

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.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC-TO**, **Zeon-TO**, **<Year>**, **Ground**, **Aquatic**, and **Space**. **UC-TO** defines the particular universe of Gundam that these suits fall into (Universal Century - The Origin), **Zeon-TO** as the Republic/Principality of Zeon - The Origin, and **<Year>** as the year the unit was deployed. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several Zeon-TO 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.

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.

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.

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.



DFA-03 DOPP



3

POWER

HT-01B-TOP
MAGELLA TOP

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---------|--|----|---|----|-----|--|----|----|
| HT-01B-Top | 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 (Power Rating +3) or an additional two HT-01B-Top (Power Rating +6). Each model is equipped with a 175mm Cannon. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | |
| | | 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 . Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | | | | | Supersonic: Each time this model moves, first pivot it on the spot up to 90° , then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1) | | |
| ABILITIES | | | | | | | | | |
| FACTION KEYWORDS | | UC-TO, 0079, Zeon-TO | | | | | | | |
| KEYWORDS | | Fly, Vehicle, HT-01B-Top, Ground | | | | | | | |



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|------------------------------------|----|----------|---|---|----|--|-----------|----|
| HT-01B | 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 (Power Rating +5) or an additional two HT-01B (Power Rating +10). Each model is equipped with a 175mm Cannon. | | | | | | | | | |
| WEAPON | RANGE | | TYPE | | S | AP | D | ABILITIES | |
| 35mm Hand Cannon | 30" | | Pistol 6 | | 5 | 0 | 1 | - | |
| 175mm Cannon | 48" | | Heavy 1 | | 8 | -3 | 2D3 | - | |
| ABILITIES | Escape Vehicle - HT-01B-Top (p. 1) | | | | | | Vehicle Squadron (p. 1) Core Explosion (p. 1) | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | |
| KEYWORDS | Vehicle, Ground | | | | | | | | |



**CALDEN
YMS-03**

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 | * | * | * | 6 | 6 | 12 | 2 | 7 | 4+ | 6-10+ | 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 model 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 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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-TO, 0074, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



MS-04 BUGU

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 | * | * | * | 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 6 | | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | |
| 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-TO, 0077, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
|--|---|-----------|----|------|----|----|---|----|----|-------------|-----|----|----|
| MS-04 | * | * | * | 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 Ramba Ral 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 6 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | |
| 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-TO, 0077, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Ramba Ral | | | | | | | | | | | | |



MS-05B ZAKU I

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-05B | * | * | * | 7 | 6 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| A MS-05B Zaku I 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 2D3 | | 6 | -1 | 1 | - | | | | | | |
| 120mm Machine Gun | 30" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

5
POWER

MS-05B
ZAKU I 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-05B Vet | * | * | * | 7 | 6 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| A MS-05B Zaku I Veteran is a single model equipped with a 100mm Machine Gun, Cracker Grenades, a Heat Hawk, and Titanic Feet. | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | | 6 | -1 | 1 | - | | | | | | |
| 120mm Machine Gun | 30" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | | Mobile Suit (p. 1) Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



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 | * | * | * | 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 model with Char Aznable 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 6 | | 6 | -1 | 1 | - | | | | | |
| Bazooka | 48" | | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | |
| Heat Hawk | Melee | | Melee | | +1 | -2 | D6 | - | | | | | |
| Titanic Feet | Melee | | Melee | | User | -2 | D3 | 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-TO, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Char Aznable, Newtype, Psyker | | | | | | | | | | | | |



MS-06C
ZAKU II

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-06C | * | * | * | 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 6 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| 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 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-TO, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



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-06C Vet | * | * | * | 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 6 | | 6 | -1 | 1 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model. | | | | | | |
| Anti-Ship Rifle | 72" | Heavy 1 | | 8 | -3 | 2D3 | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| 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 hit rolls against targets that can Fly . | | | | | | |
| 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-TO, 0078, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



**MS-06CK
ZAKU HALF
CANNON**

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-06CK | * | * | * | 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 | 30" | Assault 2D6 | | 7 | -1 | 1 | - | | | | | | |
| 120mm Machine Gun | 30" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| MMP-70C | 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 6 | | 7 | -1 | 1 | - | | | | | | |
| ---- Grenade Launcher | 30" | Assault 1 | | 6 | -1 | D3 | This weapon may only be fired once per battle. | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace it's 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 4 Three Shot Missile Launchers (Power Rating +1 each). | | | | | | | | | | | | |
| | This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). | | | | | | | | | | | | |
| ABILITIES | This model may take a Heat Hawk (Power Rating +1). | | | | | | | | | | | | |
| | Combat Shield: A model with a combat shield has a 5+ invulnerable save. | | | | | Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's 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 | Mobile Suit (p. 1) | | | | | | | | | | | | |
| | Core Explodes (p. 1) | | | | | | | | | | | | |
| KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
|---|--|---------------|----|------|----|-----|---|----|----|-------------|-----|----|----|
| MS-06F/MS-06J | * | * | * | 7 | 7 | 12 | 2 | 7 | 3+ | 7-12+ | 12" | 4+ | 4+ |
| 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. | | | | | | | | | | 4-6 | 9" | 5+ | 5+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 6+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | 30" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +1 | -2 | D6 | - | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 (Power Rating +1 each). | | | | | | | | | | | | |
| 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-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |

8
POWER

MS-06F/MS-06J 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-06F/MS-06J Ace | * | * | * | 7 | 7 | 12 | 3 | 8 | 3+ | 7-12+ | 12" | 3+ | 3+ |
| A MS-06F Ace or MS-06J 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 6 | | 6 | -1 | 1 | - | | | | | | |
| 175mm Cannon | 48" | Heavy 1 | | 8 | -3 | 2D3 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +1 | -2 | D6 | - | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 (Power Rating +1 each). | | | | | | | | | | | | |
| 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-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS | | | | | | | |
|--|--|-----------|----|------|----|-----|---|----|----|-------------|-----|----|----|---|--|--|--|--|--|--|
| MS-06R1-A | * | * | * | 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 6 | | 6 | -1 | 1 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model. | | | | | | | | | | | | | |
| Anti-Ship Rifle | 72" | Heavy 1 | | 8 | -3 | 2D3 | | | | | | | | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | | | | | | | | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Giant Heat Hawk | Melee | Melee | | Sx2 | -2 | D6 | | | | | | | | When attacking with this weapon, you must subtract 1 from the Hit roll. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | | | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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. | | | | | | | | | | | | | | | | | | | |
| | 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). | | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | | | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Space | | | | | | | | | | | | | | | | | | | |

9
POWER

GAIA
MS-06R1-A

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 | * | * | * | 7 | 7 | 12 | 3 | 8 | 3+ | 7-12+ | 12" | 4+ | 3+ |
| 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 model with Gaia may be included in your army. | | | | | | | | | | 4-6 | 9" | 5+ | 4+ |
| | | | | | | | | | | 1-3 | 5" | 6+ | 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | |
| 120mm Machine Gun | 30" | Assault 6 | | 6 | -1 | 1 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model. | | | | | | |
| Anti-Ship Rifle | 72" | Heavy 1 | | 8 | -3 | 2D3 | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | 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 or a Bazooka. This model may replace it's Combat Shield with Twin Combat Shields. | | | | | | | | | | | | |
| | 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). | | | | | | |
| | Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. | | | | | | Mobile Suit (p. 1) | | | | | | |
| ABILITIES | | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Gaia, Space | | | | | | | | | | | | |

11

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 | * | * | * | 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 model with Char Aznable 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 6 | | 6 | -1 | 1 | - | | | | | | |
| Anti-Ship Rifle | 72" | Heavy 1 | | 8 | -3 | 2D3 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model. | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Hawk | Melee | Melee | | +1 | -2 | D6 | - | | | | | | |
| 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 hit rolls against targets that can Fly . | | | | | | |
| 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-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground | | | | | | | | | | | | |

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 | * | * | * | 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 model with Ramba Ral 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" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Rod | Melee | Melee | | +1 | -3 | D6 | 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 Saber | Melee | Melee | | +2 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1). | | | | | | | | | | | | |
| 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-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral | | | | | | | | | | | | |



DAMAGE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
|---|---|-----------|----|------|----|----|--|----|----|-------------|-----|----|----|
| MS-09/MS-09R | * | * | * | 8 | 8 | 12 | 2 | 7 | 3+ | 7-12+ | 15" | 4+ | 4+ |
| A MS-09/MS-09R is a single model equipped with a 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 | 30" | Assault 6 | | 6 | -1 | 1 | This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 360mm Giant Bazooka | 84" | Heavy D6 | | 9 | -3 | D2 | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +2 | -2 | D6 | - | | | | | | |
| MMP-70C | 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 6 | | 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 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space | | | | | | | | | | | | |



MS-09/MS-09R
VETERAN

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/MS-09R Veteran | * | * | * | 8 | 8 | 12 | 2 | 8 | 3+ | 7-12+ | 15" | 3+ | 3+ |
| A MS-09/MS-09R Veteran is a single model equipped with a 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 | 30" | Assault 6 | | 6 | -1 | 1 | This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 360mm Giant Bazooka | 84" | Heavy D6 | | 9 | -3 | D2 | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | | | | | | | |
| Diffuse Beam Gun | 12" | Grenade 1 | | * | * | * | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Heat Saber | Melee | Melee | | +2 | -2 | D6 | 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. | | | | | | |
| MMP-70C | 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 6 | | 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 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space | | | | | | | | | | | | |

8
POWER

GAIA
MS-09/MS-09R

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 | * | * | * | 8 | 8 | 12 | 3 | 8 | 3+ | 7-12+ | 15" | 3+ | 3+ |
| Gaia in a MS-09 Dom or MS-09R Rick Dom is a single model equipped with a Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. Only one model with Gaia 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 | 30" | Assault 6 | | 6 | -1 | 1 | - | | | | | | |
| 360mm Giant Bazooka | 84" | Heavy D6 | | 9 | -3 | D2 | This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| Bazooka | 48" | Heavy 2D3 | | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. | | | | | | |
| 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 | | +2 | -2 | D6 | - | | | | | | |
| MMP-70C | 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 6 | | 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 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| WARGEAR OPTIONS | This model may replace its Bazooka with a 120mm Machine Gun, a MMP-70C, or a 360mm Giant Bazooka (Power Rating +2). | | | | | | | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space | | | | | | | | | | | | |

8
POWER

RAMBA RAL
YMS-07B-0

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 | * | * | * | 8 | 7 | 12 | 5 | 9 | 3+ | 7-12+ | 12" | 2+ | 2+ |
| Ramba Ral in the YMS-07B-0 Prototype Gouf Tactical Demonstrator is a single model equipped with a 35mm Hand Cannon, a Heat Rod, and Titanic Feet. Only one model with Ramba Ral 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 | - | | | | | |
| Heat Hawk | Melee | | Melee | | +2 | -2 | D6 | - | | | | | |
| Heat Rod | Melee | | Melee | | +1 | -3 | D6 | 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 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | |
| WARGEAR OPTIONS | This model may take a Combat Shield (Power Rating +1). | | | | | | | | | | | | |
| | This model may replace its Heat Rod with a Heat Hawk. | | | | | | | | | | | | |
| 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-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral | | | | | | | | | | | | |



8
POWER

VASILY BOSCH

YMS-08B

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 |
|--|---|-----------|----|------|----|----|---|----|----|-------------|-----|----|----|
| Vasily Bosch | * | * | * | 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 model 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 2D3 | | 8 | -2 | 4 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | |
| Heat Saber | Melee | Melee | | +2 | -2 | D6 | - | | | | | | |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. | | | | | | |
| ABILITIES | Mobile Suit (p. 1) | | | | | | Core Explodes (p. 1) | | | | | | |
| FACTION KEYWORDS | UC-TO, 0079, Zeon-TO | | | | | | | | | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character | | | | | | | | | | | | |

ZEON-TO POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

| HQ | | |
|--------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-06F/J Ace | 1 | 80 |

| TROOPS | | |
|--------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-05B | 1 | 55 |
| MS-06C | 1 | 70 |
| MS-06F/J | 1 | 70 |
| MS-09/MS-09R | 1 | 100 |

| FAST ATTACK | | |
|-------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-06R1-A | 1 | 90 |

| HEAVY SUPPORT | | |
|---------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| HT-01B | 1-3 | 60 |
| MS-06CK | 1 | 70 |

| FLYER | | |
|------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| DFA-03 | 1-3 | 35 |
| HT-01B-Top | 1-3 | 30 |

| ELITES | | |
|----------------------|-----------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-04 | 1 | 70 |
| MS-05B Veteran | 1 | 60 |
| MS-06C Veteran | 1 | 75 |
| MS-08/MS-09R Veteran | 1 | 115 |

| NAMED CHARACTERS | | |
|-----------------------|-----------------|---|
| UNIT | MODELS PER UNIT | COST PER MODEL (DOES NOT INCLUDE WARGEAR) |
| Calden, YMS-03 | 1 | 45 |
| Ramba Ral, MS-04 | 1 | 90 |
| Char Aznable, MS-05S | 1 | 115 |
| Gaia, MS-06R1-A | 1 | 95 |
| Char Aznable, MS-06S | 1 | 151 |
| Ramba Ral, MS-07B | 1 | 130 |
| Gaia, MS-09/MS-09R | 1 | 120 |
| Ramba Ral, YMS-07B-0 | 1 | 120 |
| Vasily Bosch, YMS-08B | 1 | 100 |

RANGED WEAPONS

| WEAPON | POINTS PER WEAPON |
|-----------------------------|-------------------|
| 35mm Hand Cannon | 15 |
| 75mm Gatling Gun | 50 |
| 100mm Machine Gun | 25 |
| 120mm Machine Gun | 30 |
| 175mm Cannon | 25 |
| 360mm Giant Bazooka | 70 |
| Anti-Ship Rifle | 30 |
| Bazooka | 25 |
| Beam Bazooka | 90 |
| Cracker Grenades | 0 |
| Diffuse Beam Gun | 0 |
| MMP-70C | 40 |
| Three Shot Missile Launcher | 25 |
| Twin Link 60mm Vulcans | 10 |

MELEE WEAPONS

| WEAPON | POINTS PER WEAPON |
|-----------------|-------------------|
| Giant Heat Hawk | 20 |
| Heat Hawk | 20 |
| Heat Saber | 20 |
| Heat Rod | 20 |
| Titanic Feet | 0 |

OTHER WARGEAR

| WARGEAR | POINTS PER ITEM |
|----------------|-----------------|
| Combat Shield | 20 |
| Smoke Grenades | 0 |

ZEON-TO WARGEAR

RANGED WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------------------|---|----------------|---|----|-----|--|
| 35mm Hand Cannon | 30" | Pistol 6 | 5 | 0 | 1 | - |
| 75mm Gatling Cannon | 30" | Assault 2D6 | 7 | -1 | 1 | - |
| 100mm Machine Gun | 24" | Rapid Fire 2D3 | 6 | -1 | 1 | - |
| 120mm Machine Gun | 30" | Assault 6 | 6 | -1 | 1 | - |
| 175mm Cannon | 48" | Heavy 1 | 8 | -3 | 2D3 | - |
| 360mm Giant Bazooka | 84" | Heavy D6 | 8 | -3 | 2 | This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. |
| Anti-Ship Rifle | 72" | Heavy 1 | 8 | -3 | 2D3 | If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model. |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. |
| Beam Bazooka | 48" | Heavy 2D3 | 8 | -2 | 4 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. |
| 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. |
| Diffuse Beam Gun | 12" | Grenade D6 | * | * | * | 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. |
| MMP-70C | 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 Machine Gun | 30" | Assault 6 | 7 | -1 | 1 | - |
| ----Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | This weapon may only be fired once per battle. |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls made against targets that can Fly . |

MELEE WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------|-------|-------|------|----|----|---|
| Giant Heat Hawk | Melee | Melee | Sx2 | -2 | D6 | When attacking with this weapon, you must subtract 1 from the Hit roll. |
| Heat Hawk | Melee | Melee | +1 | -2 | D6 | - |
| Heat Rod | Melee | Melee | +1 | -2 | D6 | 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 Saber | Melee | Melee | +2 | -2 | D6 | - |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls when attacking with this weapon. |

OTHER WARGEAR

| | | | | | | |
|----------------|---|--|--|--|--|--|
| Combat Shield | A model with a Combat Shield has a 5+ invulnerable save. | | | | | |
| Smoke Grenades | Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. | | | | | |