC, 0087, AEUG	
PSYKER	single psychic power in each friendly psyc power in each enemy psychic phase. It m manifesting. This unit may reroll a die wh	ared a psyker. This model can attempt to manifest a chic phase, and can attempt to deny a single psychic nay use any power from the Newtype Discipline when en attempting to manifest or deny psychic powers; the Warp apply. Note - Newtypes do not know rom Perils of the Warp.
ABILITIES		can Fly. 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 Grenade Launcher or Titanic Feet, but it gains Fly, Supersonic*, and Airborne*. Its Movement Characteristic is doubled, and its Beam Sabers transform into 2x Beam Guns.
	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.	increase its Move characteristic by 9" until the end of the phase - do not roll any dice. 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
	Grenade Magazine A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.	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,

13 POWER		RO GM CA	GC-					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGC-83	*	* * 7	7 7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-83 GM Cannon II two Beam Cannons, Bean and Twin Link 60mm Vulca	n Sabers, (4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	_			
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Beam Cannon	36"	Heavy 1	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	ıt can F l	ly.
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A mo Armor increas stic by 6, while stic is reduced may be ejecte all characteristi ny wounds los Chobham Armo	es their M by 3. I d at any cs to th	· Wollove The y tim e pri	e, inted	Shield Mobile		,		th a Co	mbat
FACTION KEYWORDS	UC, 0087,	AEUG					-	·			
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground									

9 POWER				iM-			M		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N	*	*	*	8 7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N GM Custom	is a single	model e	equippe	ed with a	a 120)mm	Machin	e Gun,	4-7	10"	5+	4+
Beam Sabers, Titanic Fee									1-3	6"	6+	5+
WEAPON	RANGE	TY	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 6	6	-1	1	-					
Bazooka	48"	Heav	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels,	change
Beam Rifle	36"	Hea	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Me	elee	+3	-3	2D3		•	roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	Ме	elee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapic	d Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ets tha	t can F	ly.
WARGEAR OPTIONS	This mode		replace	e its 120r	mm l	Mach	ine Gu	n with a E	Bazooka or a Bear	m Rifle	e (Powe	∍r
ABILITIES	Combat S shield has					nbat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0087	, AEUG	}									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground										

10 POWER	GI	RG M CUS				40		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N Ace	*	* * 8	7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom	Ace is a sir	ngle model equ	ipped v	vith a	a 120	mm N	1achine	4-7	10"	4+	4+
Gun, Beam Sabers, Titani	c Feet, Twi	n Link 60mm \	/ulcans	, and	d a Co	omba	t Shield.	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels,	change
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	ıt can F	ly.
WARGEAR OPTIONS	This mode Rating +2	•	its 120ı	mm l	Machi	ne G	un with a E	Bazooka or a Bear	n Rifle	e (Pow	er
ABILITIES		Shield : A mode a 5+ invulnera			nbat		oile Suit (p e Explode				
FACTION KEYWORDS	UC, 0087,	AEUG									

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

15 POWER		MS-09 RIC					99	DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rick Dias	*	* * 7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias is a	single model e	quipped	d wit	h a 3	60° C	ockpit,	4-7	10"	4+	4+
two Beam Guns, Beam Sa	abers, and	Titanic Feet.					·	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Beam Gun	24"	Pistol 2D3	8	-3	4			roll a Wound roll o inflicts a Mortal V			•
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			:
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit m	nay take a Baz	ooka (F	Powe	er Ra	ting -	+1).				
	Mobile Su	uit (p. 1)						This unit may move even if it has not		-	
ABILITIES	Core Expl	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per tu	rn.
FACTION KEYWORDS	UC, 0087,	AEUG									

Titanic, Vehicle, Mobile Suit, Ground, Space, Fly

16 POWER		MS-09 RICK I						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rick Dias Ace	*	* * 7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias Ace	is a single mod	del equ	ippe	d with	n a 36	0°	4-7	10"	4+	4+
Cockpit, two Beam Guns,								1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Bazooka	48"	Heavy 2D3	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, c	change
Beam Gun	24"	Pistol 2D3	8	-3	4			roll a Wound roll o inflicts a Mortal V			i
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			;
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit n	nay take a Baz	ooka (F	Powe	er Ra	ting +	+1).				
	Mobile Su	uit (p. 1)						This unit may mov , even if it has not		•	
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per tui	rn.

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

FACTION KEYWORDS UC, 0087, AEUG

17 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	Α	Ld	Sv	REMAINING W	M	WS	BS
Quattro Bajeena	*	* *	7 8	15	5	9	3+	8-15+	15"	2+	2+
Quattro Bajeena in a RMS a 360° Cockpit, two Beam with Quattro Bajeena ma an army that has a unit wi	n Guns, Bea ly be include	m Sabers, a ed in your ar	nd Titani	Fe	et. O	nly or	ne model	4-7 1-3	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES	. 0	-	•	
Bazooka	48"	Heavy 2D3	3 8	-2	1			units with 5 or mo		odels, c	hange
Beam Gun	24"	Pistol 2D3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit m	nay take a Ba	azooka (F	owe	er Ra	ting +	·1).				
PSYKER	psychic po in each en	wer in each emy psychic g. Note - Ne	friendly p phase.	sych It ma	nic ph ay use	ase, a e any l	and can at power fron	can attempt to ma tempt to deny a sing the Newtype Dis not damage othe	ngle p	sychic e when	oower
	Mobile Su	it (p. 1)						his unit may move even if it has not			
ABILITIES	Core Expl	odes (p. 1)				360°	Cockpit:	May reroll a hit rol	l once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve Bajeena	hicle, Mobile	Suit, Gro	ound	l, Spa	ice, Fl	y, Charact	er, Newtype, Psyk	er, Qu	ıattro	

11 POWER	RI	MS-	_	9/R M		M	-79	PR	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMS-179/RGM-79R	*	*	* 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Co									4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES				
90mm Machine Gun	24"	Rapid I	Fire D3	6	0	1	-					
180mm Cannon	48"	Hea	vy 1	8	-3	2D3	-					
Bazooka	48"	Heav	y 2D3	8	-2	1		•	g units with 5 or n type to Heavy 2D		odels, o	change
Beam Rifle	36"	Hea	vy 3	8	-3	4		•	roll a wound roll of inflicts a mortal			
Beam Sabers	Melee	Me	lee	+3	-3	2D3			roll a wound roll of inflicts a mortal			
Titanic Feet	Melee	Ме	lee	User	-2	D3	Make	e 3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	argets t	hat car	Fly.
WARGEAR OPTIONS		•	•					0mm Mac r Rating -	hine Gun (Power 2).	Ratin	g -3), 1	80mm
	Mobile S	uit (p. 1))					ibat Shiel invulnera	d : A model with a ble save.	comba	at shiel	d has
ABILITIES	Core Exp	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.										
FACTION KEYWORDS	UC, 0087	UC, 0087, AEUG										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

12 POWER	RI	MS-17 GM	/9/R				PR	DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-179/RGM-79R Ace	*	* *	7 7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM- a Beam Rifle, Beam Sabe Vulcans.		•						4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
90mm Machine Gun	24"	Rapid Fire D	3 6	0	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D3	8 8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace Power Ratin ç						hine Gun (Power 2).	Ratin	g -3), 18	80mm
	Mobile Suit (p. 1)						Combat Shield : A model with a combat shield has a 5+ invulnerable save.				
ABILITIES	Core Exp	olodes (p. 1)				360° Cockpit: May reroll a hit roll once per turn.					

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

FACTION KEYWORDS UC, 0087, AEUG

15 POWER	K	AMII R	LLE X-1			A	N	DAMAGE Some of this mode change as it suffe shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kamille Bidan	*	* *	8 7	18	4	9	3+	10-18+	12"	2+	3+	
Cockpit, a Beam Rifle, Be	am Sabers nay be inclu	Gundam Mk II is a single model equipped with a 360° 5-9 9" 3+ 4+ m Sabers, a Combat Shield, and Titanic Feet. Only one by be included in your army. Only one unit with RX-178 ny. 5-9 9" 3+ 4+ 5+										
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Bazooka	48"	Heavy 2D3	8 8	-2	1			g units with 5 or m type to Heavy 2D0		odels, d	change	
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Melee	+3	-3	2D3			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit rolls	s for each attack v	with thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat car	ո Fly .	
WARGEAR OPTIONS		el may replac el may take T					azooka (F	Power Rating -2).				
PSYKER	single psy power in e manifestin this is don	chic power in each enemy p g. This unit	each frie esychic pl may rerol ermining i	endly hase II a d if Pe	psy t. It n ie wh rils of	chic pl nay us ien att the V	hase, and se any pov empting to Varp apply	This model can att can attempt to de ver from the Newto manifest or deny Note - Newtype Warp.	eny a s type D y psyc	ingle point ingle point ingle ing ingle ingle ing ingle point ingle ingl	sychic e when vers;	
	Mobile Su	iit (p. 1)					ibat Shiel invulneral	d : A model with a ble save.	comb	at shiel	d has	
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	e per tu	rn.	
FACTION KEYWORDS	UC, 0087, AEUG											
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Kamille Bidan, Gundam, Newtype, Powerful Newtype, Psyker, RX-178, Defenser										

12 POWER		EV		A S			EN	Ţ	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen	*	*	*	8 7	18	3	9	3+	10-18+	12"	3+	3+
Emma Sheen in a RX-178 Cockpit, a Beam Rifle, Be unit with Emma Sheen m may be included in your a	am Sabers ay be inclu	, a Cor	nbat S	shield, a	nd Ti	tanic	Feet.	Only one	5-9 1-4	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	T	YPE	S	AP	D	AB	LITIES				
Bazooka	48"	Heav	vy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, c	hange
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	M	elee	+3	-3	2D:		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	elee	Use	r -2	D3	Mal	ce 3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire	4 4	0	2	Add	l 1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This mode	•	•					,	Power Rating -2).			
	Mobile S	uit (p. 1	1)					nbat Shiel ⊦ invulneral	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)				360	° Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0087	AEUG	;									
KEYWORDS	Character Defenser	, Titani	c, Veh	icle, Mo	bile S	Suit, S	Space	, Ground, E	Emma Sheen, Gui	ndam,	RX-178	В,

2

FLYING ARMOR / DODAI KAI

D ABILITIES

This must be taken as an option for a Mobile Suit unit. A unit may only have one Extra Equipment option.									
ABILITIES	Flying Armor A model equipped with a Flying Armor gains +3" to its Speed Characteristic.	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase.							
FACTION KEYWORDS	UC, 0087, AEUG								
KEYWORDS	Extra Equipment, Ground								
GRANTED KEYWORDS	Fly								

14

WEAPON

POWER

RANGE

TYPE

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.

S AP

remained stationary in the preceding moveme phase. Subtract 2 from any target unit's Invuln Save. Each time you roll a Wound roll of 6+ will weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. weapon may target a Character, even if it is not closest unit. Missile Launcher 72" Heavy D3 8 -2 2 When targeting units with 5 or more models, or this weapon's type to Heavy D6. Coperation of the Gopefenser A model equipped with the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the model has Supersonic), +1 to its Toughness, +1 to its armor saves, and +3 Wounds (wounds are lost from the Gopefenser Parts first). Like Chobham Armor, the G-Defenser parts may be ejected at any time, returning all values to their printed numbers. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the subtract 2 from hit rolls that target this weapon may target a Character, even if it is not closest unit. When targeting units with 5 or more models, or closest unit. When targeting units with 5 or more models of the veapon before a visit in the part that these parts are equipped to has Supersonic, then the Long B Rifle may be fired only if the unit moved i							1.2.2.1.2.2
Missile Launcher 72" Heavy D3 8 -2 2 this weapon's type to Heavy D6. G-Defenser A model equipped with the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the model has Supersonic), +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. Hard to Hit: 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 Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase. ABILITIES Long Shot If the unit that these parts are equipped to has Supersonic, then the Long B Rifle may be fired only if the unit moved its mis speed. Parts Transfer If two models with the Deferming of one of your movement phases, the two models may transfer the G Defenser Parts from one model other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts have taken 3 Wounds or have been ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Core would then Disembers and Defenser may Embark, or start the game Embarked. Instead of Disembarking, the RX-unit may instead Transfer the parts to itself an FXA-50D G Defenser Core would then Disembers.	Long Beam Rifle	84"	Heavy 3D3	9	-4	4	weapon may only be fired 3 times in a battle. This weapon may target a Character , even if it is not the
G-Defenser A model equipped with the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the model has Supersonic), +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. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to has Supersonic, then the Long B Rifle may be fired only if the unit moved its mis speed. Parts Transfer If two models with the Defenser within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts have taken 3 Wounds or have been ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Cothe G-Defenser Parts equipped, a unit with RX and Defenser may Embark, or start the game Embarked. Instead of Disembarking, the RX-unit may instead Transfer the parts to itself an FXA-50D G Defenser Core would then Disembarking.	Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
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. Hard to Hit: 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 Hard to Hit, the opponent must subtract 2 from hit rolls that target this model in the Shooting phase. Parts Transfer If two models with the Defency well are within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model other. Keep track of the Wounds the G Defenser have taken, as those transfer with the parts have taken, as those transfer with the parts have taken 3 Wounds or have been ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Cot the G-Defenser may Embark, or start the game Embarked. Instead of Disembarking, the RX-unit may instead Transfer the parts to itself an FXA-50D G Defenser Core would then Disembarking.		the G Defenser Parts gains +6" to its Speed Characteristic (Max Speed if the			to its ed if th		equipped to has Supersonic , then the Long Beam Rifle may be fired only if the unit moved its minimum
subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase. If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this model in the Shooting phase. G Transport If the FXA-50D G Defenser Co the G-Defenser Parts equipped, a unit with RX and Defenser may Embark, or start the game Embarked. Instead of Disembarking, the RX-4BILITIES ABILITIES G Transport If the FXA-50D G Defenser Co the G-Defenser Parts equipped, a unit with RX and Defenser may Embark, or start the game unit may instead Transfer the parts to itself and FXA-50D G Defenser Core would then Disembarking.		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			es, and the G bham ay be		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.
FACTION KEYWORDS UC, 0087, AEUG	ABILITIES	subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase. If the model already has Hard to Hit , the opponent must subtract 2 from hit rolls that target this			ks tha d to in ready nust	the	ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Core has the G-Defenser Parts equipped, a unit with RX-178
	FACTION KEYWORDS	UC, 0087,	AEUG				
KEYWORDS Extra Equipment, Space	KEYWORDS	Extra Equi	pment, Space				

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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

Shiki keyword. Only one of these units may be taken for your army.				A unit may only have one Extra Equipment option.		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	A model can only fire the Heavy Beam Launcher if it remained stationary in the preceding 4 movement phases and fired no other weapons during those turns. 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 Fly keyword.
ABILITIES	Transformation: A model 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 Fly and its Movement Characteristic is increased by 6". Mega Bazooka Launcher A model equipped with the Mega Bazooka Launcher may eject it at any time, returning all values to their printed numbers.			ay lode a oveme ode, tl , but it ". odel ka ne,	it nt he	Charging Assistance A friendly Mobile Suit unit may assist the model that the Mega Bazooka Launcher is equipped to. If the friendly unit stays within 3" of the Mega Bazooka Launcher equipped model for 2 full turns, using no weapons and taking no other actions, the Mega Bazooka Launcher may be fired after 2 turns instead of 4.
FACTION KEYWORDS	UC, 0087, A	EUG				
KEYWORDS	Extra Equipr	ment, Space				

AEUG 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)
MSA-003 Ace	1	80
RGM-79N Ace	1	80
RMS-099/MSA-099 Ace	1	150
RMS-179/RGM-79R Ace	1	75

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MSA-003	1	65
RMS-179/RGM-79R	1	65

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-14A	1	150
MSA-003 Veteran	1	75
MSA-003 Sniper	1	75
RGM-79N	1	83
RMS-099/MSA-099	1	150

NAMED CHARACTERS					
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)			
Katz Kobayashi, FXA-50D	1	45			
Reccoa Londe, MSA-005	1	110			
Fa Yuiri, MSA-005	1	100			
Quattro Bajeena, MSN-00100	1	210			
Kamille Bidan, MSZ-006	1	410			
Quattro Bajeena, RMS-099/MSA-099	1	180			
Kamille Bidan, RX-178	1	160			
Emma Sheen, RX-178	1	125			

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RGC-83	1	65

EXTRA EQUIPMENT						
UNIT	MODELS PER UNIT	POINTS PER MODEL (<u>DOES</u> INCLUDE WARGEAR)				
Flying Armor / Dodai Kai	1	30				
G Defenser Parts	1	235				
Mega Bazooka Launcher	1	330				

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
90mm Machine Gun	15
100mm Machine Gun	25
120mm Machine Gun	30
180mm Cannon	25
Bazooka	25
Beam Cannon	25
Beam Gun	55
Beam Rifle	75
Grenade Launcher	5
Heavy Beam Rifle	80
Hyper Mega Launcher	200
Long Beam Rifle	145
Sniper Rifle	30
Twin Link 60mm Vulcans	10

MELEE WEAPONS			
WEAPON	POINTS PER WEAPON		
Beam Sabers	40		
Titanic Feet	0		
Twin Beam Saber	50		

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
360° Cockpit	10		
Combat Shield	20		
Grenade Magazine	15		

AEUG WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
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 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 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 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 Launcher	96"	Heavy 5	10	-4	4	A model can only fire the Heavy Beam Launcher if it remained stationary in the preceding 4 movement phases and fired no other weapons during those turns. 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 Fly keyword.
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 Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
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.
Colin on Diff	70"		0	2	000	If the model carrying the Sniper Rifle moved in the preceding Movement Phase, subtract 1 from the hit roll. This weapon may
Sniper Rifle	72"	Heavy 1	8	-3	2D3	target a Character , even if it is not the closest unit.
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.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	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.

OTHER WARGEAR	
360° Cockpit	May reroll a hit roll once per turn.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Grenade Magazine	A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.