# **OZ AC195 ARMY LIST**

This section contains all the datasheets that you will need in order to fight battles with your Organization of the Zodiac (OZ) 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 OZ units - these are described below and referenced on the datasheets.

# **ABILITIES**

The following abilities are common to several Preventers units:

# **Mobile Suit**

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

# Core Explodes

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

#### **Titanic Presence**

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

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

#### Mobile Doll

This unit is a **Mobile Suit**. In addition, the Al control system of the unit replaces a normal pilot. This unit is immune to any power that affects its Ld score. This unit automatically passes all Ld tests.

#### Mobile Tank

Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain 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**.

# **Weapon Types**

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy** 

Weapons with *lance, las-, laser, light,* or *prism* as part of the name gain **LASER**, **Energy** 

Weapons with *beam, fusion, ion, particle,* or *plasma* as part of the name gain **Beam, Energy** 

12 POWER		ECHS I	ME -00			UI	SE	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Zechs Merquise 245pts	*	* * {	3 7	18	4	9	3+	10-18+	15"	3+	2+	
Zechs Merquise in the OZ Sabers, a Combat Shield,								5-9	12"	4+	3+	
<b>Merquise</b> may be taken for your army.				•				1-4	8"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w				
Dober Gun	48"	Heavy 2	8	-3	2D6	-						
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
	Shield has Hit and R your Char	odel i		om hit								
ABILITIES	declared	a charge).				Mob	ile Suit (p	. 1); Core Explod	<b>es</b> (p.	1)		
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, C	haracter, Vehic	le, Mob	ile S	uit, Z	echs I	Merquise,	Tallgeese, Space,	Grou	nd, Fly		

TREIZE

OZ-00MS2

DAMAGE

shown below:

Some of this model's characteristics

change as it suffers damage, as

KHUSHRENADA

NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Treize Khushrenada 245pts	*	*	*	8 7	18	4	9	3+	10-18+	15"	2+	3+
Treize Khushrenada in th Beam Sabers, a Combat with <b>Tallgeese</b> may be ta	Shield, a D	ober G	un, an		_			•	5-9 1-4	12" 8"	3+ 4+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	M	lelee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Dober Gun	48"	He	avy 2	8	-3	2D6	-					
Titanic Feet	Melee	M	lelee	Use	r -2	2	Mak	e 3 hit rolls	s for each attack v	vith thi	is weap	on.
ABILITIES	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weap  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Make 3 hit rolls for each attack with this weap  Hard to Hit: Your opponent must subtract 1 frolls for attacks that target this model in the Shooting phase.  Shooting phase.  Mobile Suit (p. 1); Core Explodes (p. 1)											
FACTION KEYWORDS	AC, AC19	95, OZ										
KEYWORDS	Titanic, Character, Vehicle, Mobile Suit, Tallgeese, Space, Ground, Fly											

10 POWER			OZ V			M GO				DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
OZ-02MD 210pts	*	6+	*	6	6	12	1	0	*	7-12+	12"	3+	2+
A OZ-02MD Virgo is a sin	gle model	equipp	ed wit	h a N	/lega	a Parti	cle (	Canno	on and	4-6	9"	4+	3+
one unit of four Planet De	_									1-3	5"	5+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABI	LITIES				
Mega Particle Cannon	48"	Не	eavy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
ABILITIES	Mobile D	oll (p.	1)					Cor	e Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	AC, AC19	95, OZ											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

4 POWER		OZ-06	MS	<b>S</b> 1		O		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	
OZ-06MS 85pts	*	* * 7	6	12	2	7	3+	7-12+	12"	4+	4+	
An OZ-06MS Leo is a sino	gle model e	equipped with a	100mr	n Ma	achine	Gun	and	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D6	-						
Bazooka	48"	Heavy 2D6	8	-2	1	Blast	t.					
Beam Sabers +40	Each time you roll a wound roll of 6+ for this  Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.											
Beam Pistol +30	24"	Pistol 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Rifle +50	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	D3	Make	e 3 hit roll	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ).  This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).  This model may take a Flight Pack ( <b>Power Rating +2</b> ).											
ABILITIES	Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1); Core Explodes (p. 1)  Flight Pack +35: A model with a Flight Pack gains  Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd						

POWER		OZ-0 VE	6M TE					DAMAGE Some of this mod change as it suffer shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
OZ-06MS Veteran 90pts	*	* *	7 6	12	2	8	3+	7-12+	12"	4+	3+
An OZ-06MS Leo Veterar	ı is a single	model equi	pped with	n a 10	00mm	Mac	hine Gun	4-6	9"	5+	4+
and Titanic Feet.								1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapid Fire	6 6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D6	-					
Bazooka	48"	Heavy 2D	6 8	-2	1	Blas	st.				
Beam Cannon +25	36"	Heavy 1	8	-3	6		•	roll a wound roll o inflicts a mortal w			
Beam Sabers +40	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Beam Pistol +30	24"	Pistol 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Rifle +50	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	Usei	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol ( <b>Power Rating +1</b> ), or a Beam Rifle ( <b>Power Rating +2</b> ).  This model may take a Combat Shield ( <b>Power Rating +1</b> ). If it does, it may also take Beam Sabers ( <b>Power Rating +2</b> ).  This model may take a Flight Pack ( <b>Power Rating +2</b> ).  WARGEAR OPTIONS  This model may take two Beam Cannons ( <b>Power Rating +3</b> )											
		Shield +20:						35: A model with a			

combat shield has a 5+ invulnerable

AC, AC195, OZ

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

Titanic, Vehicle, Mobile Suit, Space, Ground

**ABILITIES** 

**KEYWORDS** 

**FACTION KEYWORDS** 

Fly and Hard to Hit: Your opponent must subtract 1

from hit rolls for attacks that target this model in the

Shooting phase.

5 POWER		LDE S					DIR	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
Hilde Schbeiker 95pts	*	* *	7 6	12	2	8	3+	7-12+	12"	4+	3+
Hilde Schbeiker in an OZ-								4-6	9"	5+	4+
Machine Gun and Titanic For your army.	Feet. Only	one unit witl	h <b>Hilde</b>	Schb	eiker	may t	oe taken	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
100mm Machine Gun	24"	Rapid Fire	6 6	-1	1	-					
180mm Cannon	48"	Heavy 1	8	-3	2D6	-					
Bazooka	48"	Heavy 2D	6 8	-2	1	Blas	t.				
Beam Cannon +25	36"	Heavy 1	8	-3	6		•	roll a wound roll o inflicts a mortal w			

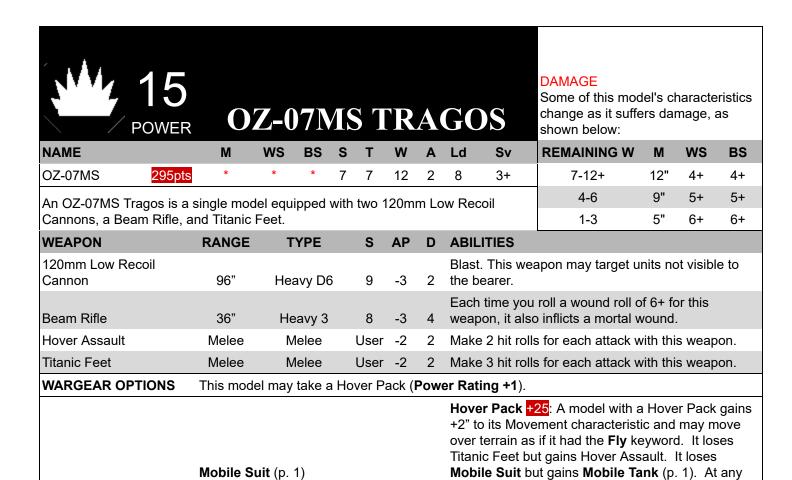
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-				
180mm Cannon	48"	Heavy 1	8	-3	2D6	-				
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.				
Beam Cannon +25	36"	Heavy 1	8	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Sabers +40	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Pistol +30	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Beam Rifle +50	36"	Heavy 3	8	-3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	Pistol ( <b>Pov</b> This mode Sabers ( <b>Pov</b> This mode	wer Rating +1) I may take a Co ower Rating +2 I may take a Fli	, or a E ombat <b>2</b> ). ight Pa	Beam Shie ack (I	n Rifle Id ( <b>Po</b> Powe	ne Gun with a 180mm Cannon, a Bazooka, a Beam e (Power Rating +2).  ower Rating +1). If it does, it may also take Beam er Rating +2).  (Power Rating +3)				
ABILITIES	combat sh save.	hield +20: A m ield has a 5+ in it (p. 1); Core I	vulner	able		Flight Pack +35: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
FACTION KEYWORDS	AC, AC19	5, OZ								
KEYWORDS	Titanic, Ve	hicle, Mobile Su	uit, Sp	ace,	Grou	nd, Character, Hilde Schbeiker				

5 POWER		OZ-06 OF				O		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		
OZ-06MS Officer 95pts	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+		
An OZ-06MS Leo Officer and Titanic Feet.	s a single ı	model equippe	d with a	100	mm N	Machin	e Gun	4-6 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES						
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-							
180mm Cannon	48"	Heavy 1	8	-3	2D6	-							
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.							
Beam Cannon +25	36"	Each time you roll a wound roll of 6+ for this 6" Heavy 1 8 -3 6 weapon, it also inflicts a mortal wound.											
Beam Sabers +40	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v					
Beam Pistol +30	24"	Pistol 3	8	-3	4			roll a wound roll o inflicts a mortal v					
Beam Rifle +50	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.		
WARGEAR OPTIONS	Pistol ( <b>Po</b> This mode Sabers ( <b>P</b> This mode	Melee User -2 2 Make 3 hit rolls for each attack with this weapon.  This model may replace its 100mm Machine Gun with a 180mm Cannon, a Bazooka, a Beam Pistol (Power Rating +1), or a Beam Rifle (Power Rating +2).  This model may take a Combat Shield (Power Rating +1). If it does, it may also take Beam Sabers (Power Rating +2).  This model may take a Flight Pack (Power Rating +2).  This model may take two Beam Cannons (Power Rating +3)											
ABILITIES	Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.  Flight Pack +35: A model with a Flight Pack gains  Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
FACTION KEYWORDS	AC, AC19	5, OZ											
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Sp	ace,	Grou	nd, Ch	aracter						

10 POWER		LAD OZ-06						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	
Lady Une 200pts	*	* * 7	6	12	2	8	3+	7-12+	12"	3+	3+	
Lady Une in an OZ-06MS Gun, Beam Sabers, a Cor unit with <b>Lady Une</b> may b	nbat Shield	l, a Flight Pack						4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
100mm Machine Gun	24"	Rapid Fire 6	6	-1	1	-						
180mm Cannon	48"	Heavy 1	8	-3	2D6	-						
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v				
Beam Pistol +30	24"	Pistol 3	8	-3	4		,	roll a wound roll o inflicts a mortal v				
Beam Rifle +50	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	vith thi	s weap	on.	
WARGEAR OPTIONS		el may replace i wer Rating +2)						80mm Cannon, a <b>3 +3</b> ).	Bazo	oka, a E	Beam	
		<b>shield</b> : A mode a 5+ invulnera			nbat	Flight Pack: A model with a Flight Pack gains Fly and Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the						
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) Shooting phase.											
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd, Ch	aracter, L	ady Une, Fly				

5 POWER	O	<b>Z</b> -0	7 <i>A</i>	MS	S A	<b>A</b> R		S	DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS	BS :	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
OZ-07AMS 100pts	*	*	*	7 6	12	2	7	3+	7-12+	15-30"	4+	4+	
An OZ-07AMS Aries is a s Titanic Feet.	single mode	el equipp	oed wi	th a 100	Omm	Mach	nine Gu	ın and	4-6 1-3	15-21" 15"	5+ 6+	5+ 6+	
WEAPON	RANGE	TY	PE	S	AP	D	ABILI	ITIES					
100mm Machine Gun +25	24"	Rapid	Fire 6	6	-1	1	-						
Missile Pod -5 / +20	30"	Assau	lt 2D3	7	-2	1	Blast. <b>Fly</b> .	Add 1 to	all hit rolls again	st target	s that	can	
Titanic Feet	Melee	Me	lee	User	-2	D3	Make	3 hit rolls	s for each attack	with this	weapo	on.	
WARGEAR OPTIONS	This mode	el may ta	ike up	to 2 ad	ditior	nal we	eapons	in any c	Missile Pod. ombination. Eacl n) or a Missile Po				
		either be a 100mm Machine Gun (Power Rating +1 each) or a Missile Pod (Power Rating +1 each).  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 12" until the end of the phase - do not roll any dice. This model must may transform to a Mobile Suit mode at move at least 8" in each movement phase.											
	movement loses Fly, Superson characteris	t phases <b>Hard to</b> i <b>c</b> . Add	s. Whe Hit, A litional	en trans <b>Airborn</b> lly, its M	forme <b>e,</b> an	or attacks ting phas		model in	the				
ABILITIES	Mobile Su						be ch	arged by cor be at	s model cannot ch units that can <b>Fl</b> y tacked in the Figh	<b>y</b> , and ca	an only	/	
FACTION KEYWORDS	AC, AC19	5, OZ											
KEYWORDS	Titanic, Ve	hicle, M	lobile	Suit, Gr	ound	, Fly							

6 POWER	L		CRE					N	DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lucrezia Noin 120pts	*	*	* 7	7 6	12	3	8	3+	7-12+	12"	3+	2+
Lucrezia Noin in an OZ-03 Machine Gun and Titanic your army.									4-6 1-3	9" 5"	4+ 5+	3+ 4+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
100mm Machine Gun +25	24"	Rapi	id Fire 6	6	-1	1	-					
Missile Pod -5 / +20	30"	•										
Titanic Feet	Melee	M	1elee	Use	r -2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS							Supe it on t	rsonic: Ethe spot u	ombination. Each  n) or a Missile Pod  Each time this mod  up to 90°, then mod  ds. Note that it ca  pivot. When this	l (Pow lel mo ve the	ver Rat ves, fir model pivot ag	st pivot
	Mobile Somay transithe beging movement loses Fly, Supersor characteri	form to ning of it phas Hard nic. Ac	o a Mobi the gam es. Whe <b>to Hit, A</b> dditionall	le Suit ne or a n trans <b>sirborr</b> ly, its N	mode ny of sforme <b>ne,</b> an	e at your ed, it id	r it <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the					
ABILITIES	Mobile So	•				<b>Airborne</b> : This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Fly, Character, Lucrezia Noin										



time, it may jettison the Hover Pack for the rest of

the game.

Mobile Suit (p. 1)

AC, AC195, OZ

Core Explodes (p. 1)

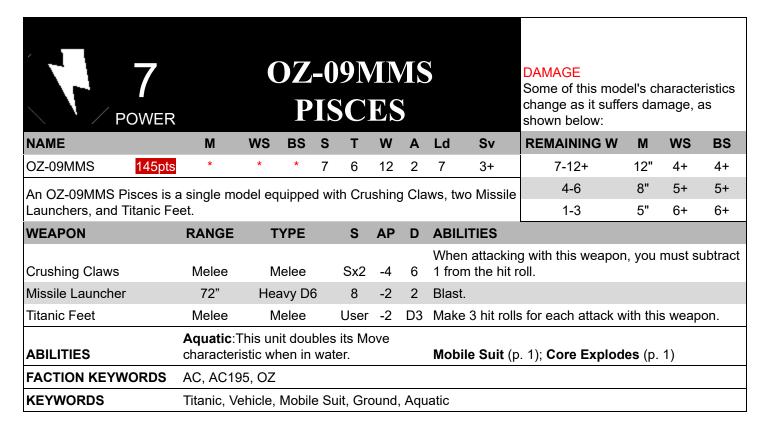
Titanic, Vehicle, Mobile Suit, Ground

**ABILITIES** 

**KEYWORDS** 

FACTION KEYWORDS

8 POWER				08N					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
OZ-08MMS 155pts	*	*	*	8 7	15	2	7	3+	8-15+	9"	4+	4+
An OZ-08MMS Cancer is	a single mo	del ed	uipped	l with Cru	ushin	a Cla	aws aı	nd two	4-7	6"	5+	5+
Missile Launchers.	3	'				<b>J</b>			1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Crushing Claws	Melee	М	elee	Sx2	-4	6		n attackin m the hit r	g with this weapon oll.	, you	must s	ubtract
Missile Launcher	72"	Hea	avy D6	8	-2	2	Blast	t.				
	Aquatic:T characteris				ove		No Legs: This model may never step out of the Water.					
ABILITIES	Mobile Su	ı <b>it</b> (p. 1	1)				Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC195, OZ											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											



#### DAMAGE Some of this model's characteristics **OZ-12SMS TAURUS** change as it suffers damage, as **POWER** shown below: A Ld **REMAINING W** WS NAME M WS BS W М BS \* OZ-12SMS 200pts 8 7 15 2 7 3+ 7-12+ 15-30" 4+ 3+ 4-6 15-21" 5+ 4+ An OZ-12SMS Taurus is a single model equipped with a Beam Rifle and Titanic Feet. 1-3 15" 6+ 5+ WEAPON **RANGE TYPE** AP **ABILITIES** D Each time you roll a wound roll of 6+ for this Beam Rifle 36" Heavy 3 8 -3 weapon, it also inflicts a mortal wound. This weapon ignores the Invulnerable save from Laser Gun -20 24" Pistol 2D3 7 -2 Beam Shield Teams. Mega Particle Cannon Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 48" weapon, it also inflicts a mortal wound. +10 Titanic Feet User -2 2 Make 3 hit rolls for each attack with this weapon. Melee Melee This model may replace its Beam Rifle with a Mega Particle Cannon or a Laser Gun (Power WARGEAR OPTIONS Rating -1). 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 12" until the end Mobile Suit Transformation: This unit of the phase - do not roll any dice. This model must may transform to a Mobile Suit mode at move at least 8" in each movement phase. the beginning of the game or any of your movement phases. When transformed, it Hard to Hit: Your opponent must subtract 1 from hit loses Fly, Hard to Hit, Airborne, and rolls for attacks that target this model in the Supersonic. Additionally, its Movement Shooting phase. characteristic becomes 12". Airborne: This model cannot charge, and can only be charged by units that can Fly, and can only Mobile Suit (p. 1) attack or be attacked in the Fight phase by units that ABILITIES Core Explodes (p. 1) can Flv.

FACTION KEYWORDS

**KEYWORDS** 

AC, AC195, OZ

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

D 10 POWER		Z-128 MO							DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
OZ-12SMD 200pts	*	6+	* 8	7	15	1	0	*	7-12+	15-30"	3+	3+
									4-6	15-21"	4+	4+
An OZ-12SMD Taurus M	obile Doll is	s a single i	model	equip	ped w	ith a	Beam	Rifle.	1-3	15"	5+	5+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heav	y 3	8	-3	4			roll a wound roll o inflicts a mortal		this	
Laser Gun -20	24"	Pistol	2D3	7	-2	3		weapon i Shield	gnores the Invulno Teams.	erable sa	ve fro	m
Mega Particle Cannon +10	48"	Heav	y 3	8	-3	4			ı roll a wound roll o inflicts a mortal		this	
WARGEAR OPTIONS	This mod Rating -1		olace i	ts Bea	am Rif	le w	th a M	ega Parti	cle Cannon or a L	aser Gu	n ( <b>Po</b> v	wer
	may trans	<b>uit Trans</b> t sform to a ning of the	Mobile	e Suit	mode	at	it on to straig after increa of the	the spot of the het forware the initial ase its Me phase -	Each time this moup to 90°, then more. Note that it can pivot. When this ove characteristic do not roll any dia 8" in each movem	ove the nannot pive model Aby 12" uce. This	nodel ot aga dvand intil the mode	ain ces, e end
	movemer loses Fly Superson	nt phases.  , <b>Hard to</b> nic. Additation	When <b>Hit, Ai</b> tionally	n trans i <b>rborn</b> /, its M	forme	ed, it d	rolls f		our opponent musts that target this rese.			om hit
ABILITIES	Mobile D	oll (p. 1)	1)				be ch	arged by cor be at	s model cannot che units that can <b>Fly</b> ttacked in the Figh	<b>y</b> , and ca	n only	, ,
FACTION KEYWORDS	AC, AC19											
	,	,										

13 POWER	L	UCRI OZ	EZI -12				N	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lucrezia Noin 255pts	*	* *	8 7	15	3	8	3+	7-12+	15-30"	3+	2+
Lucrezia Noin in a SK-12S Rifle, Beam Sabers, and T taken for your army.		-						4-6 1-3	15-21" 15"	4+ 5+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal		this	
Beam Sabers	Melee	Melee	+6	-3	6		_	roll a wound roll o inflicts a mortal		this	
Laser Gun -20	24"	Pistol 2D3	3 7	-2	3		weapon i n Shield l	gnores the Invuln Teams.	erable s	ave fro	om
Mega Particle Cannon +10	48"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal		this	
Titanic Feet	Melee	Melee	Use	r <b>-</b> 2	D3	Make	3 hit roll	s for each attack	with this	weap	on.
WARGEAR OPTIONS	This mode Rating -1)	• •	e its Bea	am Ri	fle wi	th a M	ega Parti	cle Cannon or a l	₋aser Gu	ın ( <b>Po</b>	wer
	may transf	it Transforn orm to a Mo ing of the ga	bile Suit	mode	e at	it on straig after incre of the	the spot ught forwar the initial ase its Ma phase -	Each time this mo up to 90°, then mo ds. Note that it c pivot. When this ove characteristic do not roll any di 8" in each moven	ove the r annot pi model A by 12" u ce. This	nodel vot aga Advand until th mode	ain ces, e end
	movement loses Fly, Superson	phases. When the phase to the phase to the phase to the phase to the phase t	nen trans <b>Airborr</b> ally, its N	forme ne, an	ed, it d	rolls Shoc	for attack oting phas		model in	the	
ABILITIES	Mobile Su	it (p. 1) odes (p. 1)				be ch	narged by k or be at	s model cannot cl units that can <b>Fl</b> tacked in the Figl	<b>y</b> , and ca	an only	/
FACTION KEYWORDS	AC, AC195										

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

KEYWORDS

17 POWER	<b>T</b> ]	ROWA OZ-1					N	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Trowa Barton 345pts	*	* * 7	7	15	1	8	2+	8-15+	12"	4+	2+
Trowa Barton in an OZ-13 Rifle and Titanic Feet. On								4-7	9"	5+	3+
army. Only one unit with \						,00111	or your	1-3	5"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Buster Rifle								s below. For each licts a mortal wour			
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-					
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	rema phas	ained stationse. Subtrace. This mo	nly fire the Buster onary in the preced of 2 from any targe de may only be fire	ding net	noveme s Invuln	nt erable
Ancillary Targets	60"	Heavy 2	9	-4	4	mod targe mas	el within 1 et is autom	ter Rifle Mode is fing of a line drawn from the final to	om the	e firer to of the	the
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su	it (p. 1) odes (p. 1)				roll a is gr Exte wou	a D6 and a eater than rnal Gene nds to eve	erator: After this und this unit's curre this unit's remaining the rator explodes, call ry unit within 6". The External Gen	ent BS ng Wo using The Bu	. If the ounds, t D3 Mor uster Rif	result he tal fle can

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Trowa Barton, Vayeate

FACTION KEYWORDS

**KEYWORDS** 

AC, AC195, OZ

21 POWER		HEE OZ-	13N	IS	X	2		DAMAGE Some of this mod change as it suffe shown below:	ers da	mage, a	as
NAME			S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Heero Yuy	*	* *	7 7	15	5	9	2+	7-12+	12"	2+	2+
Heero Yuy in an OZ-13MS Gun, Beam Sabers, a Col and Titanic Feet. Only on	mbat Shield	, two units of	five Plar	net D	efen	sors (p	o. 19),	4-6	9"	3+	3+
one unit with Mercurius n					,		,	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4			ı roll a wound roll o o inflicts a mortal w			
				_			_	roll a wound roll o			
Beam Sabers	Melee	Melee	+6	-3	6	weap	on, it als	o inflicts a mortal w	ound/	•	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
	Combat S	hield: A mod	el with a	com	bat	Mob	ile Suit (	p. 1)			
ABILITIES	shield has	a 5+ invulner	able sav	/e.		Core	Explode	<b>es</b> (p. 1)			
FACTION KEYWORDS	AC, AC195	5, OZ									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace,	Grou	ınd, Cl	naracter,	Heero Yuy, Mercur	ius		

26		LAD	$\mathbf{Y}$	UN	NE			DAMAGE Some of this mod	dalla abo	ara atau	riotico
POWER		XXX	G-	01	W	J		change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Lady Une	*	* * 8	7	18	2	8	2+	10-18+	15-30"	3+	3+
Lady Une in the XXXG-01 Sabers, a Buster Rifle, Co a Twin Machine Cannon. army. Only one unit with	ombat Shie Only one	eld, Titanic Feet, unit with <b>Lady U</b>	Twin L <b>ne</b> ma	∟ink 6 ay be	0mn take	n Vulca n for y	ans, and	5-9 1-4	15-21"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v		this	
Buster Rifle								s below. For eacl licts a mortal woul	•		
Beam Rifle Mode	36"	Heavy 3	8	-3	4	-					
Rustor Pifla Mada	60"	Цории 2D2	0	4	4	rema phas Save	ined station e. Subtrace. This mo	nly fire the Buster onary in the prece ot 2 from any targo de may only be fir	eding mo et unit's	oveme Invuln	nt erable
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	battle		D:0 M			
Ancillary Targets	60"	Heavy 2	9	-4	4	withir autor	n 1" of a li matically h ding friend	ter Rifle Mode is fine drawn from the hit by the edges of ally units but excluded.	e firer to f the ma	the ta	rget is beam,
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets that	can <b>Fl</b>	y.
Twin Machine Cannon	18"	Rapid Fire 2D3	6	0	1	-					
	Mobile S may trans the begin movement loses Fly Aircraft,	Shield: A model s a 5+ invulnerate uit Transformate form to a Mobile ning of the gament phases. When the Hard to Hit, Ai and Supersonic ment characterist	ion: Te Suit in transfer stands transfer stands transfer stands trands transfer transfer trands trands trands trands trands trands transfer transfer trands transfer transfe	ve. This unition T	nit e at your ed, it	it on straig after incre of the move	the spot ught forward the initial ase its Mode phase - e at least to	Each time this mod ip to 90°, then mo ds. Note that it ca pivot. When this ove characteristic do not roll any dic 3" in each movem	ve the rannot pive model A by 12" ι e. This ent pha	nodel vot aga Advand until the mode se.	ain ces, e end I must
ADII ITIEO	Gundani loses a W does not	<b>um Alloy</b> : When /ound, roll a D6. lose a wound.	ever t On a	his ur 5 or (	nit 6, it	rolls for Shoot Airboth be chattac	for attacks oting phas orne: This narged by k or be at	s that target this m	nodel in arge, ar v, and ca	the nd can an only	only
ABILITIES		uit (p. 1); Core I	=xpio	ues (	μ. 1)	can <b>F</b>	-ту.				
FACTION KEYWORDS	AC, AC19	•	1-1-21	0	C	0			\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		
KEYWORDS	Gundam,		viobile	Suit,	Spa	ce, Gr	ouna, Cha	aracter, Lady Une	, vving (	Junda	ın,



# PLANET DEFENSER

No	NAME	М	ws	BS	S	Т	W	Α	Ld	Sv
1-5	Planet Defenser <mark>15pts</mark>	12"	5+	5+	5	6	2	1	6	4+

For each model past the first, it has Power Rating +1.

### 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.

Shield Team: If at least 3 Planet Defenser models are in unit coherency, they can forgo their shooting phase that turn to form a Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.

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.

**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 **Funnel** keyword.

## Psycommu:

- This unit must begin the game docked to a 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.

**Docked Funnel**: If this model is docked with another:

- Any weapons this model is equipped with are 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 AC, AC195, White Fang

**KEYWORDS** Funnel, Space, Fly