

NEO ZEON ARMY LIST 0093-0096

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

PRIOR INDICES

Neo Zeon detachments may include any non-**Character** unit from previous Zeon related indices in their army selection, replacing **Zeon**, **Zeon Remnant**, or other faction keyword with **Neo Zeon** and the **<Year>** with **0093**, **0096**. If your Neo Zeon detachment has any **Neo Zeon** units from only **0093**, every **Neo Zeon** unit in that detachment must have **0093**. Likewise, if your Neo Zeon detachment has any **Neo Zeon** units with only the **0096** keyword, then every Neo Zeon unit in that detachment must have **0096**. Units with both **0093** and **0096** may be used in any **Neo Zeon** detachment without restriction.

ABILITIES

The following abilities are common to several Zeon-TO units:

Escape Vehicle - <Unit Type>

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

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

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.


Plot Armor

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

Combat Hypnosis

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

<div><div><div>▶</div><div>12</div><div>POWER</div></div><div>AMS-119</div><div>GEARA DOGA</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBSSTWALdSv											REMAINING WMWSBS			
AMS-119235* * *7712273+											7-12+12"4+4+			
An AMS-119 Geara Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.											4-69"5+5+			
											1-35"6+6+			
WEAPONRANGETYPESDAPDABILITIES														
Beam Machine Gun36"Heavy 58-33Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.														
Beam Sword-AxMeleeMelee+6-36Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.														
Grenade Launcher+530"Assault 16-1D3Each of these weapons may only be fired once per battle.														
Sturm Faust+548"Heavy 18-2D6Each of these weapons may only be fired once per battle.														
Titanic FeetMeleeMeleeUser-22Make 3 hit rolls for each attack with this weapon.														
WARGEAR OPTIONSThis model may take an additional Grenade Launcher. This model may replace two Grenade Launchers with Smoke Grenades. This model may take up to four Sturm Fausts.														
ABILITIESCombat Shield: A model with a combat shield has a 5+ invulnerable save. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit (p. 1); Core Explodes (p. 1)											Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.			
FACTION KEYWORDSUC, 0093, 0096, Neo Zeon														
KEYWORDSTitanic, Vehicle, Mobile Suit, Space, Ground														

<div><div><div></div><div>12</div><div>POWER</div></div><div>AMS-119 GEARA DOGA VETERAN</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																																	
NAME											M				WS				BS				S				T				W				A				Ld				Sv																																	
AMS-119 Veteran											240				*				*				*				7				7				12				2				7				3+																													
An AMS-119 Gears Doga Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.											7-12+				12"				3+				4+																																																					
											4-6				9"				4+				5+																																																					
											1-3				5"				5+				6+																																																					
WEAPON											RANGE											TYPE											S											AP											D											ABILITIES										
Beam Machine Gun											36"											Heavy 5											8											-3											3											Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.										
Beam Sword-Ax											Melee											Melee											+6											-3											6											Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.										
Grenade Launcher											+5				30"				Assault 1											6											-1											D3											Each of these weapons may only be fired once per battle.													
Sturm Faust											+5				48"				Heavy 1											8											-2											D6											Each of these weapons may only be fired once per battle.													
Titanic Feet											Melee											Melee											User											-2											2											Make 3 hit rolls for each attack with this weapon.										
WARGEAR OPTIONS											This model may take an additional Grenade Launcher. This model may replace two Grenade Launchers with Smoke Grenades. This model may take up to four Sturm Fausts.																																																																	
ABILITIES											Combat Shield: A model with a combat shield has a 5+ invulnerable save. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit (p. 1); Core Explodes (p. 1)											Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.																																																						
FACTION KEYWORDS											UC, 0093, 0096, Neo Zeon																																																																	
KEYWORDS											Titanic, Vehicle, Mobile Suit, Space, Ground																																																																	



12

POWER

AMS-119 GEARA DOGA 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	
AMS-119 Ace	250	*	*	*	7	7	12	3	8	3+	7-12+	12"	3+	3+
An AMS-119 Geara Doga Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun		36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sword-Ax		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher		+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Sturm Faust		+5	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.												
		This model may replace two Grenade Launchers with Smoke Grenades.												
		This model may take up to four Sturm Fausts.												
ABILITIES		Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase.												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
FACTION KEYWORDS		UC, 0093, 0096, Neo Zeon												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



13

POWER

REZIN SCHNYDER

AMS-119

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
Rezin Schnyder	260	*	*	*	7	7	12	4	8	3+	7-12+	12"	2+	3+			
Rezin Schnyder in an AMS-119 Geara Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	3+	4+			
											1-3	5"	4+	5+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES								
Beam Machine Gun		36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.								
Beam Sword-Ax		Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.								
Grenade Launcher		+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.								
Sturm Faust		+5	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.								
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.															
		This model may replace two Grenade Launchers with Smoke Grenades.															
		This model may take up to four Sturm Fausts.															
ABILITIES		Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase.															
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.															
		Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.															
FACTION KEYWORDS		UC, 0093, Neo Zeon															
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground															



15

POWER

FULL FRONTAL AMS-119C

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	
Full Frontal	305	*	*	*	7	7	15	5	9	3+	8-15+	15"	2+	2+
Full Frontal in an AMS-119C Geara Doga (Full Frontal Use) is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet. Only one unit with Full Frontal may be taken for your army. This unit may not be taken in the same army as Char Aznable .										4-7	10"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Sword-Ax	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	+5 30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Sturm Faust	+5 48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may take an additional Grenade Launcher.													
	This model may replace two Grenade Launchers with Smoke Grenades.													
ABILITIES	This model may take up to four Sturm Fausts.													
	Ace: This model may reroll a failed save in each Phase.						Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase.							
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.							
	360° Cockpit: This unit may reroll a hit roll once per turn.													
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0096, Neo Zeon													
KEYWORDS	Character, Titanic, Newtype, Cyber Newtype, Psyker, Vehicle, Mobile Suit, Space, Ground, Full Frontal													

<div><div><div><div></div></div><div>12</div><div>POWER</div></div><div>AMS-129</div><div>GEARA ZULU</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
AMS-129	250	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	4+
An AMS-129 Geara Zulu is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.											4-6	9"	5+	5+
											1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Tomahawk	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	+5 30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.												
		This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.							
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.					Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												



13

POWER

AMS-129 GEARA ZULU VET

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	
AMS-129 Veteran	255	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	4+
An AMS-129 Geara Zulu Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Tomahawk	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	+5 30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.												
		This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° Cockpit: This unit may reroll a hit roll once per turn.						
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.						Mobile Suit (p. 1)						
		Core Explodes (p. 1)												
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												



13

POWER

AMS-129 GEARA ZULU 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	
AMS-129 Ace	265	*	*	*	7	7	13	3	8	3+	7-13+	12"	3+	3+
An AMS-129 Geara Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	9"	4+	4+	
										1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun		36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Tomahawk		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher		+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.												
		This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.					
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Character, Space, Ground												



14


POWER

GILBOA SANT AMS-129

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	
Gilboa Sant	275	*	*	*	7	7	13	4	8	3+	7-13+	12"	2+	3+
Gilboa Sant in an AMS-129 Geara Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	4+	
										1-3	5"	4+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun		36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Tomahawk		Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher		+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take an additional Grenade Launcher.												
		This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.					
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Character, Space, Ground												

<div><div><div></div><div>14</div><div>POWER</div></div><div>AMS-129 GEARA ZULU GUARD TYPE</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>AMS-129 Guard Type</td><td>275</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>13</td><td>3</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	AMS-129 Guard Type	275	*	*	*	7	7	13	3	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-13+</td><td>15"</td><td>3+</td><td>3+</td></tr><tr><td>4-6</td><td>10"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-13+	15"	3+	3+	4-6	10"	4+	4+	1-3	5"	5+	5+	
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																											
AMS-129 Guard Type	275	*	*	*	7	7	13	3	7	3+																																										
REMAINING W	M	WS	BS																																																	
7-13+	15"	3+	3+																																																	
4-6	10"	4+	4+																																																	
1-3	5"	5+	5+																																																	
An AMS-129 Geara Zulu Guard Type is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.																																																				
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Machine Gun</td><td>36"</td><td>Heavy 5</td><td>8</td><td>-3</td><td>3</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Beam Tomahawk</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>Grenade Launcher</td><td>+5 30"</td><td>Assault 1</td><td>6</td><td>-1</td><td>D3</td><td>Each of these weapons may only be fired once per battle.</td></tr><tr><td>Sturm Faust</td><td>+5 48"</td><td>Heavy 1</td><td>8</td><td>-2</td><td>D6</td><td>Each of these weapons may only be fired once per battle.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Beam Tomahawk	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Grenade Launcher	+5 30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.	Sturm Faust	+5 48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																														
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																														
Beam Tomahawk	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.																																														
Grenade Launcher	+5 30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.																																														
Sturm Faust	+5 48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.																																														
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.																																														
<table><tr><td rowspan="2">WARGEAR OPTIONS</td><td colspan="10">This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). If it does, it may take up to 4 Sturm Fausts.</td></tr><tr><td colspan="5">Combat Shield: A model with a combat shield has a 5+ invulnerable save.</td><td colspan="5">360° Cockpit: This unit may reroll a hit roll once per turn.</td></tr><tr><td rowspan="2">ABILITIES</td><td colspan="5">Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.</td><td colspan="5">Mobile Suit (p. 1)</td></tr><tr><td colspan="5"></td><td colspan="5">Core Explodes (p. 1)</td></tr></table>											WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). If it does, it may take up to 4 Sturm Fausts.										Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.					ABILITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.					Mobile Suit (p. 1)										Core Explodes (p. 1)				
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). If it does, it may take up to 4 Sturm Fausts.																																																			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					360° Cockpit: This unit may reroll a hit roll once per turn.																																														
ABILITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.					Mobile Suit (p. 1)																																														
						Core Explodes (p. 1)																																														
FACTION KEYWORDS UC, 0096, Neo Zeon																																																				
KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground																																																				



14


POWER

CUARÓN
AMS-129

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	
Cuarón	280	*	*	*	7	7	13	3	8	3+	7-13+	15"	3+	3+
Cuarón in an AMS-129 Geara Zulu Guard Type is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.										4-6	10"	4+	4+	
										1-3	5"	5+	5+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Tomahawk	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	+5	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Sturm Faust	+5	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). If it does, it may take up to 4 Sturn Fausts.													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.						
	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0096, Neo Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character													

<div><div><div><div></div><div>14</div></div><div>POWER</div></div><div>AMS-129 GEARA ZULU GUARD TYPE ACE</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
AMS-129 GT Ace	285	*	*	*	7	7	13	4	8	3+	7-13+	15"	2+	3+
An AMS-129 Geara Zulu Guard Type Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.											4-6	10"	3+	4+
											1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Beam Tomahawk	Melee	Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	+5 30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.							
Sturm Faust	+5 48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). If it does, it may take up to 4 Sturm Fausts.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° Cockpit: This unit may reroll a hit roll once per turn.						
		Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.						Mobile Suit (p. 1)						
								Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



18

POWER


ANGELO SAUPER


AMS-129

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	
Angelo Sauper	360	*	*	*	7	7	13	4	8	3+	7-13+	15"	2+	3+	
Angelo Sauper in an AMS-129 Geara Zulu (Angelo Sauper Use) is a single model equipped with a 360° Cockpit, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, a Large Bruno Gun Plus, and Titanic Feet. Only one unit with Angelo Sauper may be included in your army.											4-6	10"	3+	4+	
											1-3	5"	4+	5+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	-70	36"	Heavy 5			8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Shot Rifle	-65	When attacking with this weapon, choose a profile below. For both profiles, 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	-							
--- Scatter Beam Rifle		18"	Assault 2D6			8	-1	1	Blast. This weapon automatically hits its target.						
Beam Tomahawk		Melee	Melee			+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	+5	30"	Assault 1			6	-1	D3	Each of these weapons may only be fired once per battle.						
											A model can only fire this weapon 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 Look Out, Sir rule.				
Large Bruno Gun Plus		84"	Heavy 3D3			9	-4	4							
Titanic Feet		Melee	Melee			User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace the Large Bruno Gun Plus with a Beam Shot Rifle (Power Rating -3) or a Beam Machine Gun (Power Rating -3). If it takes the Beam Machine Gun, then this model may take an additional Grenade Launcher.													
											360° Cockpit: This unit may reroll a hit roll once per turn.				
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, 0096, Neo Zeon													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Angelo Sauper													

<div> 10 POWER</div> <div>AMS-129M ZEE ZULU</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAMEMWSBS T W A Ld Sv											REMAINING W M WS BS			
AMS-129M210* * * 7 7 13 3 7 3+											7-13+10"3+4+			
An AMS-129M Zee Zulu is a single model equipped with a 360° Cockpit, a Beam Machine Gun, two Heat Knives, and Titanic Feet.											4-68"4+5+			
											1-35"5+6+			
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun		36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Knives		Melee		Melee		+3	-3	6	-					
Iron Nails		Melee		Melee		Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may take Iron Nails (Power Rating +1).												
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)						360° Cockpit: This unit may reroll a hit roll once per turn.						
FACTION KEYWORDS		UC, 0096, Neo Zeon												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Aquatic												

<div></div> <div>11 POWER</div> <div>AMS-129M ZEE ZULU ACE</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>AMS-129M Ace</td><td>220</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>13</td><td>3</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	AMS-129M Ace	220	*	*	*	7	7	13	3	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-13+</td><td>10"</td><td>2+</td><td>3+</td></tr><tr><td>4-6</td><td>8"</td><td>3+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>4+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-13+	10"	2+	3+	4-6	8"	3+	4+	1-3	5"	4+	5+			
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																													
AMS-129M Ace	220	*	*	*	7	7	13	3	7	3+																																												
REMAINING W	M	WS	BS																																																			
7-13+	10"	2+	3+																																																			
4-6	8"	3+	4+																																																			
1-3	5"	4+	5+																																																			
An AMS-129M Zee Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, two Heat Knives, and Titanic Feet.																																																						
<table><tr><th>WEAPON</th><th>RANGE</th><th colspan="2">TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Machine Gun</td><td>36"</td><td colspan="2">Heavy 5</td><td>8</td><td>-3</td><td>3</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Heat Knives</td><td>Melee</td><td colspan="2">Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Iron Nails</td><td>+20</td><td>Melee</td><td>Melee</td><td>Sx2</td><td>-3</td><td>6</td><td>When attacking with this weapon, you must subtract 1 from the Hit roll.</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>Make 3 hit rolls for each attack with this weapon.</td></tr></table>															WEAPON	RANGE	TYPE		S	AP	D	ABILITIES	Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Heat Knives	Melee	Melee		+3	-3	6	-	Iron Nails	+20	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll.	Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																																															
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																															
Heat Knives	Melee	Melee		+3	-3	6	-																																															
Iron Nails	+20	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll.																																															
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.																																															
WARGEAR OPTIONS		This model may take Iron Nails (Power Rating +1).																																																				
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)					360° Cockpit: This unit may reroll a hit roll once per turn.																																															
FACTION KEYWORDS		UC, 0096, Neo Zeon																																																				
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Aquatic, Character																																																				

<div><div><div></div></div><div>10</div><div>POWER</div></div> <div>AMX-003</div> <div>GAZA C</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>AMX-003</td><td>185</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	AMX-003	185	*	*	*	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>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12-24"	4+	4+	4-6	12-18"	5+	5+	1-3	12"	6+	6+																																																	
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																																																											
AMX-003	185	*	*	*	8	7	12	2	7	3+																																																																																										
REMAINING W	M	WS	BS																																																																																																	
7-12+	12-24"	4+	4+																																																																																																	
4-6	12-18"	5+	5+																																																																																																	
1-3	12"	6+	6+																																																																																																	
An AMX-003 Gaza C is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.																																																																																																				
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam 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+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Beam Cannon</td><td>36"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>6</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Knuckle Buster</td><td>+90</td><td>48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>2</td><td>This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with 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></table>															WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Knuckle Buster	+90	48"	Heavy 2D6	8	-2	2	This is a Beam Weapon. Blast. 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.																																																		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																																																														
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																																																																														
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																																																																														
Knuckle Buster	+90	48"	Heavy 2D6	8	-2	2	This is a Beam Weapon. Blast. 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.																																																																																														
<table><tr><td>WARGEAR OPTIONS</td><td colspan="14">This model may take a Knuckle Buster (Power Rating +5).</td></tr><tr><td rowspan="4">ABILITIES</td><td colspan="14"><div><div><div>Airborne:</div><div>This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</div></div><div><div>Supersonic:</div><div>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div></div></td></tr><tr><td colspan="14"><div><div>360° Cockpit:</div><div>This unit may reroll a hit roll once per turn.</div></div><div><div>Mobile Suit Mode:</div><div>At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</div></div><div><div>Hover:</div><div>At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</div></div></td></tr><tr><td colspan="14"><div>Mobile Suit (p. 1); Core Explodes (p. 1)</div></td></tr><tr><td colspan="14"><div>FACTION KEYWORDS</div><div>UC, 0096, Sleeves</div></td></tr><tr><td colspan="14"><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft</div></td></tr></table>															WARGEAR OPTIONS	This model may take a Knuckle Buster (Power Rating +5).														ABILITIES	<div><div><div>Airborne:</div><div>This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</div></div><div><div>Supersonic:</div><div>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div></div>														<div><div>360° Cockpit:</div><div>This unit may reroll a hit roll once per turn.</div></div> <div><div>Mobile Suit Mode:</div><div>At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</div></div> <div><div>Hover:</div><div>At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</div></div>														<div>Mobile Suit (p. 1); Core Explodes (p. 1)</div>														<div>FACTION KEYWORDS</div> <div>UC, 0096, Sleeves</div>														<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft</div>													
WARGEAR OPTIONS	This model may take a Knuckle Buster (Power Rating +5).																																																																																																			
ABILITIES	<div><div><div>Airborne:</div><div>This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</div></div><div><div>Supersonic:</div><div>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div></div>																																																																																																			
	<div><div>360° Cockpit:</div><div>This unit may reroll a hit roll once per turn.</div></div> <div><div>Mobile Suit Mode:</div><div>At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</div></div> <div><div>Hover:</div><div>At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</div></div>																																																																																																			
	<div>Mobile Suit (p. 1); Core Explodes (p. 1)</div>																																																																																																			
	<div>FACTION KEYWORDS</div> <div>UC, 0096, Sleeves</div>																																																																																																			
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft</div>																																																																																																				



11

POWER

AMX-003 GAZA C 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
AMX-003 Ace	195	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.											4-6	12-18"	4+	4+
											1-3	12"	5+	5+


WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Knuckle Buster	48"	Heavy 2D6	8	-2	2	This is a Beam Weapon. Blast. 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 take a Knuckle Buster (**Power Rating +5**).

ABILITIES	<p>Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p> <p>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</p>	<p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</p> <p>Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</p>
	Mobile Suit (p. 1); Core Explodes (p. 1)	

FACTION KEYWORDS UC, 0096, Sleeves

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

<div>12 POWER</div> <div>AMX-006 GAZA D</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>AMX-006</td><td>250</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>13</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	AMX-006	250	*	*	*	8	7	13	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>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12-24"	4+	4+	4-6	12-18"	5+	5+	1-3	12"	6+	6+					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																															
AMX-006	250	*	*	*	8	7	13	2	7	3+																																														
REMAINING W	M	WS	BS																																																					
7-12+	12-24"	4+	4+																																																					
4-6	12-18"	5+	5+																																																					
1-3	12"	6+	6+																																																					
An AMX-006 Gaza D is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, two Missile Launchers, and Titanic Feet.																																																								
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam 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+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Beam Cannon</td><td>36"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>6</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Knuckle Buster</td><td>+90 48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>2</td><td>This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Missile Launcher</td><td>72"</td><td>Heavy D6</td><td>8</td><td>-2</td><td>2</td><td>Blast.</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></table>															WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Knuckle Buster	+90 48"	Heavy 2D6	8	-2	2	This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Missile Launcher	72"	Heavy D6	8	-2	2	Blast.	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																		
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																																		
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																																		
Knuckle Buster	+90 48"	Heavy 2D6	8	-2	2	This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																																		
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.																																																		
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.																																																		
WARGEAR OPTIONS		This model may take a Knuckle Buster (Power Rating +5).																																																						
ABILITIES		<div><div><div>Airborne:</div><div>This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</div></div><div><div>Supersonic:</div><div>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, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div></div> <div><div>360° Cockpit:</div><div>This unit may reroll a hit roll once per turn.</div></div> <div><div>Mobile Suit Mode:</div><div>At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</div></div> <div><div>Hover:</div><div>At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.</div></div> <div><div>Mobile Suit</div><div>(p. 1); Core Explodes (p. 1)</div></div>																																																						
FACTION KEYWORDS		UC, 0096, Sleeves																																																						
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft																																																						



37

POWER

GYUNEI GUSS

MSN-03

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Gyunei Guss	745	*	*	*	7	7	15	4	8	2+	8-15+	12"	2+	2+
Gyunei Guss in a MSN-03 Jagd Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Jagd Doga Shield, two Medium Missile Pods, and Titanic Feet. Only one of this unit may be included in your army.										4-7	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sabers	Melee		Melee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Medium Missile Pod	60"		Rapid Fire D6		6	-1	1	Blast. Each of these weapons may only be fired once per battle.						
Quad Mega Particle Cannon	48"		Heavy 4		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.						
Titanic Feet	Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This unit may take 6 Funnels .													
ABILITIES	Jagd Doga Shield: A model with a Jagd Doga Shield has a 5+ invulnerable save. It comes armed with a Quad Mega Particle Gun.													
	Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase. 360° Cockpit: This unit may reroll a hit roll once per turn.													
PSYKER	Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.													
	Mobile Suit (p. 1); Core Explodes (p. 1)													
KEYWORDS	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
	UC, 0093, Neo Zeon													
KEYWORDS	Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground													



39

POWER

QUESS PARAYA

MSN-03

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Quess Paraya	780	*	*	*	7	8	15	4	8	2+	8-15+	12"	2+	2+
Quess Paraya in a MSN-03 Jagd Doga is a single model equipped with a 360° Cockpit, a Beam Mega Machine Cannon, Beam Sabers, a Jagd Doga Shield, two Medium Missile Pods, and Titanic Feet. Only one of this unit may be included in your army.										4-7	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Mega Machine Cannon	36"	Assault 6		8	-3	2	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.							
Medium Missile Pod	60"	Rapid Fire D6		6	-1	1	Blast. Each of these weapons may only be fired once per battle.							
Quad Mega Particle Cannon	48"	Heavy 4		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This unit may take 6 Funnels .													
ABILITIES	Jagd Doga Shield: A model with a Jagd Doga Shield has a 5+ invulnerable save. It comes armed with a Quad Mega Particle Gun.						Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase.							
	Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.						360° Cockpit: This unit may reroll a hit roll once per turn.							
	Mobile Suit (p. 1); Core Explodes (p. 1)													
PSYKER	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0093, Neo Zeon													
KEYWORDS	Character, Psyker, Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground													



45

POWER

CHAR AZNABLE

MSN-04

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Char Aznable	895	*	*	*	8	8	21	5	9	2+	11-21+	15"	2+	2+
Char Aznable in a MSN-04 Sazabi is a single model equipped with a 360° Cockpit, Beam Axes, Beam Sabers, a Beam Shot Rifle, a Combat Shield, a Medium Missile Pod, a Scattering Mega Particle Cannon, and Titanic Feet. Only one unit with Char Aznable may be taken for your army.										5-10	10"	3+	3+	
										1-4	6"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Beam Axes	When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.													
--- Twin Axe	Melee	Melee	x2	-3	6	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.								
--- Heavy Axe	Melee	Melee	x2	-3	9	When attacking with this weapon, subtract 1 from the hit roll.								
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.								
Beam Shot Rifle	When attacking with this weapon, choose a profile below. For both profiles, 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	-								
--- Scatter Beam Rifle	18"	Assault 2D6	8	-1	1	Blast. This weapon automatically hits its target.								
Medium Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast. This weapon may only be fired once per battle.								
Scattering Mega Particle Cannon	30"	Heavy 2D6	8	-2	2	Blast. This weapon automatically hits its target. Each time you roll a Wound roll of 6+, 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 6 Funnels .													
ABILITIES	Ace: This model may reroll a failed save in each Phase.													
	360° Cockpit: This unit may reroll a hit roll once per turn.													
	Mobile Suit (p. 1); Core Explodes (p. 1)													
PSYKER	High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny 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.													
FACTION KEYWORDS	UC, 0093, Neo Zeon													
KEYWORDS	Character, Psyker, Newtype, Powerful Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Char Aznable													



26

POWER

FULL FRONTAL

MSN-06S

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Full Frontal	530	*	*	*	8	8	21	5	9	2+	11-21+	15"	2+	2+
Full Frontal in a MSN-06S Sinanju is a single model equipped with a 360° Cockpit, Beam Axes, Beam Sabers, a Combat Shield, a Heavy Beam Rifle, and Titanic Feet. Only one unit with Full Frontal may be taken for your army. This unit may not be taken in the same army as Char Aznable .										5-10	10"	3+	3+	
										1-4	6"	4+	4+	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	+25	48"	Heavy 2D6	8	-2	1 Blast.
Beam Axes	When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
--- Twin Axe	Melee	Melee	x2	-3	6	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.
--- Heavy Axe	Melee	Melee	x2	-3	9	When attacking with this weapon, subtract 1 from the hit roll.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	+5	30"	Assault 1	6	-1	D3 Each of these weapons 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+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.

WARGEAR OPTIONS	This model may take a Bazooka (Power Rating +1). This model may take a Grenade Launcher.
------------------------	--

ABILITIES	<p>Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.</p> <p>360° Cockpit: This unit may reroll a hit roll once per turn.</p> <p>Intention Automation System: This model may reroll a failed save in each Phase.</p> <p>Psychoframe: This unit may add 1 to the result of any psyker test, manifesting or denying.</p>
------------------	---

PSYKER	<p>Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
---------------	---

FACTION KEYWORDS	UC, 0096, Neo Zeon
-------------------------	--------------------

KEYWORDS	Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Full Frontal, Sinanju
-----------------	--



75
POWER

MARIDA CRUZ NZ-666

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	
Marida Cruz	2000	*	*	*	12	9	24	4	10	3+	19-24+	12"	2+	2+
Marida Cruz in a NZ-666 Kshatriya is a single model equipped with a 360° Cockpit, Beam Sabers, a Quad Beam Cannon, Titanic Stride, and four Twin Beam Cannons. Only one model with Marida Cruz may be taken for your army.										6-11	6"	4+	4+	
										1-5	4"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Quad Beam Cannon	36"	Heavy 4		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Titanic Stride	Melee	Melee		User	-3	3	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Cannon	36"	Heavy 2		8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
WARGEAR OPTIONS	This unit may take 16 Funnels .													
ABILITIES	360° Cockpit: May reroll a hit roll once per turn.													
	Giant Mobile Suit - As Mobile Suit (p. 1), but counts as 20 models when determining control of an objective marker													
	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.													
	Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.													
	I Field Generators: This model has an invulnerable save against ranged Beam and Laser attacks equal to this model's current BS. This may also be used to save against Mortal Wounds received from ranged Beam and Laser attacks.													
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.													
FACTION KEYWORDS	UC, 0096, Neo Zeon													
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Marida Cruz													



120
POWER

FULL FRONTAL NZ-999

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	
Full Frontal	2400	*	*	*	12	10	60	5	10	3+	50-60+	20"	2+	2+
Full Frontal in a NZ-999 Neo Zeong is a single model equipped with a 360° Cockpit, two Bazookas, Beam Sabers, Crushing Arms, a Large High Caliber Mega Particle Cannon, six Large Mega Particle Shoulder Cannons, and four Twin Beam Cannons. Only one unit with Full Frontal may be taken for your army. This unit may not be taken in the same army as Char Aznable .											35-49	18"	3+	3+
											20-34	15"	4+	4+
											10-19	12"	5+	5+
											1-9	10"	6+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
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.
Crushing Arms	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Large High Caliber Mega Particle Cannon	60"	Heavy 2D3	9	-4	4	A model can only fire the Large High Caliber Mega Particle Cannon if that model 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.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Large High Caliber Mega Particle Cannon 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.
Large Mega Particle Shoulder Cannon	48"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Beam Cannon	36"	Heavy 2	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS This unit may take 8 units of Wired Large Funnel Bits.

Escape Unit - Full Frontal MSN-06S

Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

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

Giant Mobile Suit - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to its hit rolls.

I Field Generators: This model has an invulnerable save against ranged **Beam** and **Laser** attacks equal to this model's current BS. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

Ultra-Cataclysmic Explosion: If this model is reduced to 0 wounds, roll 3D6 before removing it from the battlefield. On any 5+ it explodes, and each unit within 3D6" receives 2D6 mortal wounds. If all 3 dice are 5+, then each unit within 3D6+6" receives 3D6 mortal wounds.

ABILITIES

PSYKER	<p>Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
FACTION KEYWORDS	UC, 0096, Neo Zeon
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Full Frontal



32

POWER

ANGELO SAUPER

YMS-132

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	
Angelo Sauper	645	*	*	*	7	7	18	4	8	3+	10-18+	15"	2+	3+
Angelo Sauper in a YMS-132 Rozen Zulu is a single model equipped with a 360° Cockpit, Iron Nails, a Mega Beam Shield, Psycho Jammers, Titanic Feet, and two Triple Beam Cannons. Only one model with Angelo Sauper may be included in your army.											5-9	10"	3+	4+
											1-4	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Iron Nails	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Triple Beam Cannon	When firing this weapon, choose one of the profiles below. In both modes, each time you roll a wound roll of 6+, it also inflicts a mortal wound.					
--- Straight Fire	36"	Heavy 3	8	-3	6	-
--- INCOM Mode	18"	Heavy 3	8	-3	6	This weapon can target units not visible to the bearer, and the targeted units do not gain the benefit of cover for this attack.
Triple Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

Mega Beam Shield: A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.

I Field Generator: This model has a 4+ invulnerable save against ranged **Beam** and **Laser** attacks. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

INCOM Arms: The Triple Beam Cannons are mounted on wired INCOM relays, allowing it a measure of All Range Attack. These weapons ignore cover, and may fire at targets within 18" without requiring line of sight. When this unit drops to its second damage level, then one Triple Beam Cannon is lost for the remainder of the battle. When this unit drops to its lowest damage level, then both Triple Beam Cannons are lost for the remainder of the battle.

Psycho Jammers: Any **Psyker** unit within 18" suffers a -3 to any Psyker test. This system also prevents Destroy Mode from activating on RX-0 units, or ends an active Destroy Mode, unless that unit can succeed on a LD test (this counts as a Psyker Test, but with a -3 penalty to their LD score instead). However, if a unit passes an NTD test to take over a Remote Unit, then the Psycho Jammers shut down and are lost for the remainder of the battle.

360° Cockpit: This unit may reroll a hit roll once per turn.

ABILITIES **Mobile Suit** (p. 1); **Core Explodes** (p. 1)

FACTION KEYWORDS UC, 0096, Neo Zeon

KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Character, Angelo Sauper



2

POWER

FUNNEL

No	NAME		M	WS	BS	S	T	W	A	Ld	Sv
1-10	Funnel	45	12"	6+	4+	5	6	1	1	6	4+

For each model past the first, it has **Power Rating +2**. Every model is equipped with a Funnel Beam Gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

Psycommu:

- This unit must begin the game docked to a **Psyker** unit that can take **Funnels** (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining **Funnel** models in this unit are destroyed.
- A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.

Valued Sacrifice: Each time a **Funnel** model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the **Funnel** keyword.

Keywords:

- **Funnel** models do not gain the keywords of any units that contain them.
- For the purposes of interacting with terrain features, **Funnel** models count as having the INFANTRY keyword.

Artificial Helpers: **Funnel** models are ignored for the purposes of:

- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic, if it also contains models without the DRONE keyword.

Docked Funnel: If this model is docked with another:

- Any weapons this model is equipped with are not considered to be equipped to the model it is docked with.
- Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
- If the model it is docked with is destroyed, this **Funnel** model is destroyed as well.

Limited Parameters: If this unit contains only **Funnel** models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.

ABILITIES

FACTION KEYWORDS UC, 0093, Neo Zeon

KEYWORDS Funnel, Space, Fly



12

POWER

WIRED LARGE FUNNEL

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv	
5	Funnel	50	12"	6+	4+	5	6	1	1	6	4+
Every model is equipped with a Beam Cannon.											
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES			
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.			
		<p>Limited Parameters: If this unit contains only Funnel models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.</p> <p>Valued Sacrifice: Each time a Funnel model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the Funnel keyword.</p> <p>Keywords:</p> <ul style="list-style-type: none">• Funnel models do not gain the keywords of any units that contain them.• For the purposes of interacting with terrain features, Funnel models count as having the INFANTRY keyword. <p>Artificial Helpers: Funnel models are ignored for the purposes of:</p> <ul style="list-style-type: none">• The Look Out, Sir rule.• Determining this unit's Starting Strength, and whether this unit is below Half-strength.• Determining this unit's Toughness characteristic, if it also contains models without the DRONE keyword.					<p>Wired Psycommu:</p> <ul style="list-style-type: none">• This unit must begin the game docked to a Psyker unit that can take Funnels (the Controlling Unit), and must remain within 12" of the Controlling Unit at all times. If at the end of any phase this unit is more than 12" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining Funnel models in this unit are destroyed.• A Funnel unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.• The Controlling Unit can only have up to 2 units of Funnels active at a time. To launch new units of Funnels, the Controlling unit may destroy the remainder of one or both active units, reduce their Attacks Value by 1, and launch a new unit.• The Controlling Unit begins the game with 2 active units <p>Docked Funnel: If this model is docked with another:</p> <ul style="list-style-type: none">• Any weapons this model is equipped with are <u>not</u> considered to be equipped to the model it is docked with.• Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.• If the model it is docked with is destroyed, this Funnel model is destroyed as well.				
ABILITIES											
FACTION KEYWORDS		UC, 0096, Neo Zeon									
KEYWORDS		Funnel, Space, Fly									