

# REPUBLIC/PRINCIPALITY OF ZEON - THE ORIGIN ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Republic/Principality of Zeon - The Origin (Zeon-TO) 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 Zeon-TO units - these are described below and referenced on the datasheets.

## 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).

## Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

## 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.



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POWER

## DFA-03 DOPP

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
DFA-03	70pts	15"-36"	6+	4+	5	5	6	2	7	3+
This unit contains a single DFA-03 model. It may include an additional single DFA-03 ( <b>Power Rating +4</b> ) or an additional two DFA-03 ( <b>Power Rating +8</b> ). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .				
ABILITIES	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .					<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. <b>Vehicle Squadron</b> (p. 1) <b>Core Explosion</b> (p. 1)				
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.									
FACTION KEYWORDS	UC, 0079, Zeon-TO									
KEYWORDS	Fly, Vehicle, Ground									



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POWER

HT-01B-TOP  
MAGELLA TOP

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
HT-01B-Top	55pts	15"-30"	6+	4+	5	5	4	2	7	3+
This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top ( <b>Power Rating +3</b> ) or an additional two HT-01B-Top ( <b>Power Rating +6</b> ). Each model is equipped with a 175mm Cannon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
175mm Cannon	48"	Heavy 1	8	-3	2D6	-				
ABILITIES	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .					<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. <b>Vehicle Squadron</b> (p. 1) <b>Core Explosion</b> (p. 1)				
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.									
FACTION KEYWORDS	UC, 0079, Zeon-TO									
KEYWORDS	Fly, Vehicle, HT-01B-Top, Ground									



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POWER

# HT-01B MAGELLA TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
HT-01B	100pts	8"	6+	4+	5	6	6	2	7	3+
This unit contains a single HT-01B model. It may include an additional single HT-01B ( <b>Power Rating +5</b> ) or an additional two HT-01B ( <b>Power Rating +10</b> ). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
35mm Triple Cannon	30"	Pistol 6		5	0	1	-			
175mm Cannon	48"	Heavy 1		8	-3	2D6	-			
ABILITIES	Escape Vehicle - HT-01B-Top (p. 1)						Vehicle Squadron (p. 1) Core Explosion (p. 1)			
FACTION KEYWORDS	UC, 0079, Zeon-TO									
KEYWORDS	Vehicle, Ground									



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POWER

# CALDEN YMS-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	
Calden	110pts	*	*	*	6	6	12	2	7	4+	6-12+	12"	4+	4+
Calden in a YMS-03 Waff is a single model equipped with a Bazooka, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one of this unit may be included in your army.											3-5	9"	5+	5+
											1-2	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Bazooka	48"	Heavy 2D6		8	-2	1	Blast,							
Heat Hawk	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
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, 0074, Zeon-TO													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													



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POWER

# MS-04 BUGU

## DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-04	140pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-04 Bugu is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	4+
											1-3	5"	6+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		-5 48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Three Shot Missile Launcher		+25 60"	Rapid Fire D6		6	-1	1	Blast						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka.												
		This model may take up to two Three Shot Missile Launchers ( <b>Power Rating +1 each</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0077, Zeon-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												




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POWER


# RAMBA RAL MS-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
MS-04	140pts	*	*	*	7	7	12	4	9	3+	7-12+	12"	3+	2+
Ramba Ral in a MS-04 Bugu is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with <b>Ramba Ral</b> may be included in your army.											4-6	9"	4+	3+
											1-3	5"	5+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		-5 48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Three Shot Missile Launcher		+25 60"	Rapid Fire D6		6	-1	1	Blast						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka.												
		This model may take up to two Three Shot Missile Launchers ( <b>Power Rating +1 each</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1)					
									Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0077, Zeon-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ramba Ral												

<div><div></div><div>5</div><div>POWER</div></div> <div>MS-05B</div> <div>ZAKU I</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	
MS-05B	100pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	5+	
										1-3	5"	6+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
100mm Machine Gun	24"	Rapid Fire 6		6	-1	1								
120mm Machine Gun	+5 30"	Assault 12		6	-1	1								
175mm Cannon	48"	Heavy 1		8	-3	2D3								
Bazooka	48"	Heavy 6		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.							
Cracker Grenades	12"	Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Heat Hawk	Melee	Melee		+3	-3	6								
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka. This model may take a Combat Shield (Power Rating +1).												
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)					Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.							
FACTION KEYWORDS		UC, 0078, Zeon-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground												

<div></div> <div>5</div> <div>POWER</div> <div>MS-05B</div> <div>ZAKU I VETERAN</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>			
<div>MS-05B Vet</div> <div>110pts</div> <div>*</div> <div>*</div> <div>*</div> <div>7</div> <div>6</div> <div>12</div> <div>2</div> <div>7</div> <div>3+</div>											<div>7-12+</div> <div>12"</div> <div>4+</div> <div>3+</div>			
<div>A MS-05B Zaku I Veteran is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet.</div>											<div>4-6</div> <div>9"</div> <div>5+</div> <div>4+</div>			
											<div>1-3</div> <div>5"</div> <div>6+</div> <div>5+</div>			
<div>WEAPON</div> <div>RANGE</div> <div>TYPE</div> <div>S</div> <div>AP</div> <div>D</div> <div>ABILITIES</div>														
<div>100mm Machine Gun</div> <div>24"</div> <div>Rapid Fire 6</div> <div>6</div> <div>-1</div> <div>1</div> <div>-</div>														
<div>120mm Machine Gun</div> <div>+5</div> <div>30"</div> <div>Assault 12</div> <div>6</div> <div>-1</div> <div>1</div> <div>-</div>														
<div>175mm Cannon</div> <div>48"</div> <div>Heavy 1</div> <div>8</div> <div>-3</div> <div>2D3</div> <div>-</div>														
<div>Bazooka</div> <div>48"</div> <div>Heavy 6</div> <div>8</div> <div>-2</div> <div>1</div> <div>When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.</div>														
<div>Cracker Grenades</div> <div>12"</div> <div>Grenade D6</div> <div>*</div> <div>*</div> <div>*</div> <div>This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.</div>														
<div>Heat Hawk</div> <div>Melee</div> <div>Melee</div> <div>+3</div> <div>-3</div> <div>6</div> <div>-</div>														
<div>Titanic Feet</div> <div>Melee</div> <div>Melee</div> <div>User</div> <div>-2</div> <div>2</div> <div>Make 3 hit rolls for each attack with this weapon.</div>														
<div>WARGEAR OPTIONS</div> <div>This model may replace its 100mm Machine Gun with a 120mm Machine Gun, a 175mm Cannon, or a Bazooka.</div> <div>This model may take a Combat Shield (Power Rating +1).</div>														
<div>ABILITIES</div> <div>Mobile Suit (p. 1)</div> <div>Core Explodes (p. 1)</div> <div>Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.</div>														
<div>FACTION KEYWORDS</div> <div>UC, 0078, Zeon-TO</div>														
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground</div>														



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POWER

# CHAR AZNABLE MS-05S


## 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	220pts	*	*	*	7	6	12	4	9	3+	7-12+	12"	2+	2+
Char Aznable in a MS-05S Char's Zaku I is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with <b>Char Aznable</b> may be included in your army.										4-6	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Bazooka		-5 48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							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, 0078, Zeon-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Char Aznable, Newtype, Psyker												



<div><div><div></div></div><div>7</div><div>POWER</div></div> <div>MS-06C</div> <div>ZAKU II</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
MS-06C		140pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06C Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"		Assault 12		6	-1	1	-						
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.					
Heat Hawk		Melee		Melee		+3	-3	6	-						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans		+10	12"		Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can Fly.					
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a Bazooka.													
		This model may take a Twin Link 60mm Vulcans.													
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, 0078, Zeon-TO													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>7</div> <div>POWER</div> <div>MS-06C</div> <div>ZAKU II VETERAN</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	
MS-06C Vet	145pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-06C Zaku II Veteran is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.										4-6	9"	5+	4+	
										1-3	5"	6+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Anti-Ship Rifle	72"	Heavy 2		8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	+10	12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. This model may take a Twin Link 60mm Vulcans.													
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, 0078, Zeon-TO													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

<div><div>6</div>POWER</div> <div>MS-06CK ZAKU HALF CANNON</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	
MS-06CK		120pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06CK Zaku Half Cannon is a single model equipped with a 175mm Cannon, a Combat Shield, Smoke Grenades, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
75mm Gatling Cannon		+25	30"	Assault 12		7	-1	1	-						
120mm Machine Gun		+30	30"	Assault 12		6	-1	1	-						
175mm Cannon			48"	Heavy 1		8	-3	2D6	-						
Bazooka		+25	48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		+20	Melee	Melee		+3	-3	6	-						
MMP-70C		+40	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C			30"	Assault 12		7	-1	1	-						
---- Grenade Launcher			30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.						
Three Shot Missile Launcher		+25	60"	Rapid Fire D6		6	-1	1	Blast.						
Titanic Feet			Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 175mm Cannon with a 75mm Gatling Cannon ( <b>Power Rating +2</b> ). This model may take in addition up to 2 Three Shot Missile Launchers ( <b>Power Rating +1 each</b> ). This model may take a 120mm Machine Gun ( <b>Power Rating +1</b> ), Bazooka ( <b>Power Rating +1</b> ), MMP-70C ( <b>Power Rating +1</b> ). This model may take a Heat Hawk ( <b>Power Rating +1</b> ).													
ABILITIES		<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.													
		<b>Smoke Grenades:</b> 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.													
		<b>Mobile Suit</b> (p. 1)													
		<b>Core Explodes</b> (p. 1)													
FACTION KEYWORDS		UC, 0079, Zeon-TO													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													

<div><div><div></div><div>7</div><div>POWER</div></div><div>MS-06F/MS-06J</div><div>ZAKU II</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>MS-06F/MS-06J</td><td>140pts</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	MS-06F/MS-06J	140pts	*	*	*	7	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>9"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>5"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	4+	4+	4-6	9"	5+	5+	1-3	5"	6+	6+															
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																																									
MS-06F/MS-06J	140pts	*	*	*	7	7	12	2	7	3+																																																								
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7-12+	12"	4+	4+																																																															
4-6	9"	5+	5+																																																															
1-3	5"	6+	6+																																																															
A MS-06F or MS-06J is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, 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>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>175mm Cannon</td><td>-5</td><td>48"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>2D6 -</td></tr><tr><td>Bazooka</td><td>-5</td><td>48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>1 Blast.</td></tr><tr><td>Cracker Grenades</td><td>12"</td><td>Grenade D6</td><td>*</td><td>*</td><td>*</td><td>This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.</td></tr><tr><td>Heat Hawk</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Three Shot Missile Launcher</td><td>+25</td><td>60"</td><td>Rapid Fire D6</td><td>6</td><td>-1</td><td>1 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	120mm Machine Gun	30"	Assault 12	6	-1	1	-	175mm Cannon	-5	48"	Heavy 1	8	-3	2D6 -	Bazooka	-5	48"	Heavy 2D6	8	-2	1 Blast.	Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.	Heat Hawk	Melee	Melee	+3	-3	6	-	Three Shot Missile Launcher	+25	60"	Rapid Fire D6	6	-1	1 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																																																												
120mm Machine Gun	30"	Assault 12	6	-1	1	-																																																												
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Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.																																																												
<div>WARGEAR OPTIONS</div> <div>This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (<b>Power Rating +1 each</b>).</div>																																																																		
<div>ABILITIES</div> <div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div> <div>Mobile Suit (p. 1) Core Explodes (p. 1)</div>																																																																		
<div>FACTION KEYWORDS</div> <div>UC, 0079, Zeon-TO</div>																																																																		
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground</div>																																																																		



**8**  
POWER


# MS-06 ZAKU II ACE

## DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS	
MS-06 Ace	150pts	*	*	*	7	7	12	3	8	3+	7-12+				12"	3+	3+	
A MS-06 Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.											4-6				9"	4+	4+	
											1-3				5"	5+	5+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES									
120mm Machine Gun		30"		Assault 12		6	-1	1	-									
175mm Cannon		-5	48"		Heavy 1		8	-3	2D6	-								
Bazooka		-5	48"		Heavy 2D6		8	-2	1	Blast.								
Cracker Grenades		12"		Grenade D6		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.									
Heat Hawk		Melee		Melee		+3	-3	6	-									
Three Shot Missile Launcher		+25	60"		Rapid Fire D6		6	-1	1	Blast								
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.									
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers ( <b>Power Rating +1 each</b> ).																
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.								Mobile Suit (p. 1) Core Explodes (p. 1)								
FACTION KEYWORDS		UC, 0079, Zeon-TO																
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Ground																

<div><div><div><div></div><div></div></div><div><div>8</div><div>POWER</div></div></div><div><div>MS-06R1-A</div><div>ZAKU II HIGH MOBILITY TYPE</div></div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>				
NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
MS-06R1-A		160pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"		Assault 12		6	-1	1	-						
Anti-Ship Rifle		72"		Heavy 2		8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.						
Bazooka		-5 48"		Heavy 2D6		8	-2	1	Blast.						
Giant Heat Hawk		Melee		Melee		Sx2	-2	6	When attacking with this weapon, you must subtract 1 from the Hit roll.						
Heat Hawk		Melee		Melee		+3	-3	6	-						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with an Anti-Ship Rifle, a Bazooka, or a Giant Heat Hawk.													
		<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.							<b>Hit and Run:</b> This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon-TO													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space													

<div></div> <div>9</div> <div>POWER</div> <div>GAIA</div> <div>MS-06R1-A</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div>NAME</div> <div>M</div> <div>WS</div> <div>BS</div> <div>S</div> <div>T</div> <div>W</div> <div>A</div> <div>Ld</div> <div>Sv</div>											<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>			
<div>Gaia</div> <div>165pts</div> <div>*</div> <div>*</div> <div>*</div> <div>7</div> <div>7</div> <div>12</div> <div>3</div> <div>8</div> <div>3+</div>											<div>7-12+</div> <div>12"</div> <div>4+</div> <div>3+</div>			
<div>Gaia in a MS-06R1-A Zaku II High Mobility Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit with <b>Gaia</b> may be included in your army.</div>											<div>4-6</div> <div>9"</div> <div>5+</div> <div>4+</div>			
<div>1-3</div> <div>5"</div> <div>6+</div> <div>5+</div>														
<div>WEAPON</div> <div>RANGE</div> <div>TYPE</div> <div>S</div> <div>AP</div> <div>D</div> <div>ABILITIES</div>														
<div>120mm Machine Gun</div> <div>30"</div> <div>Assault 12</div> <div>6</div> <div>-1</div> <div>1</div> <div>-</div>														
<div>Anti-Ship Rifle</div> <div>72"</div> <div>Heavy 2</div> <div>8</div> <div>-3</div> <div>2D3</div> <div>If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.</div>														
<div>Bazooka</div> <div>-5</div> <div>48"</div> <div>Heavy 2D6</div> <div>8</div> <div>-2</div> <div>1</div> <div>Blast.</div>														
<div>Heat Hawk</div> <div>Melee</div> <div>Melee</div> <div>+3</div> <div>-3</div> <div>6</div> <div>-</div>														
<div>Titanic Feet</div> <div>Melee</div> <div>Melee</div> <div>User</div> <div>-2</div> <div>2</div> <div>Make 3 hit rolls for each attack with this weapon.</div>														
<div>WARGEAR OPTIONS</div> <div>This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka.</div> <div>This model may replace its Combat Shield with Twin Combat Shields.</div>														
<div>ABILITIES</div> <div>Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.</div> <div>Twin Combat Shields +20: A model with Twin Combat Shields has a 4+ invulnerable save.</div> <div>Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).</div> <div>Mobile Suit (p. 1)</div> <div>Core Explodes (p. 1)</div>														
<div>FACTION KEYWORDS</div> <div>UC, 0079, Zeon-TO</div>														
<div>KEYWORDS</div> <div>Character, Titanic, Vehicle, Mobile Suit, Gaia, Space</div>														



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POWER

# CHAR AZNABLE MS-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	
Char Aznable	195pts	*	*	*	7	7	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in the MS-06S Zaku II Commander Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with <b>Char Aznable</b> may be included in your army.										4-7	9"	3+	3+	
										1-3	5"	4+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 12		6	-1	1	-						
Anti-Ship Rifle		72"	Heavy 2		8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.						
Bazooka		-5 48"	Heavy 2D6		8	-2	1	Blast.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans		12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka.												
ABILITIES		Mobile Suit (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						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, 0079, Zeon-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground												





# 10


POWER

## RAMBA RAL MS-07B

### 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
Ramba Ral	205pts	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07B Gouf is a single model equipped with a 35mm Hand Cannon, a Combat Shield, a Heat Rod, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.											4-6	9"	3+	3+
											1-3	5"	4+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Hand Cannon		30"	Pistol 6		5	0	1	-						
120mm Machine Gun		+30	30"	Assault 12		6	-1	1	-					
Bazooka		+25	48"	Heavy 2D6		8	-2	1	Blast					
		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.												
Heat Rod		Melee	Melee		+3	-3	6							
Heat Saber		Melee	Melee		+3	-3	6	-						
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may take a 120mm Machine Gun ( <b>Power Rating +1</b> ) or a Bazooka ( <b>Power Rating +1</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon-TO												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral												

<div><div></div><div>7</div><div>POWER</div></div> <div>MS-09/MS-09R</div> <div>DOM/RICK DOM</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
MS-09/MS-09R		190pts	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.											4-6	10"	5+	5+	
											1-3	6"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		-40	30"	Assault 12		6	-1	1	Blast. This weapon can target units not visible to the bearer.						
360mm Giant Bazooka			84"	Heavy 2D6		9	-3	2							
Bazooka		-45	48"	Heavy 2D6		8	-2	1	Blast.						
Diffuse Beam Gun			12"	Grenade 1		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Saber			Melee	Melee		+3	-3	6	-						
MMP-70C		-30	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.												
---- 90mm MMP-70C			30"	Assault 12		7	-1	1	-						
---- Grenade Launcher			30"	Assault 1		6	-1	D3	This weapon 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 replace its Giant Bazooka with a 120mm Machine Gun ( <b>Power Rating -2</b> ), a MMP-70C ( <b>Power Rating -1</b> ), or a Bazooka ( <b>Power Rating -2</b> ).													
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon-TO													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space													



8

POWER

# MS-09/MS-09R VETERAN

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS		
MS-09 Veteran	215pts	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+	
A MS-09 Veteran is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet.										4-6	10"	4+	4+		
										1-3	6"	5+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
120mm Machine Gun	-40	30"	Assault 12		6	-1	1	Blast. This weapon can target units not visible to the bearer.							
360mm Giant Bazooka		84"	Heavy 2D6		9	-3	2								
Bazooka	-45	48"	Heavy 2D6		8	-2	1	Blast. This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Diffuse Beam Gun		12"	Grenade 1		*	*	*								
Heat Saber		Melee	Melee		+3	-3	6	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.							
MMP-70C	-30														
---- 90mm MMP-70C		30"	Assault 12		7	-1	1	This weapon may only be fired once per battle.							
---- Grenade Launcher		30"	Assault 1		6	-1	D3								
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS		This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).													
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon-TO													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Ground, Space													




**8**  
POWER


# GAIA MS-09

## 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	
Gaia	210pts	*	*	*	8	8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. Only one unit with <b>Gaia</b> may be included in your army.										4-6	10"	4+	4+	
										1-3	6"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		-40	30"	Assault 12		6	-1	1	Blast. This weapon can target units not visible to the bearer.					
360mm Giant Bazooka			84"	Heavy 2D6		9	-3	2						
Bazooka		-45	48"	Heavy 2D6		8	-2	1	Blast.					
									This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Diffuse Beam Gun			12"	Grenade 1		*	*	*						
Heat Saber			Melee	Melee		+3	-3	6	-					
MMP-70C		-30	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.											
---- 90mm MMP-70C			30"	Assault 12		7	-1	1	-					
---- Grenade Launcher			30"	Assault 1		6	-1	D3	This weapon 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 replace its Giant Bazooka with a 120mm Machine Gun ( <b>Power Rating -2</b> ), a MMP-70C ( <b>Power Rating -1</b> ), or a Bazooka ( <b>Power Rating -2</b> ).												
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon-TO												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space												

<div>8 POWER</div> <div>RAMBA RAL YMS-07B-0</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>Ramba Ral</td><td>175pts</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>5</td><td>9</td><td>3+</td></tr></table>											NAME	M	WS	BS	S	T	W	A	Ld	Sv	Ramba Ral	175pts	*	*	*	8	7	12	5	9	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12"</td><td>2+</td><td>2+</td></tr><tr><td>4-6</td><td>9"</td><td>3+</td><td>3+</td></tr><tr><td>1-3</td><td>5"</td><td>4+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	2+	2+	4-6	9"	3+	3+	1-3	5"	4+	4+
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<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>35mm Hand Cannon</td><td>30"</td><td>Pistol 6</td><td>5</td><td>0</td><td>1</td><td>-</td></tr><tr><td>Heat Hawk</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Heat Rod</td><td>Melee</td><td>Melee</td><td>+3</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. This weapon may only be used once per Fight phase.</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	35mm Hand Cannon	30"	Pistol 6	5	0	1	-	Heat Hawk	Melee	Melee	+3	-3	6	-	Heat Rod	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.						
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<div></div> <div>8</div> <div>POWER</div> <div>VASILY BOSCH</div> <div>YMS-08B</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	
Vasily Bosch	210pts	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
Vasily Bosch in a YMS-08B Dom Test Type is a single model equipped with a Beam Bazooka, a Heat Saber, and Titanic Feet. Only one of this unit may be included in your army.											4-6	10"	4+	4+
											1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Beam Bazooka	48"	Heavy 2D6		8	-2	4	Blast.							
Heat Saber	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Mobile Suit (p. 1)						Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon-TO													
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