LONDO BELL ARMY LIST 0093-0096

This section contains all the datasheets that you will need in order to fight battles with your Londo Bell 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 Londo Bell units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC, <Year>, Londo Bell, <Team>, Ground, and Space. UC defines the particular universe of Gundam that these suits fall into, and <Year> indicates the year the unit was deployed. Londo Bell as the Londo Bell Forces, and <Team> indicates which Team of the Londo Bell that unit was assigned to.

If a unit does not have a **<Team>** specified or has "<Team>" as its Team, then it may be assigned to any Team that you are currently fielding, gaining that specific keyword. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

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

ABILITIES

The following abilities are common to several Londo Bell units:

Mobile Suit

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

Core Explodes

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

Vist Foundation

Vist Foundation units included in a Londo Bell Detachment without preventing other units in that Detachment from gaining an Army Tactic. Note, however, that the Vist Foundation units themselves do not benefit from any Army Tactics unless every unit in that Detachment is from the Vist Foundation (in which case they may choose an Army Tactic as normal).

Newtype

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

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

Combat Hypnosis

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

| 9 POWER | | | -50 O T | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | as | |
|---|---|--|--|--------------------------------|-------|---|---|---|---------------------------------------|--|------------------------------------|--|
| NAME | M | WS BS S | | W | Α | Ld | Sv | REMAINING W | M | WS | BS | |
| D-50C | * | * * | | 12 | 2 | 7 | 3+ | 7-12+ | 10" | 4+ | 4+ | |
| A D-50C Loto unit contain D-50C models (Power Ra Knives, Crushing Treads, Searchlight. | ıting +9 ea | ch). Each mo | del is e | quipp | ed w | ith two | o Beam | 4-6 1-3 | 7" 4" | 5+ 6+ | 5+ 6+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | | |
| 120mm Low Recoil Cannon | 96" | Heavy D6 | 9 | -3 | D3 | This bear | - | nay target units no | t visib | le to th | е | |
| Beam Knife | Melee | Melee | User | -3 | 1 | weap equip | oon, it also oped with | roll a Wound roll on inflicts a Mortal Works two Beam Knives ck with them. | Vound | l. A mo | del | |
| Crushing Treads | Melee | Melee | User | -2 | D3 | Make | 2 hit roll | s for each attack v | vith thi | s weap | on. | |
| Machine Cannon | 30" | Assault 6 | 6 | -1 | 1 | - | | | | | | |
| Mega Machine Cannon | 48" | Heavy 2D3 | 7 | -1 | 3 | 3 - | | | | | | |
| Missile Launcher | 72" | Heavy D3 | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy 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. | | | | | | |
| WARGEAR OPTIONS | Cannons | (Power Rating | +5) or | а Ме | ega N | 1achin | e Cannor | light with two 120r n. vo Three Shot Mis | | | | |
| ABILITIES | in the pre | Int : If this mode vious movement olls of 1 for it's nattacks. | nt phas | e, it r | | all m each opera | odels in tl other. Fr ates inder | dron: The first timen is unit must be placed in that point onwo bendently and is tree purposes. | aced v ards, | vithin 6 each | " of | |
| | Tank Mod At the beg Movemen Mobile Su Mobile Su | mation: This me at the beginn ginning of any of the phases it may it mode, or backit Mode, this mank and gains I | ing of to f your transf ck. Who lodel lo | he ga orm t en in ses | ame. | Mob move the s Wea only | ement pha ame turn pons with gains a b | rs (p. 1) This model can Facase and still shoot This unit may moout the -1 penalty conus to its save for the model is obscure | and/o ove an to hit. r being | r chargo d fire H This m g in cov | e in leavy nodel er if at | |
| FACTION KEYWORDS | UC, 0096 | , Londo Bell | | | | | | | | | | |
| KEYWORDS | Titanic, Ve | ehicle, Mobile | īank, G | round | d, Sp | ace | | | | | | |

| | | MA | CK | | E/ | | | | | | | | |
|--|--|--|--|--------------------------------|----------------|---------------------------------------|---|---|---------------------------------------|--|------------------------------------|--|--|
| 10 POWER | | HAAC D- | GE -50 | | SE | N | | DAMAGE Some of this mod change as it suffe shown below: | | | | | |
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS | | |
| Mackle/Haagensen | * | * * 7 | 6 | 12 | 3 | 97 | 3+ | 7-12+ | 10" | 4+ | 2+ | | |
| Daguza Mackle and Conrequipped with two Beam Launchers, and a Search army. You may only have | Knives, Crulight. Only | ushing Treads, a one of this mod | a Mach el may | ine (/ be i | Canno nclud | on, two | o Missile your | 4-6 1-3 | 7" 4" | 5+ 6+ | 3+ 4+ | | |
| WEAPON RANGE TYPE S AP D ABILITIES | | | | | | | | | | | | | |
| 120mm Low Recoil Cannon | 96" | Heavy D6 | 9 | -3 | D3 | This bear | | nay target units no | t visib | le to the | Э | | |
| Beam Knife | Melee | Melee | User | -3 | 1 | weap equip | oon, it also oped with | roll a Wound roll on inflicts a Mortal Worth Works Beam Knives on with them. | Vound | I. A mo | del | | |
| Crushing Treads | Melee | Melee | User | -2 | D3 | Make | 2 hit rolls | s for each attack w | vith thi | s weap | on. | | |
| Machine Cannon | 30" | Assault 6 | 6 | -1 | 1 | - | | | | | | | |
| Mega Machine Cannon | 48" | Heavy 2D3 | 7 | -1 | 3 | - | | | | | | | |
| Missile Launcher | 72" | Heavy D3 | 8 | -2 | 2 | | | g units with 5 or m type to Heavy D6. | | odels, c | hange | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange | | |
| WARGEAR OPTIONS | Cannons | (Power Rating | +5) or | а Ме | ega N | /lachin | e Cannor | llight with two 120 n. vo Three Shot Mis | | | | | |
| ABILITIES | in the pre | ght: If this mode vious movemen olls of 1 for it's s n attacks. | t phas | e, it r | | | | | | | | | |
| FACTION KEYWORDS | Tank Mod At the beg Movemen Mobile St Mobile Ta 1). | mation: This modele at the beginning of any of the phases it may uit mode, or back it Mode, this modele ank and gains Notes to be the phase of the p | ng of t f your transf k. Who odel lo | he ga orm t en in ses | ame. | Mobi move the s Weap only | ement pha ame turn. pons with gains a bo | This model can Fa ase and still shoot This unit may mo out the -1 penalty onus to its save fo e model is obscure | and/o ove an to hit. r being | r charge d fire H This m g in cov | e in leavy lodel er if at | | |
| ACTION RETWORDS | 00,0090 | , LUTIUU DEII | | | | | | | | | | | |

Titanic, Vehicle, Mobile Tank, Ground, Space, Character, Conroy Haagensen

KEYWORDS

| 14 POWER | | F. GUSTA | D-0 | | Al | RL | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|---|---|------------------|----------|-------|-------|----------------|-------------|---|----------|---------|------------------|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| FD-03 | * | * * 7 | 8 | 13 | 2 | 7 | 2+ | 7-13+ | 12" | 4+ | 4+ |
| A FD-03 Gustav Karl is a | • | | | | | | | 4-6 | 9" | 5+ | 5+ |
| Sabers, a Grenade Launc Feet, and Twin Link 60mm | | tav Karl Shield, | , a Jega | an Be | eam F | Rifle, Ii | tanic | 1-3 | 5" | 6+ | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILI | TIES | | | | |
| 120mm Machine Gun | 30" | Assault 6 | 6 | -1 | 1 | - | | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each battle | | weapons may only | / be fir | ed onc | e per |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | weapo enem | on, it also | roll a wound roll o inflicts a mortal w s within 1" of this i | ound. | When | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | for each attack w | ith this | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 | to all to | hit rolls against tar | gets tl | nat can | Fly. |
| WARGEAR OPTIONS | This mode | el may replace | its Jega | an Be | eam F | Rifle wi | th a 120r | nm Machine Gun | (Powe | r Ratin | ı g -1). |
| | Gustav Karl Shield: A model with a Gustav Ka shield has a 5+ invulnerable save. This model reroll an Invulnerable save roll of 1. | | | | | | | | | | |
| ABILITIES | Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn. | | | | | | | | | | n. |
| FACTION KEYWORDS | UC, 0093, | 0096, Londo E | | | | | | | | | |
| KEYWORDS | Titanic, Ve | hicle, Mobile S | Suit, Sp | ace, | Grou | nd | | | | | |



RIDDHE MARCENAS **MSN-001A1 POWER**

DAMAGE

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

| NAME | M | WS | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
|---|---------|---------|------|-------|-------|---------------|------|-------|-----------|-------------|--------|----|----|
| Riddhe Marcenas | * | * | * | 8 | 7 | 18 | 3 | 8 | 3+ | 10-18+ | 20-48" | 3+ | 2+ |
| Riddhe Marcenas in a MSN- 360° Cockpit, three Beam C | annons, | two G | enad | e Lau | inche | ers, a | Hea | vy Be | am Rifle, | 5-9 | 20-48" | 4+ | 3+ |
| Titanic Feet, and Twin Link 6 may be taken for your army. | | ulcans. | Only | one | unit | with F | Ridd | he Ma | arcenas | 1-4 | 20" | 5+ | 4+ |
| | | _ | | | _ | . – | _ | | | | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-------|--------------|------|----|-----|--|
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each of these weapons may only be fired once per battle. |
| Heavy Beam Rifle | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls against targets that can Fly . |

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.

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

Limited Biosensor: This model may reroll a save die once per battle.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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 9" until the end of the phase - do not roll any dice.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, and Airborne. Its Movement Characteristic becomes 15", and two of its Beam Cannons become Beam Sabers. While in Mobile Armor mode, this unit may not use it's Twin

Link 60mm Vulcans or Titanic Feet.

ABILITIES Mobile Suit (p. 1), Core Explodes (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Fly KEYWORDS



MSZ-006A1 ZETA PLUS

DAMAGE

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

| NAME | M | WS | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
|---------------------------------------|---------|--------|----------|-------|-----|-------|-------|---------|---------|-------------|--------|----|----|
| MSZ-006A1 | * | * | * | 8 | 8 | 15 | 2 | 7 | 3+ | 8-15+ | 20-48" | 3+ | 3+ |
| A MSZ-006A1 Zeta Plus is | _ | | | | | | | | | 4-7 | 20-48" | 4+ | 4+ |
| Cannons, Beam Sabers, a l Vulcans. | neavy c | eam Ri | iie, iii | lanio | ree | , and | I WII | 1 LITIK | OUIIIII | 1-3 | 20" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-------|--------------|------|----|-----|--|
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Heavy Beam Rifle | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls against targets that can Fly . |

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**.

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

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Fly

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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 9" until the end of the phase - do not roll any dice.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic**, and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

18 POWE

MSZ-006A1 ZETA PLUS ACE

DAMAGE

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

| NAME | M | ws | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
|--|----------|---------|------|------|-----|--------|--------|-------|-----------|-------------|--------|----|----|
| MSZ-006A1 Ace | * | * | * | 8 | 8 | 15 | 3 | 8 | 3+ | 8-15+ | 20-48" | 3+ | 2+ |
| A MSZ-006A1 Zeta Plus Ac | | • | | | | | | | • | 4-7 | 20-48" | 4+ | 3+ |
| Beam Cannons, Beam Sabo 60mm Vulcans. | ers, a n | еачу Бе | am r | ane, | man | ic ree | ət, ar | iu iw | III LIIIK | 1-3 | 20" | 5+ | 4+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-------|--------------|------|----|-----|--|
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Heavy Beam Rifle | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls against targets that can Fly . |

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**.

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

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

KEYWORDS

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

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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 9" until the end of the phase - do not roll any dice.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic**, and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

| 15 POWER | | | | \S- KS | | | | | DAMAGE Some of this mo change as it suff shown below: | fers dam | | as |
|---|--|--|--|--|--|----------------|---|--|--|--|--|--|
| NAME | M | WS B | | Т | W | Α | Ld | Sv | REMAINING W | WS | WS | BSv |
| RAS-96 | * | * * | 7 | 7 | 15 | 2 | 8 | 3+ | 8-15+ | 20-48" | 3+ | 3+ |
| A RAS-96 Anksha is a sin Shields, two Beam Rifles, | | | | | | | | Combat | 4-7 1-3 | 20-48" | 4+ 5+ | 4+ 5+ |
| WEAPON | RANGE | TYPI | | S | AP | D | ABILI | TIES | | | | |
| Beam Rifle | 36" | Heavy | 3 | 8 | -3 | 4 | | - | roll a Wound roll inflicts a Mortal | | th this | 3 |
| Titanic Feet | Melee | Mele | Э | User | -2 | D3 | Make | 3 hit rolls | s for each attack | with this | weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid F | re 4 | 4 | 0 | 2 | Add 1 | to all to | hit rolls against ta | argets tha | at can | Fly. |
| | Embark (of The Embark | or start Emerked unit luring the shot transfole there is not move rothe additionally be character on the Fight. Your of from hit restmed in the fight. | barke may f shooti rm int a unit nore t cional reroll el car reged ly atta t phas | ed) on ire a s ng pha o Moba Emba 30 weigh a hit rouse by united b | this usingle ase. wile Source of the control on the | This uit, a ce | Super it on the straighter transform Mobile Airbo | at Shield ha Comba when no ynamic of rsonic: Ene spot unt forwardhe initial hase its Monase - formation at the behing of an orm to Monase Suit Monase 15". | bat Shields: A male has a 5+ Invulrent Shields give the period of the pe | nerable s is unit a o improve del move ove the r annot pix model A by 9" un ce. ns in Mol ame. At t nent phas or back. ses Sup I its Move Armor M | es, first model yot ag dvanatil the bile A the ses it When ersort ement ode, t | The armor st pivot l ain ces, e end rmor may n in hic, t his |
| ABILITIES | Mobile Sı | uit (p. 1); (| Core I | Explo | des (| p. 1) | | l may not ı Vulcans | t use its Titanic F s. | eet or Tw | vin Lin | nk |
| FACTION KEYWORDS | | , Londo Be | | 12.3 | (| , | | | | | | |

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

KEYWORDS

| 11 POWER | | _ | SM-S | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|---|--|--|------|----|--------|----------|---|--|----------|-----------|----------|
| NAME | М | WS BS | S T | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
| RGM-86R | * | * * | 7 7 | 13 | 2 | 7 | 3+ | 7-13+ | 12" | 4+ | 4+ |
| A RGM-86R GM III is a si Beam Sabers, a Combat S | | | | | | | | 4-6 1-3 | 9" 5" | 5+ 6+ | 5+ 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | | | roll a wound roll o inflicts a mortal w | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Large Missile Pod | 48" | Heavy 2D3 | 8 8 | 2 | this w | /eapon's | g units with 5 or mo type to Heavy 2D6 only be fired once | . Eac | h of the | | |
| Medium Missile Pod | 60" | Rapid Fire D | 3 6 | -1 | 1 | this w | eapon's | g units with 5 or mo type to Rapid Fire only be fired once | D6. E | ach of t | _ |
| Small Missile Pod | 48" | Assault 2D3 | 3 5 | -1 | 1 | this w | /eapon's | g units with 5 or mo type to Assault 2D only be fired once | 6. Ead | ch of the | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit roll | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 4 | 0 | 2 | Add 1 | to all to | hit rolls against tar | gets t | hat can | Fly. |
| WARGEAR OPTIONS | This mode | This model may take 2 Large Missile Pods (Power Rating +1). This model may take 2 Medium Missile Pods (Power Rating +1) or 2 Small Missile Pods (Power Rating +1). | | | | | | | | | ; |
| | Mobile Suit (p. 1) Combat Shield: A model with a combat shield had a 5+ invulnerable save. | | | | | | | | | | d has |
| ABILITIES | Core Exp | olodes (p. 1) | | | | 360° | Cockpit: | May reroll a hit rol | l once | per tur | n. |
| FACTION KEYWORDS | UC, 0093 | , 0096, Londo | Bell | | | | | | | | |
| KEYWORDS | Titanic, V | , 0093, 0096, Londo Bell anic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | |

| 12 POWER | | | | M-8 | | | C | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|---|----------------------------------|------------------|----------|-----------|------|----------|--------|--------------------------|--|----------|-----------|----------|
| NAME | M | WS | BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-86R Ace | * | * | * 7 | 7 | 13 | 2 | 7 | 3+ | 7-13+ | 12" | 3+ | 3+ |
| A RGM-86R GM III Ace is Rifle, Beam Sabers, a Co | | | | | | | | | 4-6 1-3 | 9" 5" | 4+ 5+ | 4+ 5+ |
| WEAPON | RANGE | יד | YPE | S | AP | D | ABIL | LITIES | | | | |
| Beam Rifle | 36" | He | avy 3 | 8 | -3 | 4 | | | roll a wound roll o inflicts a mortal v | | | |
| Beam Sabers | Melee | M | elee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal v | | | |
| Large Missile Pod | Who 48" Heavy 2D3 8 -2 2 this | | | | | | | weapon's t | g units with 5 or m type to Heavy 2D6 only be fired once | . Eac | h of the | |
| Medium Missile Pod | 60" | Rapid | Fire D3 | 6 | -1 | 1 | this \ | weapon's f | g units with 5 or m type to Rapid Fire only be fired once | D6. E | ach of t | |
| Small Missile Pod | 48" | Assa | ult 2D3 | 5 | -1 | 1 | this \ | weapon's t | g units with 5 or m type to Assault 2D only be fired once | 6. Ead | ch of the | |
| Titanic Feet | Melee | M | elee | User | -2 | D3 | Mak | e 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid | d Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against ta | gets t | hat can | Fly. |
| WARGEAR OPTIONS | | el may | take 2 N | | | | | wer Ratin Power Rat | g +1). ing +1) or 2 Smal | l Missi | ile Pods | 6 |
| | Mobile S | uit (p. 1 | 1) | | | | | ibat Shiel invulneral | d : A model with a ole save. | comba | at shield | d has |
| ABILITIES | Core Exp | olodes | (p. 1) | | | | 360° | Cockpit: | May reroll a hit ro | ll once | per tur | n. |
| FACTION KEYWORDS | UC, 0093 | , 0096, | Londo | Bell | | | | | | | | |
| KEYWORDS | Titanic, V | ehicle, | Mobile S | Suit, Spa | ace, | haracter | | | | | | |

| 12 POWER | | GM-89 EGAN | | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|--|-------------|-------------------------------------|----------|------|------|--------------|---------------|--|----------|----------|----------|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-89/RGM-89D | * | * * 7 | 7 | 13 | 2 | 7 | 3+ | 7-13+ | 12" | 4+ | 4+ |
| A RGM-89 Jegan or RGM 360° Cockpit, Beam Sabe | | | | | | | | 4-6 1-3 | 9" 5" | 5+ 6+ | 5+ 6+ |
| Titanic Feet. | | | | | _ | | | 1-3 | 5 | 0+ | 0+ |
| WEAPON | RANGE | TYPE | S | AP | D | | ITIES | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, c | hange |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | weap enen | oon, it also | roll a wound roll o o inflicts a mortal w is within 1" of this r 2. | ound. | When | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets t | hat can | Fly. |
| WARGEAR OPTIONS | | el may replace i el may take Twi | _ | | | | vith a Bazo | ooka (Power Ratir | ng -1). | | |
| | Mobile S | uit (p. 1) | | | | 5+ in | | A model with a Je e save and a Thre | | | |
| ABILITIES | Core Exp | lodes (p. 1) | | | | 360° | Cockpit: | May reroll a hit rol | ll once | per tur | n. |
| FACTION KEYWORDS | UC, 0093 | , 0096, Londo E | Bell | | | | | | | | |
| KEYWORDS | Titanic, Ve | ehicle, Mobile S | uit, Spa | ace, | Grou | nd | | | | | |

| | 1 | 2 |
|--|----|-----|
| | PO | WER |

KEYWORDS

RGM-89/RGM-89D IEGAN/IEGAND DAMAGE

| | | | | | | | | Some of this mod | | | | | | |
|--|----------|---|------|-----|-----|---|---------------|--|---------|----------|--------|--|--|--|
| POWER | | VET | E | RA | N | | | change as it suffe shown below: | ers da | mage, a | as | | | |
| NAME | М | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS | | | |
| RGM-89/RGM-89D Vet | * | * * 7 | 7 | 13 | 2 | 7 | 3+ | 7-13+ | 12" | 4+ | 3+ | | | |
| A RGM-89 Jegan Veteran equipped with a 360° Coo | | | | | | | | 4-6 | 9" | 5+ | 4+ | | | |
| Jegan Shield, and Titanic | • | , | | - 3 | | | ···-, -· | 1-3 | 5" | 6+ | 5+ | | | |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | LITIES | | | | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | • | g units with 5 or m type to Heavy 2D6 | | odels, o | change | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. | | | | | | | | |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | | | | |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | wear enen | oon, it also | roll a wound roll on inflicts a mortal was within 1" of this in the contract of the contract o | ound | . When | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | • | g units with 5 or m type to Rapid Fire | | odels, d | change | | | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | s for each attack w | ith thi | s weap | on. | | | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets t | hat car | Fly. | | | |
| WARGEAR OPTIONS | | el may replace i el may take Twi | _ | | | | | ooka (Power Rati i | ng -1) | - | | | | |
| | Mobile S | uit (p. 1) | | | | 5+ in | | A model with a Je e save and a Thre | | | | | | |
| ABILITIES | Core Exp | olodes (p. 1) | | | | 360° | Cockpit: | May reroll a hit ro | ll once | e per tu | rn. | | | |
| FACTION KEYWORDS | UC, 0093 | s, 0096, Londo B | Bell | | | | | | | | | | | |

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

| 13 POWER | 18 | AT | HA RG | | | | O A | A | DAMAGE Some of this mod change as it suffe shown below: | | | |
|--|---|-------------------|----------|----------|------|------|--------------|-------------|--|----------|----------|----------|
| NAME | M | WS E | BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Hathaway Noa | * | * | * 7 | 7 | 13 | 3 | 8 | 3+ | 7-13+ | 12" | 4+ | 3+ |
| Hathaway Noa in a RGM- Beam Sabers, Grenades, | a Jegan B | eam Rifle | e, a Jeg | | | | | | 4-6 1-3 | 9" 5" | 5+ 6+ | 4+ 5+ |
| Only one of this unit may l | | • | - | | | | | | 1-3 | <u> </u> | 0+ | O+ |
| WEAPON | RANGE | TYF | PE | S | AP | D | ABIL | | | | | |
| Bazooka | 48" | Heavy | 2D3 | 8 | -2 | 1 | | | g units with 5 or m Type to Heavy 2D6 | | odels, d | hange |
| Beam Sabers | Melee | Mel | ee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal v | | | |
| Grenades | 6" | Grena | de 1 | 6 | -1 | D3 | - | | | | | |
| Jegan Beam Rifle | 36" | Heav | у З | 8 | -3 | 4 | weap enem | on, it also | roll a wound roll of inflicts a mortal von within 1" of this | vound | . When | |
| Three Shot Missile Launcher | 60" | Rapid F | ire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, d | change |
| Titanic Feet | Melee | Mel | ee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | vith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid I | Fire 4 | 4 | 0 | 2 | Add 1 | I to all to | hit rolls against ta | rgets t | hat can | Fly. |
| WARGEAR OPTIONS | This mode | | | | | | | ith a Bazo | ooka (Power Rati | ng -1) | - | |
| | Mobile S | uit (p. 1) | | | | | | vulnerable | A model with a Je e save and a Thre | | | |
| ABILITIES | Core Exp | lodes (p | . 1) | | | | 360° | Cockpit: | May reroll a hit ro | ll once | e per tu | rn. |
| PSYKER | Newtype This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp. | | | | | | | | | | | |
| FACTION KEYWORDS | UC, 0093, Londo Bell | | | | | | | | | | | |
| KEYWORDS | Titanic, V | ehicle, M | obile S | uit, Spa | ace, | Grou | nd, Ch | naracter, F | Psyker | | | |



13 RGM-89/RGM-89D POWER JEGAN/JEGAN D ACE Some of this model's characteris change as it suffers damage, as shown below:

Some of this model's characteristics

| 7 7 3 11 2 1 1 | | | | | | | | | | SHOWIT DEIOW. | | | | | | |
|---|---|---|----------|------------|-------|------|--------|--|---------------|--|-----------------|----------|-------|--|--|--|
| NAME | M | ws | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS | | | |
| RGM-89/RGM-89D Ace | * | * | * | 7 | 7 | 13 | 2 | 7 | 3+ | 7-13+ | 12" | 3+ | 3+ | | | |
| A RGM-89 Jegan Ace or I | | | | | | | | | | 4-6 | 9" | 4+ | 4+ | | | |
| with a 360° Cockpit, Bean Shield, and Titanic Feet. | n Sabers, (| Grenad | les, a . | Jegar | n Bea | am R | Rifle, | a Jeg | an | 1-3 | 5" | 5+ | 5+ | | | |
| WEAPON | RANGE | T' | YPE | | S | AP | D | ABII | LITIES | | | | | | | |
| Bazooka | 48" | Hea | vy 2D | 3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, c | hange | | | |
| Beam Sabers | Melee | М | lelee | | +3 | -3 | 2D3 | weapon, it also inflicts a mortal wound. | | | | | | | | |
| Grenades | 6" | Grei | nade 1 | 1 | 6 | -1 | D3 | 3 - | | | | | | | | |
| Jegan Beam Rifle | 36" | He | avy 3 | | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. When an enemy model is within 1" of this model, change the type to Pistol 2. | | | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid | I Fire [| D 3 | 6 | -1 | 1 | | | g units with 5 or m ype to Rapid Fire | | odels, c | hange | | | |
| Titanic Feet | Melee | М | lelee | ι | Jser | -2 | D3 | Mak | e 3 hit rolls | for each attack w | ith this | s weapo | on. | | | |
| Twin Link 60mm Vulcans | 12" | Rapi | d Fire | 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets th | nat can | Fly. | | | |
| WARGEAR OPTIONS | This mode | • | • | | _ | | | | | ooka (Power Rati i | ng -1). | | | | | |
| | Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. | | | | | | | | | | | | | | | |
| ABILITIES | Core Exp | lodes | (p. 1) | | | | | 360° | Cockpit: | May reroll a hit ro | I once | per tur | n. | | | |
| FACTION KEYWORDS | UC, 0093 | , 0096, | Londo | o Bel | I | | | | | | | | | | | |
| KEYWORDS | Titanic, Ve | tanic, Vehicle, Mobile Suit, Space, Ground, Character | | | | | | | | | | | | | | |

| 14 POWER | | KAY RG | | | | ſ | | DAMAGE Some of this mod change as it suffe shown below: | | | | |
|--|--|---|-----------|-------|-------|--------------|---------------|--|----------|----------|----------|--|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS | |
| Kayra Su | * | * * 7 | 7 | 13 | 4 | 9 | 3+ | 7-13+ | 12" | 2+ | 2+ | |
| Kayra Su in a RGM-89 Je Beam Sabers, Grenades, You may only have one m | a Jegan B | eam Rifle, a Je | gan Sh | ield, | | | | 4-6 1-3 | 9" 5" | 3+ 4+ | 3+ 4+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, d | change | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | | |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | | |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | wear enen | oon, it also | ou roll a wound roll of 6+ for this lso inflicts a mortal wound. When an lel is within 1" of this model, change the I 2. | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, d | change | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | s for each attack w | vith thi | s weap | on. | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tai | rgets t | hat can | Fly. | |
| WARGEAR OPTIONS | | el may replace i el may take Twi | | | | | vith a Baz | ooka (Power Rati | ng -1) |). | | |
| | Ace: This model may reroll a failed save in each Phase. Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. | | | | | | | | | | | |
| ABILITIES | | Mobile Suit (p. 1) Launcher. Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn. | | | | | | | | | | |
| FACTION KEYWORDS | | JC, 0093, Londo Bell | | | | | | | | | | |
| KEYWORDS | • | ehicle, Mobile S | uit Sna | ace | Grou | nd C | haracter I | Kavra Su | | | | |
| | maino, ve | | ۵.r., Opt | , | J. 04 | , O | i.a.aotoi, i | , | | | | |



13 RGM-89DE POWER JEGAN ECOAS TYPE

DAMAGE

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

| NAME | М | WS BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
|--|---|--|-------|--|-------|-------|------|---------------|--|----------|----------|----------|
| RGM-89De | * | * * | 7 | 7 | 13 | 2 | 7 | 2+ | 7-13+ | 12" | 4+ | 3+ |
| A RGM-89De Jegan ECC Beam Sabers, Grenades, | | _ | | | | | | | 4-6 1-3 | 9" 5" | 5+ 6+ | 4+ 5+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABII | LITIES | | | | |
| Bazooka | 48" | Heavy 2 | D3 | 8 | -2 | 1 | | | g units with 5 or mo | | odels, c | hange |
| Beam Sabers | Melee | Melee | | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Grenades | 6" | Grenade | 1 | 6 | -1 | D3 | - | | | | | |
| Jegan Beam Rifle | 36" | Heavy | 3 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. When an enemy model is within 1" of this model, change the type to Pistol 2. | | | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire | D3 | 6 | -1 | 1 | | | g units with 5 or me type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | | User | -2 | D3 | Mak | e 3 hit rolls | for each attack w | ith this | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fir | e 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets th | nat can | Fly. |
| WARGEAR OPTIONS | | el may repla el may take | | _ | | | | | ooka (Power Ratir | ng -1). | | |
| | Eye Sensor : If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks. Jegan Shield : A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. | | | | | | | | | | | |
| ABILITIES | Mobile S | uit (p. 1); C | ore E | Explod | les (| p. 1) | 360° | Cockpit: | May reroll a hit rol | l once | per tur | n. |
| FACTION KEYWORDS | UC, 0096 | , Londo Be | 1 | | | | | | | | | |
| KEYWORDS | Titanic, V | ranic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | |



13 RGM-89DE POWER JEGAN ECOAS ACE

DAMAGE

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

| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | М | ws | BS | |
|----------------------------------|--|--|------------|-------|-------|---------|---------------|--|---------|----------|--------|--|
| RGM-89De Ace | * | * * 7 | 7 | 13 | 3 | 8 | 2+ | 7-13+ | 12" | 3+ | 3+ | |
| A RGM-89De Jegan ECO | | | | | | | | 4-6 | 9" | 4+ | 4+ | |
| Cockpit, Beam Sabers, G Feet. | renades, a | Jegan Beam F | Rifle, a c | Jega | n Shi | eld, aı | nd Titanic | 1-3 | 5" | 5+ | 5+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | LITIES | | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, d | change | |
| Beam Sabers | Melee | weapon, it also inflicts a mortal wound. | | | | | | | | | | |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | | |
| Jegan Beam Rifle | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. When an enemy model is within 1" of this model, change the type to Pistol 2. | | | | | | | | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m ype to Rapid Fire | | odels, d | change | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | for each attack w | ith thi | s weap | on. | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to l | hit rolls against tar | gets t | nat can | Fly. | |
| WARGEAR OPTIONS | | el may replace el may take Tw | | | | | | ooka (Power Rati i | ng -1). | | | |
| | Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks. Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. | | | | | | | | | | | |
| ABILITIES | Mobile S | uit (p. 1); Core | Explo | des (| p. 1) | 360° | Cockpit: | May reroll a hit ro | ll once | per tu | rn. | |
| FACTION KEYWORDS | UC, 0096 | , Londo Bell | | | | | | | | | | |
| KEYWORDS | Titanic, Ve | itanic, Vehicle, Mobile Suit, Space, Ground, Character | | | | | | | | | | |

| | | CO | NR | O | Y | | | | | | |
|---|-------------------------|-------------------------------------|--------------------|----------------|--------|------------------------|---|---|----------|----------|----------|
| 18 POWER | | HAAC RGM | | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | |
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Conroy Haagensen | * | * * 7 | 7 | 13 | 4 | 8 | 2+ | 7-13+ | 12" | 3+ | 2+ |
| Conroy Haagensen in a Requipped with a 360° Coo Jegan Beam Rifle, a Jega model with Conroy Haag | kpit, Beam n Handgui | n Sabers, a Dag n, a Jegan Shiel | ger Kni ld, and | fe, F Titar | ire N | ut Gre | nades, a | 4-6 1-3 | 9" 5" | 4+ 5+ | 3+ 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, c | hange |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | weap | oon, it also | roll a wound roll o inflicts a mortal w | ound. | | |
| Dagger Knife | Melee | Melee | +1 | -1 | 2 | | | fight, you may ma weapon. | ike an | additio | nal |
| Fire Nut Grenades | 6" | Grenade 2D3 | 6 | -1 | 1 | This | weapon a | utomatically hits it | s targ | et. | |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | weap enem | on, it also | roll a wound roll on inflicts a mortal was within 1" of this included. | ound. | When | |
| Jegan Handgun | 24" | Pistol 3 | 8 | -3 | 4 | weap 1 to t This | oon, it also he hit roll weapon n | roll a wound roll on inflicts a mortal wowhen attacking winay not be fired in Beam Rifle. | ound. | You m | n. |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets t | hat can | Fly. |
| WARGEAR OPTIONS | | el may replace i el may take Twi | | | | | rith a Bazo | ooka (Power Rati i | ng -1). | • | |
| Jegan Shield: A model with a Jegan shield has a Precision Eye Sensor: This unit may reroll 1's to hit for ranged attacks. Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. | | | | | | | | | | | |
| ABILITIES | Mobile S | uit (p. 1); Core | Explo | les (| (p. 1) | 360° | Cockpit: | May reroll a hit ro | ll once | per tui | n. |
| FACTION KEYWORDS | UC, 0096 | , Londo Bell | | | | | | | | | |
| KEYWORDS | Titanic, V | ehicle, Mobile S | uit, Spa | ace, | Grou | nd, Cł | naracter, (| Conroy Haagensei | n | | |

| W 12 | | RG I | M -8 | | DAMAGE | -UI | | | | | |
|--|---|--|---|---|--|--|---|----------|--------------------------------|----------|--|
| POWER | | STARK | J | E | GA | IN | Some of this mod change as it suffe shown below: | | | | |
| NAME | M | WS BS S | Т | W | Α | Ld Sv | REMAINING W | M | ws | BS | |
| RGM-89S | * | * * 7 | 7 | 13 | 2 | 7 3+ | 7-13+ | 12" | 4+ | 3+ | |
| A RGM-89S Stark Jegan i Sabers, Grenades, a Jega and Titanic Feet. | - | | | | | • | 4-6 1-3 | 9" 5" | 5+ 6+ | 4+ 5+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | | g units with 5 or mo type to Heavy 2D6 | | odels, d | change | | |
| Beam Sabers | Melee H3 -3 2D3 Each time you roll a wound roll of 6+ for the weapon, it also inflicts a mortal wound. | | | | | | | | | | |
| Grenade Launcher | 30" | battle. | | | | | | | | | |
| Grenades | 6" | | | | | | | | | | |
| Heavy Missile Launcher | 48" | Each of these weapons may only be fired twice 48" Heavy 1 8 -2 D6 battle. When targeting units with Immobile or 5- models, this weapon's type becomes Heavy 3. | | | | | | | | | |
| Jegan Beam Rifle | 36" | | or this When , chang | | | | | | | | |
| Medium Missile Pod | 60" | Rapid Fire D3 | 6 | -1 | 1 | this weapon's | g units with 5 or mo type to Rapid Fire only be fired once | D6. E | ach of t | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | g units with 5 or mo | | odels, d | change | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit roll | s for each attack w | ith thi | s weap | on. | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to | hit rolls against tar | gets t | hat can | Fly. | |
| WARGEAR OPTIONS | This mod This mod This mod This mod <year> a</year> | el may take Twir el may take a Je el may replace it el may upgrade | n Link (gan Sl s Bear to a St issile L | 60mi hield m Sa tark J aund | m Vul (Pov abers Jegar chers | lcans. wer Rating +2). with two Grena n Prototype; it g s, which may rep | ooka (Power Ratir de Launchers (Po rains the 0093 Fact blace the Medium I | wer R | ating - yword | for | |
| | Stark Armor: A model with Stark Armor increases their Wound characteristic by 3, while their Move characteristic is reduced by 2. The Stark Armor may be ejected at any time, resorting all characteristics to the printed values, but also lost the Medium Missile Pods and/or Heavy Missile Launchers if they have not yet been fired. Any wounds lost are first lost from the Stark Armor. | | | | | | | | ove nor losing e y | | |
| ABILITIES | | . , | Explo | des (| p. 1) | wounds lost a | e first lost from the | Stark | Armor | r. | |
| FACTION KEYWORDS | - | , Londo Bell | | | | | | | | | |
| KEYWORDS | Titanic, V | ehicle, Mobile Su | uit, Spa | ace, | Grou | nd | | | | | |

| FIN 13 POWER | | - | | M-S | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|--------------------------------|--|---|----------|------------|-------|--------|---------------|-------------------------------|--|---------|----------|-------|
| NAME | M | WS | BS | S T | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-96X | * | * | * | 7 7 | 15 | 3 | 7 | 2+ | 8-15+ | 15" | 4+ | 3+ |
| A RGM-96X Jesta is a sin | | | | | | | | | 4-7 | 10" | 5+ | 4+ |
| two Grenade Launchers, | | | | | | | | | 1-3 | 6" | 6+ | 5+ |
| WEAPON | RANGE | יד | YPE | S | AP | D | | LITIES | | | | |
| Beam Sabers | Melee | M | elee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal v | | | |
| Grenade Launcher | 30" | Ass | ault 1 | 6 | -1 | D3 | Eacl battl | | weapons may only | y be fi | red onc | e per |
| Jesta Beam Rifle | When ma | king a | shootin | ıg attack | with | this v | veap | on, choose | one of the profile | s belo | W. | |
| Semi-Auto Mode | 36" | He | avy 3 | 8 | -3 | 4 | wea may | pon, it also reroll hit ro | roll a wound roll on inflicts a mortal world on the following the following rolls of 1 when male weapon profile. | vound. | . This n | |
| Machine Gun Mode | 36" | He | avy 5 | 8 | -3 | 3 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid | Fire D | 3 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | M | elee | User | -2 | D3 | Mak | e 3 hit rolls | for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid | d Fire 4 | 4 | 0 | 2 | Add | 1 to all to I | hit rolls against ta | rgets t | hat can | Fly. |
| WARGEAR OPTIONS | This mod | el may | take T\ | win Link (| 60mı | m Vul | cans | <u>-</u> | | | | |
| | 360° Cockpit : May reroll a hit roll once per turn. Jesta Shield : A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable | | | | | | | | | | | |
| ABILITIES | Mobile S | uit (p. 1 | l); Cor | e Explo | des (| (p. 1) | | e roll of 1. | | | | |
| FACTION KEYWORDS | UC, 0096 | , Londo | Bell | | | | | | | | | |
| KEYWORDS | Titanic, V | anic, Vehicle, Mobile Suit, Space, Ground | | | | | | | | | | |

| POWER | DA | | L I | | | | | IN | ESS |
|--------------------------|-------|------------|--------|------|--------|------|-----|--------|------|
| NAME | M | WS | BS | S | Т | W | Α | Ld | Sv |
| Daryl McGuinness | * | * | * | 7 | 7 | 15 | 3 | 7 | 2+ |
| Dand McCuinness in a BCN | 1 06V | looto io d | o oina | lo m | odol (| auin | 204 | with o | 260° |

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

| / I OWLIN | | - | | | | | | | SHOWIT DEIOW. | | | |
|---|-----------------------|------------------|------------------|-------------|-------|-------|---------------|-------------------------------|---|----------|----------|-------|
| NAME | М | ws | BS : | S T | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
| Daryl McGuinness | * | * | * | 7 7 | 15 | 3 | 7 | 2+ | 8-15+ | 15" | 4+ | 2+ |
| Daryl McGuinness in a Ro | | | _ | | | • | | | 4-7 | 10" | 5+ | 3+ |
| Cockpit, Beam Sabers, tw Shield, and Titanic Feet. | | | | | | | | | 1-3 | 6" | 6+ | 4+ |
| WEAPON | RANGE | T | YPE | S | AP | D | ABI | LITIES | | | | |
| Beam Sabers | Melee | M | elee | +3 | -3 | 2D3 | | • | roll a wound roll o inflicts a mortal w | | | |
| Grenade Launcher | 30" | Ass | ault 1 | 6 | -1 | D3 | Eacl battl | | weapons may only | y be fir | ed onc | e per |
| Jesta Beam Rifle | When ma | king a | shootin | g attack | with | this | weap | on, choose | one of the profile | s belo | W. | |
| Semi-Auto Mode | 36" | He | avy 3 | 8 | -3 | 4 | wea may | pon, it also reroll hit ro | roll a wound roll on inflicts a mortal wolls of 1 when make weapon profile. | vound. | This n | |
| Machine Gun Mode | 36" | He | avy 5 | 8 | -3 | 3 | | • | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid | Fire D | 3 6 | -1 | 1 | | | g units with 5 or m ype to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | M | elee | User | -2 | D3 | Mak | e 3 hit rolls | for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid | d Fire 4 | 4 | 0 | 2 | Add | 1 to all to l | hit rolls against tai | gets t | hat can | Fly. |
| WARGEAR OPTIONS | This mod | el may | take Tv | vin Link 6 | 30mr | n Vu | lcans | • | | | | |
| | 360° Coc per turn. | kpit: M | lay rero | ll a hit ro | ll on | ce | invu | lnerable sa | A model with a Je ave and a Three S s model may rerol | hot Mi | ssile | |
| ABILITIES | Mobile S | uit (p. 1 | 1); Co re | Explod | les (| p. 1) | | roll of 1. | | | | |
| FACTION KEYWORDS | UC, 0096 | , Londo | Bell | | | | | | | | | |
| KEYWORDS | Titanic, V | ehicle, | Mobile | Suit, Spa | ace, | Grou | ınd, C | haracter | | | | |

| 14 power | W | VATTS RGI | | | | IE) | Y | DAMAGE Some of this mod change as it suffe shown below: | | | |
|--|-----------------------|--------------------|------------------|------------------------|--------|---------|----------------------------|---|-----------|----------|----------|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Watts Stepney | * | * * 7 | 7 | 15 | 4 | 7 | 2+ | 8-15+ | 15" | 3+ | 3+ |
| Watts Stepney in a RGM-Cockpit, Beam Sabers, tw Shield, and Titanic Feet. your army. | o Grenade | Launchers, a J | esta B | eam | Rifle | , a Jes | ta | 4-7 1-3 | 10" 6" | 4+ 5+ | 4+ 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILI | TIES | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal v | | | |
| Grenade Launcher | 30" | Assault 1 | weapons may only | only be fired once per | | | | | | | |
| Jesta Beam Rifle | When ma | king a shooting | attack | with | this \ | weapor | n, choose | one of the profile | s belo | W. | |
| Semi-Auto Mode | 36" | Heavy 3 | 8 | -3 | 4 | weapo | on, it also eroll hit r | roll a wound roll on the properties of 1 when makes weapon profile. | ound. | . This n | |
| Machine Gun Mode | 36" | Heavy 5 | 8 | -3 | 3 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 | to all to | hit rolls against tai | gets t | hat can | Fly. |
| WARGEAR OPTIONS | This mode | el may take Twir | n Link (| 60mı | m Vul | cans. | | | | | |
| | 360° Coc per turn. | kpit: May reroll | a hit ro | oll on | ice | invuln | erable sa | A model with a Je ave and a Three S s model may rerol | hot Mi | issile | |
| ABILITIES | Mobile S | uit (p. 1); Core I | Explo | des (| (p. 1) | save ı | roll of 1. | | | | |
| FACTION KEYWORDS | UC, 0096 | , Londo Bell | | | | | | | | | |
| KEYWORDS | Titanic, Ve | ehicle, Mobile S | uit, Sp | ace, | Grou | nd, Ch | aracter, \ | Watts Stepney | | | |

| 14 POWER | | JES | GM- | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | ıs |
|--|---|----------------|------------|-------|-----------|--------------------|------------------------------|--|-----------|----------|----------|
| NAME | М | WS BS | S T | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| RGM-96X Ace | * | * * | 7 7 | 15 | 3 | 8 | 2+ | 8-15+ | 15" | 3+ | 3+ |
| A RGM-96X Jesta Ace is Sabers, two Grenade Lau Feet. | | | | | | | | 4-7 1-3 | 10" 6" | 4+ 5+ | 4+ 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal v | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | of these | weapons may only | y be fi | red onc | e per | | |
| Jesta Beam Rifle | When ma | king a shooti | ing attack | with | n, choose | one of the profile | s belo | W. | | | |
| Semi-Auto Mode | 36" | Heavy 3 | 8 | -3 | 4 | wear may | oon, it also reroll hit r | roll a wound roll on the roll of the roll of the roll of the rolls of 1 when males weapon profile. | vound | . This n | |
| Machine Gun Mode | 36" | Heavy 5 | 8 | -3 | 3 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire I | D3 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | s for each attack w | vith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire | 4 4 | 0 | 2 | Add | 1 to all to | hit rolls against ta | rgets t | hat can | Fly. |
| WARGEAR OPTIONS | This mod | el may take l | Twin Link | 60m | m Vu | cans. | | | | | |
| ABILITIES | 360° Cockpit : May reroll a hit roll once per turn. Jesta Shield : A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable Mobile Suit (p. 1); Core Explodes (p. 1) save roll of 1. | | | | | | | | | | |
| | | , | ie Exhio | ues (| (P. 1) | save | TOIL OF T. | | | | |
| FACTION KEYWORDS | • | , Londo Bell | 0.4.0 | | 0 | | | | | | |
| KEYWORDS | Titanic, V | ehicle, Mobile | e Suit, Sp | ace, | Grou | nd, C | naracter | | | | |

| 14 POWER | N | IGEL (| | | | B11 | T | DAMAGE Some of this mod change as it suffe shown below: | | | as |
|--|-----------|------------------|----------|--------|--------|----------------|-----------------------------|--|-----------|----------|----------|
| NAME | М | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Nigel Garrett | * | * * 7 | 7 | 15 | 4 | 8 | 2+ | 8-15+ | 15" | 3+ | 2+ |
| Nigel Garrett in a RGM-96 Beam Sabers, two Grena Titanic Feet. Only one of | de Launch | ers, a Jesta Bea | am Rifle | е, а . | Jesta | | | 4-7 1-3 | 10" 6" | 4+ 5+ | 3+ 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each battle | | weapons may only | / be fi | red onc | e per |
| Jesta Beam Rifle | When ma | king a shooting | attack | with | this v | weapo | n, choose | e one of the profile | s belo | W. | |
| Semi-Auto Mode | 36" | Heavy 3 | 8 | -3 | 4 | weap may | on, it also reroll hit r | roll a wound roll on the roll of the roll of the roll of the rolls of 1 when makes weapon profile. | ound. | . This r | |
| Machine Gun Mode | 36" | Heavy 5 | 8 | -3 | 3 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tai | gets t | hat can | Fly. |
| WARGEAR OPTIONS | This mod | el may take Twi | n Link (| 60mı | m Vul | cans. | | | | | |
| | per turn. | kpit: May reroll | | | | invulı Laun | nerable sa cher. Thi | A model with a Je ave and a Three S s model may rerol | hot M | issile | |
| ABILITIES | | uit (p. 1); Core | Explo | des (| (p. 1) | save | roll of 1. | | | | |
| FACTION KEYWORDS | UC, 0096 | , Londo Bell | | | | | | | | | |

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

KEYWORDS

| POWER STA CANNON REMAINING W M WS BS S T W A Ld SV REMAINING W M W RGM-96X Cannon * * * * 7 8 15 3 7 2+ 8-15+ 15" 4- A RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. WEAPON RANGE TYPE S AP D ABILITIES Beam Sabers Melee H3 -3 2D3 Each time you roll a wound roll of 6+ for the weapon, it also inflicts a mortal wound. Grenade Launcher 30" Assault 1 6 -1 D3 Each of these weapons may only be fired battle. Jesta Beam Rifle When making a shooting attack with this weapon, choose one of the profiles below. | e, as |
|--|-----------------|
| POWER STA CANNON | e, as |
| RGM-96X Cannon * * * * 7 8 15 3 7 2+ 8-15+ 15" 4-4 A RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. WEAPON RANGE TYPE S AP D ABILITIES Beam Sabers Melee H3 -3 2D3 Each time you roll a wound roll of 6+ for the weapon, it also inflicts a mortal wound. Grenade Launcher 30" Assault 1 6 -1 D3 Each of these weapons may only be fired battle. Jesta Beam Rifle When making a shooting attack with this weapon, choose one of the profiles below. | BS |
| A RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. WEAPON RANGE TYPE S AP D ABILITIES Beam Sabers Melee Melee H3 -3 2D3 Each time you roll a wound roll of 6+ for the weapon, it also inflicts a mortal wound. Grenade Launcher 30" Assault 1 6 -1 D3 Each of these weapons may only be fired battle. Jesta Beam Rifle When making a shooting attack with this weapon, choose one of the profiles below. | |
| Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. WEAPON RANGE TYPE S AP D ABILITIES Beam Sabers Melee Melee H3 -3 2D3 Each time you roll a wound roll of 6+ for the weapon, it also inflicts a mortal wound. Grenade Launcher 30" Assault 1 Grenade Launcher When making a shooting attack with this weapon, choose one of the profiles below. | - 3+ |
| WEAPON RANGE TYPE S AP D ABILITIES Beam Sabers Melee Helee Helee | |
| Grenade Launcher 30" Assault 1 6 -1 D3 Each of these weapons may only be fired battle. Jesta Beam Rifle When making a shooting attack with this weapon, choose one of the profiles below. | |
| Jesta Beam Rifle When making a shooting attack with this weapon, choose one of the profiles below. | S |
| | nce per |
| | |
| Each time you roll a wound roll of 6+ for th weapon, it also inflicts a mortal wound. The may reroll hit rolls when making a shooting with this weapon profile. | is model |
| Each time you roll a Wound roll of 6+ with Machine Gun Mode 36" Heavy 5 8 -3 3 may reroll hit rolls of 1 when making a sho attack with this weapon profile. | is model |
| Mega Particle Cannon 48" Heavy 3 8 -3 4 Each time you roll a Wound roll of 6+ with weapon, it also inflicts a Mortal Wound. | his |
| Missile Launcher 72" Heavy D3 8 -2 2 When targeting units with 5 or more model this weapon's type to Heavy D6. | s, change |
| Three Shot Missile Launcher 60" Rapid Fire D3 6 -1 1 When targeting units with 5 or more model this weapon's type to Rapid Fire D6. | s, change |
| Titanic Feet Melee User -2 D3 Make 3 hit rolls for each attack with this we | apon. |
| Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets that | an Fly . |
| This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers (Power Rating +2). This model may replace it's Mega Particle Cannon, Missile Launcher, and Jegan Shie WARGEAR OPTIONS Jesta Shield and Beam Sabers (Power Rating -3). | eld with a |
| Jesta Shield: A model with a Jesta shield Jegan Shield: A model with a Jegan invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1. |) |
| ABILITIES Mobile Suit (p. 1); Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per | |

FACTION KEYWORDS UC, 0096, Londo Bell

Titanic, Vehicle, Mobile Suit, Space, Ground

KEYWORDS

21 WATTS STEPNEY RGM-96X CANNON NAME M WS BS S T W A Ld SV

DAMAGE

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

| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | М | WS | BS |
|--|--------------------------|--|---------------------|----------------|-----------------|------------------|----------------------------------|---|-----------|----------|----------|
| Watts Stepney | * | * * 7 | 8 | 15 | 4 | 7 | 2+ | 8-15+ | 15" | 3+ | 3+ |
| Watts Stepney in a RGM- 360° Cockpit, five Grenad Mega Particle Cannon, a Watts Stepney may be in | e Launche Missile Lau | rs, a Jesta Bea Incher, and Tita | m Rifle | , a J | egan | Shield | d, a | 4-7 1-3 | 10" 6" | 4+ 5+ | 4+ 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a wound roll o inflicts a mortal w | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each battle | | weapons may only | y be fir | ed once | e per |
| Jesta Beam Rifle | When ma | king a shooting | ı attack | with | this | weapo | n, choose | one of the profile | s belo | W. | |
| Semi-Auto Mode | 36" | Heavy 3 | 8 | -3 | 4 | weap may | oon, it also | roll a wound roll o inflicts a mortal w olls when making on profile. | vound. | This n | |
| Machine Gun Mode | 36" | Heavy 5 | 8 | -3 | 3 | weap may | oon, it also reroll hit ro | roll a Wound roll o inflicts a Mortal V olls of 1 when mal weapon profile. | Vound | . This m | nodel |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Missile Launcher | 72" | Heavy D3 | 8 | -2 | 2 | | | units with 5 or m ype to Heavy D6. | ore m | odels, c | hange |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | units with 5 or mype to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | e 3 hit rolls | for each attack w | ith thi | s weapo | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to l | nit rolls against tai | gets t | hat can | Fly. |
| WARGEAR OPTIONS | This mode | | a Grena it's Meg | ade I ja Pa | Laun article | cher w e Canr | <i>r</i> ith Beam non, Missil | Sabers (Power R e Launcher, and J | | | with a |
| | shield has | ield: A model v a 5+ invulnera ot Missile Laun | able sav | _ | | invul Laun | nerable sa | A model with a Je ave and a Three S s model may rerol | hot Mi | ssile | |
| ABILITIES | Mobile Su | uit (p. 1); Core | Explo | des (| p. 1) | 360° | Cockpit: | May reroll a hit ro | ll once | per tur | n. |
| FACTION KEYWORDS | UC, 0096 | Londo Bell | | | | | | | | | |
| KEYWORDS | Titanic, Ve | ehicle, Mobile S | Suit, Sp | ace, | Grou | ınd, Cl | haracter | | | | |

| 28 POWER | | AN | | RO GZ- | | | Y | | DAMAGE Some of this moo change as it suffe shown below: | | | | |
|---|--|---|--|--|----------------------------------|--|--|---|---|--|---|---|--|
| NAME | M | WS | BS S | S T | W | Α | Ld | Sv | REMAINING W | WS | BS | Α | |
| Amuro Ray | 20"-45" | * | * | 8 8 | 18 | * | 9 | 2+ | 10-18+ | 2+ | 2+ | 5 | |
| Amruo Ray in the RGZ-91 a Back Weapon System (Beam Sabers, a Combat S Titanic Feet, and Twin Lin be included in your armyC | with two Be Shield, two k 60mm Vu | am Car Grenad Icans. (| nnons le Lau Only o | and a M nchers, ne mode | lega a He el wit | Partional Pavy E h Am | cle Can Beam R uro Ra | non), ifle, i y may | 5-9 1-4 | 3+ 4+ | 3+ 4+ | 2+D3 | |
| WEAPON | RANGE | TY | PE | S | AP | D | ABILI' | TIES | | | | | |
| Beam Cannon | 24" | Pisto | l 2D3 | 8 | -3 | 4 | | | roll a Wound roll o inflicts a Mortal V | | | 5 | |
| Beam Sabers | Melee | Ме | lee | +3 | -3 | 2D3 | | | roll a Wound roll o inflicts a Mortal V | | | 3 | |
| Grenade Launcher | 30" | Assa | ult 1 | 6 | -1 | D3 | battle. | | weapons may only | | | · | |
| Heavy Beam Rifle | 36" | Assa | ult 3 | 8 | -3 | 4 | weapo | n, it also | roll a Wound roll on inflicts a Mortal V | Vound | • | | |
| Mega Particle Cannon | 48" | Hea | • | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | | |
| Titanic Feet | Melee | Me | | User | -2 | D3 | Make | 3 hit rolls | for each attack w | ith thi | s weap | on. | |
| Twin Link 60mm Vulcans | 12" | Rapid | Fire 4 | 4 | 0 | 2 | Add 1 | to all to l | hit rolls against ta | rgets t | nat car | n Fly. | |
| | and can or can Fly, a attacked in can Fly. Ace: This in each Ph | nly be c nd can o n the Fig model r | harge only a ght ph | d by unit ttack or∃ ase by u | ts that be inits | at that | Super it on the straight after the increase | rsonic: Ene spot unt forward ne initial se its Mo | May reroll a hit ro each time this mod p to 90°, then mod ds. Note that it ca pivot. When this ove characteristic do not roll any dic | lel move the innot personal model by 9" u | ves, fir model ivot ag Advan | st pivot gain ces, | |
| ABILITIES | Combat S Shield gain Hard to H subtract 1 target this Mobile Su | ns a 5+ i t : Your from hit model i | oppor t rolls | nerable s nent mus for attac Shooting | save. st ks th g pha | at ase. | Back \first 6 only us eject to equippe and FI | Weapon points of se the B\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ | System: When e System, this mode damage it takes in WS weapons. At Weapon System, Airborne, Supers rest of the game. | el may n a ga any po losing sonic, | ignore me, ar bint, it r the we Hard | e the nd may may eapons to Hit, | |
| ADILITIES | | . , | | | | , | | | | 0 100 10 1 1 | o mas:::' | foot a | |
| PSYKER | single psy power in e manifestin | chic povach ene ach ene g. This e before | wer in emy pount unit ne dete | each frie sychic pl nay rerol rmining | endly hase II a d if Pe | / psyde. It make the second the s | chic pha nay use en atte the Wa | ase, and any pow mpting to arp apply | This model can attent to de ver from the Newt or manifest or deny . Note - Newtype warp. | ny a si ype Di ⁄ psycł | ingle p sciplina nic pov | sychic e when vers; | |
| FACTION KEYWORDS | UC, 0093, | Londo | Bell | | | | | | | | | | |
| KEYWORDS | Titanic, Ve Newtype, | | | | | | ce, Cha | aracter, A | Amuro Ray, Newty | pe, Po | werful | | |

| | | T/ | | | | | | | | | | |
|---|--|---|--------------------------------|--------------------------------|-------------------------|---|---|--|--|---|---|---|
| 27 POWER | | K | | TRA GZ- | | | | | DAMAGE Some of this mode change as it suffer shown below: | | | |
| NAME | М | WS E | ss s | Т | W | Α | Ld | Sv | REMAINING W | ws | BS | Α |
| Kayra Su | 20"-45" | * | * 8 | 8 | 18 | * | 9 | 2+ | 10-18+ | 2+ | 2+ | 4 |
| Kayra Su in the RGZ-91 F Back Weapon System (wi Beam Sabers, a Combat S Titanic Feet, and Twin Lin | th two Beai Shield, two k 60mm Vu | m Canno Grenade Ilcans. C | ons and Laun Only on | d a Meg chers, a e mode | ga Pa a He el wit | article avy E th Ka | e Canne Beam F yra Su | on), Rifle, ı may be | 5-9 1-4 | 3+ | 3+ | 1+D3 |
| included in your army. Or | • | | | • | | | - | - | 1 4 | | 7. | |
| WEAPON | RANGE | TYF | 'E | S | AP | D | ABILI | | nall a Waynad nall o | -f C | الحالم حالمان | |
| Beam Cannon | 24" | Pistol | 2D3 | 8 | -3 | 4 | weapo | on, it also | roll a Wound roll on inflicts a Mortal V | Vound | | |
| Beam Sabers | Melee | Mel | ee | +3 | -3 | 2D3 | | | roll a Wound roll o inflicts a Mortal V | | | S |
| Grenade Launcher | 30" | Assaı | ult 1 | 6 | -1 | D3 | Each battle. | | weapons may only | y be fir | ed one | ce per |
| Heavy Beam Rifle | 36" | Assau | ult 3 | 8 | -3 | ch time you roll a Wound roll of 6+ with this apon, it also inflicts a Mortal Wound. | | | | | | |
| Mega Particle Cannon | 48" | Heav | y 3 | 8 | -3 | 4 | | | roll a Wound roll o inflicts a Mortal V | | | S |
| Titanic Feet | Melee | Mel | ee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | ith this | s wear | oon. |
| Twin Link 60mm Vulcans | 12" | Rapid I | Fire 4 | 4 | 0 | 2 | Add 1 | to all to l | hit rolls against ta | rgets tl | nat cai | ո Fly . |
| | Airborne: and can o can Fly, a attacked in can Fly. Ace: This in each Ph | nly be ch nd can o n the Fig model m | narged only atta ht phas | by unit ack or t se by u | s that be nits | at that | Super it on the straight after the | rsonic: E he spot u ht forward he initial ase its Mo | May reroll a hit ro each time this mod p to 90°, then mods. Note that it ca pivot. When this pove characteristic do not roll any dic | lel mov ove the innot p model by 9" u | ves, fir mode ivot aç Advan | st pivot l gain ices, |
| ABILITIES | Shield gains a 5+ Invulnerable save. Hard to Hit: Your opponent must only use the I subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Back Weapor first 6 points only use the I eject the Back weapon first 6 points on the I subtract 1 from hit rolls for attacks that equipped to its equipped to its properties. | | | | | | | | System: When e System, this mode damage it takes i WS weapons. At Weapon System, Airborne, Supers rest of the game. | el may n a ga any po losing sonic, | ignore me, ar sint, it r the we Hard | e the nd may may eapons to Hit, |
| FACTION KEYWORDS | UC, 0093, | . ,. | | - | | . , | | | | | | |
| KEYWORDS | | | | uit, Gro | ound | , Spa | ce, Ch | aracter, k | Kayra Su, Re-GZ, | Gunda | am, Fly | / |

| 19 POWER | | | GZ | | | | | DAMAGE Some of this mo change as it suff shown below: | | | |
|--|-------------------------------|-------------------------------------|---------------------|---------------|----------------|--|--|--|---|---|--|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
| RGZ-95 | * | * * 8 | 7 | 15 | 2 | 7 | 3+ | 8-15+ | 20-48" | 4+ | 3+ |
| A RGZ-95 ReZEL is a sing Cannon, Beam Sabers, a Zeta Beam Rifle. | | | | | | | and a | 4-7 1-3 | 20-48" | 5+ 6+ | 4+ 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILI | TIES | | | | |
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | | • | roll a Wound roll inflicts a Mortal | | ith this | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a Wound roll inflicts a Mortal | | ith this | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each battle | | weapons may on | ly be fire | ed once | e per |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | did no Subtra Each weapo weapo round in the equip | ot move in act 2 fron time you on, it also on may o , may no same tu ped to thi | nly fire the Mega in the preceding m in any target unit's roll a Wound roll o inflicts a Mortal inly be fired once t fire Overwatch, rn as another Meg is model. | novemer Invulne of 6+ wi Wound. every o and may ga Bean | nt phase erable s ith this This ther Ba y not be n Laun | se. Save. attle e fired cher |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | | - | roll a Wound roll inflicts a Mortal | | ith this | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or n type to Rapid Fire | | dels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | s for each attack | with this | weapo | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 | to all to | hit rolls against ta | argets th | at can | Fly. |
| Zeta Beam Rifle (Shooting) | 36" | Assault 3 | 8 | -3 | 4 | | | roll a Wound roll inflicts a Mortal | | ith this | |
| Zeta Beam Rifle (Melee) | Melee | Melee | Sx2 | -3 | 2D3 | 1 from | n the Hit i | g with this weapo roll. Each time yo apon, it also inflic | u roll a \ | Nound | roll of |
| WARGEAR OPTIONS | (Power R This mode | tating +10), or a el may replace | a Defer it's Meg | iser ga Be | B Uni eam L | t (Pow .aunch | er Rating er with a | Power Rating +2 g +16). Zeta Beam Rifle de Launchers (Po | (Power | Rating | g -1). |
| | | | | | | | | | | | |

CONTINUED ON NEXT PAGE

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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

Box Pack: This unit may only be fielded in Space.

Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.

Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Shooting phase. Wargear Option.

a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its the phase - do not roll any dice.

Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Long Shot If the unit that these parts are equipped to has **Supersonic**, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the

Airborne: This model cannot charge, and can only **Defenser B Unit**: A model equipped with be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can Fly.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes Move characteristic by 9" until the end of 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

Core Explodes (p. 1)

ABILITIES

Mobile Suit (p. 1)

FACTION KEYWORDS UC, 0096, Londo Bell

KEYWORDS

Titanic, Vehicle, Mobile Suit, Space, Fly



20

POWER

RIDDHE MARCENAS

RGZ-95

DAMAGE

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

| NAME | М | ws | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
|---|-------|----|-----|---|---|----|---|------|-------|-------------|--------|----|----|
| Riddhe Marcenas | * | * | * | 8 | 7 | 15 | 2 | 7 | 3+ | 8-15+ | 20-48" | 4+ | 3+ |
| Riddhe Marcenas in a Ro Cockpit, a Beam Cannon | | | _ | | | | | | | 4-7 | 20-48" | 5+ | 4+ |
| Vulcans, and a Zeta Beartaken for your army. | | | | | | | | | | 1-3 | 20" | 6+ | 5+ |
| WEAPON | RANGE | т | YPF | | S | ΔΡ | D | ΔRII | ITIES | | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------------------|----------|-------------------|--------|-----|--------|---|
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each of these weapons may only be fired once per battle. |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | A model can only fire the Mega Beam Launcher if it did not move in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model. |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| 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. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls against targets that can Fly . |
| Zeta Beam Rifle (Shooting) | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Zeta Beam Rifle (Melee) | Melee | Melee | Sx2 | -3 | 2D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| | This mod | el may replace it | 's Box | Pac | k with | n a Wing Pack (Power Rating +2), a Defenser A Unit |

This model may replace it's Box Pack with a Wing Pack (**Power Rating +2**), a Defenser A Unit (**Power Rating +10**), or a Defenser B Unit (**Power Rating +16**).

This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (**Power Rating -1**). This model may replace it's Beam Sabers with 2x Grenade Launchers (**Power Rating -1**).

WARGEAR OPTIONS

CONTINUED ON NEXT PAGE

Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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

Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Airborne: This model cannot charge, and can only **Defenser B Unit**: A model equipped with be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can Flv.

> **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

Core Explodes (p. 1)

Box Pack: This unit may only be fielded in Space.

Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.

Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.

a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

ABILITIES

Mobile Suit (p. 1)

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

Titanic, Vehicle, Mobile Suit, Space, Fly, Character, Riddhe Marcenas



RGZ-95C REZEL COMMAND

DAMAGE

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

| POWER | Kľ | | | VI | | \mathbf{A} | ND | shown below: | oro darr | lago, c | 40 |
|---|------------------------------|---|-----------------------|--------------|----------------|--|---|--|---|---|--|
| NAME | М | WS BS | S T | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
| RGZ-95C | * | * * | 8 7 | 15 | 2 | 8 | 3+ | 8-15+ | 20-48" | 3+ | 3+ |
| A RGZ-95C ReZEL Comp Cockpit, a Beam Cannon, | | | | | | | | 4-7 | 20-48" | 4+ | 4+ |
| Twin Link 60mm Vulcans, | | | | | | | | 1-3 | 20" | 5+ | 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABI | LITIES | | | | |
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | | | roll a Wound roll inflicts a Mortal | | ith this | 3 |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a Wound roll inflicts a Mortal | | ith this | • |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Eac batt | | weapons may on | ly be fire | ed onc | e per |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | did Sub Eac wea wea rour in th | not move in tract 2 fron h time you apon, it also apon may o and, may no | nly fire the Megan the preceding many target unit's roll a Wound roll of inflicts a Mortal only be fired once the fire Overwatch, on as another Medis model. | novemer Invulne of 6+ wi Wound. every of and may | nt phaserable ith this This ther By not b | se. Save. s attle pe fired |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | | | roll a Wound roll inflicts a Mortal | | ith this | 3 |
| Three Shot Missile Launcher | 60" | Rapid Fire D | 3 6 | -1 | 1 | | | g units with 5 or n type to Rapid Fire | | dels, d | change |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Mak | ce 3 hit rolls | s for each attack | with this | weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against ta | argets th | at can | Fly. |
| Zeta Beam Rifle (Shooting) | 36" | Assault 3 | 8 | -3 | 4 | | | roll a Wound roll inflicts a Mortal | | ith this | 3 |
| Zeta Beam Rifle (Melee) | Melee | Melee | Sx2 | -3 | 2D3 | 1 fro | om the Hit | g with this weapo roll. Each time yo eapon, it also inflic | u roll a \ | Nound | d roll of |
| WARGEAR ORTIONS | (Power R This mod | tating +10), or el may replace | a Defen e it's Meg | iser ja B | B Uni eam l | it (Po ₋aund | wer Rating | Power Rating -2 g +16). Zeta Beam Rifle | (Power | Ratin | g -1). |

This model may replace it's Beam Sabers with 2x Grenade Launchers (**Power Rating -1**).

WARGEAR OPTIONS

CONTINUED ON NEXT PAGE

Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.

Box Pack: This unit may only be fielded in Space.

Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.

Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.

a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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

Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Airborne: This model cannot charge, and can only **Defenser B Unit**: A model equipped with be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can Fly.

> **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

Core Explodes (p. 1)

ABILITIES

Mobile Suit (p. 1)

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

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

20 NORM BASILICOCK RGZ-95C

BS S

8

Т

7

W

15

A Ld

2

8

Sv

3+

WS

M

DAMAGE

REMAINING W

8-15+

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

WS

20-48" 3+

BS

3+

| Norm Basilicock in a RGZ equipped with a 360° Cocl | 4-7 | 20-48" | 4+ | 4+ | | | | | | | |
|--|-------|---------------|------|----|-----|--|--|--------------|---------|---------|--|
| Launcher, Titanic Feet, Twin Link 60mm Vulcans, and a Wing Pack. Only one of this model may be included in your army. | | | | | | | 1-3 | 20" | 5+ | 5+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | | each time you roll a Wound roll of 6+ with this yeapon, it also inflicts a Mortal Wound. | | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | ach time you roll a Wound roll of 6+ with this eapon, it also inflicts a Mortal Wound. | | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each of these battle. | e weapons may only be fired once per | | | | |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | did not move in Subtract 2 from Each time you weapon, it also weapon may o round, may not | n only fire the Mega Beam Launcher if it e in the preceding movement phase. From any target unit's Invulnerable Save. Ou roll a Wound roll of 6+ with this also inflicts a Mortal Wound. This yonly be fired once every other Battle not fire Overwatch, and may not be fired turn as another Mega Beam Launcher this model. | | | | |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | | me you roll a Wound roll of 6+ with this n, it also inflicts a Mortal Wound. | | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | g units with 5 or type to Rapid Fi | | dels, c | hange | |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls | s for each attacl | k with this | weapo | on. | |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to | hit rolls against | targets that | at can | Fly. | |
| Zeta Beam Rifle (Shooting) | 36" | Assault 3 | 8 | -3 | 4 | • | roll a Wound ro inflicts a Morta | | th this | | |
| Zeta Beam Rifle (Melee) | Melee | Melee | Sx2 | -3 | 2D3 | 1 from the Hit r | g with this weap roll. Each time y apon, it also inf | ou roll a V | Vound | roll of | |
| This model may replace it's Wing Pack with a Box Pack (Power Rating -2), a Defenser A Unit (Power Rating +10), or a Defenser B Unit (Power Rating +16). This model may replace it's Mega Beam Launcher with a Zeta Beam Rifle (Power Rating -1). This model may replace it's Beam Sabers with 2x Grenade Launchers (Power Rating -1). | | | | | | | | | | | |

NAME

Norm Basilicock

Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.

Box Pack: This unit may only be fielded in Space.

Wing Pack: A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword.

Defenser A Unit: A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option.

a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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

Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Airborne: This model cannot charge, and can only **Defenser B Unit**: A model equipped with be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can Fly.

> **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use it's Twin Link 60mm Vulcans or Titanic Feet.

Core Explodes (p. 1)

ABILITIES

Mobile Suit (p. 1)

FACTION KEYWORDS

UC, 0096, Londo Bell

KEYWORDS

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

| 30 POWER | BA | NA | | HI RX | | | | N | KS | DAMAGE Some of this mod change as it suffe shown below: | | | | |
|---|--|---------|------------------|---------------|------------|-----------------|--------|-------------------------------|--|---|----------------|------------|--------|--|
| NAME | M | WS | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS | |
| Banagher Links | * | * | * | 8 | 8 | 18 | 5 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ | |
| Banagher Links in the RX- 360° Cockpit, a Beam Ma Twin Link 60mm Vulcans. | gnum, Bea | m Sab | ers, a | Unico | rn S | Shiel | d, Tit | anic F | eet, and | 5-9 1-4 | 3+ 4+ | 3+ 4+ | | |
| WEAPON | RANGE | T | YPE | ; | S | AP | D | ABIL | ITIES | | | | | |
| Bazooka | 48" | Hea | vy 2D | 3 | 8 | -2 | 1 | | | g units with 5 or mo type to Heavy 2D6 | | odels, cl | hange | |
| Beam Gatling | 30" | Assa | ult 2D | 6 | 7 | -2 | 1 | | y Wound r ts 1 Morta | oll is a 6+ with this I Wound. | wea | oon, it al | lso | |
| Beam Magnum | 36" Heavy 1 | | | 1 | 12 | -4 | 2D6 | wear wear addit dama | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapor damage is increased to 4D6. | | | | | |
| Beam Sabers | Melee | Melee | | + | +3 | -3 | 2D3 | | | ou roll a Wound roll of 6+ with this also inflicts a Mortal Wound. | | | | |
| Titanic Feet | Melee | М | elee | U | ser | -2 | D3 | Make | e 3 hit rolls | s for each attack with this weapon. | | | | |
| Twin Link 60mm Vulcans | 12" | Rapi | d Fire | 4 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets t | hat can | Fly. | |
| Wargear Options | This mode | el may | replac | e its E | | | | | | er Rating +2). ka (Power Rating | -3) or | a Beam | 1 | |
| | Destroy Mode: When an enemy Psyker is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining. NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the Saviour Protocols ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and | | | | | | | | | | | | | |
| | with Savio of this unit | our Pro | otocol ne end | s as n | orn she | nal, a potin | and w | vill fire ase, th | on this ur nese units | ion keyword. They nit's shooting phas are considered de Beam Sabers. | e und | er the co | ontrol | |
| ABILITIES (CONTINUED ON NEXT PAGE) | Beam Tor Phase. | nfas: T | his un | it may | / ma | ıke a | ın ad | ditiona | al attack w | rith its Beam Sabe | rs in t | he Fight | : | |

| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Banagher Links, Newtype, Powerful Newtype, Psyker, Gundam |
|------------------|--|
| FACTION KEYWORDS | UC, 0096, Vist Foundation |
| PSYKER | High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp. |
| (CONTINUED) | Core Explodes (p. 1) |
| ABILITIES | Mobile Suit (p. 1) |
| | 360° Cockpit: May reroll a hit roll once per turn. |
| | Unicorn Shield A model with a Unicorn Shield has a 5+ Invulnerable save, and a 4+ invulnerable save against Beam and Energy shooting attacks. |
| | Awakened Form : A model that has taken this upgrade may make a LD check to either prevent Destroy mode from either activating or deactivating, or to activate Destroy mode at any time. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. |
| | Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase. |

RX-0 FULL ARMOR PACK

The Full Armor Pack is equipped with two Bazookas, eight Grenade Launchers, two Three Shot Missile Launchers, three Twin Beam Gatlings, and two Unicorn Shields. This model must be taken as an option for Banagher Links in the RX-0 Unicorn Gundam, and this equipment is in addition to the RX-0 Unicorn Gundam's wargear. Only one of these models may be taken for your army. A unit may only have one Extra Equipment option. This model may only be used in Space.

| 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. | | | |
| Beam Javelin | | | | weap | on, it | one profile below. For every profile, each time you also inflicts a Mortal Wound. | | | |
| Bayonet | Melee | Melee | +3 | -3 | 2D3 | You may make an additional attack with this weapon. | | | |
| Axe | Melee | Melee | x2 | -3 | 2D3 | You may make an additional attack with this weapon. When attacking with this weapon, subtract 1 from the hit roll. | | | |
| Halberd | Melee | Melee | x2 | -3 | 3D3 | When attacking with this weapon, subtract 1 from the hit roll. | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each of these weapons 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 Beam Gatling | 30" | Assault 4D6 | 7 | -2 | 1 | If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound. | | | |
| WARGEAR OPTION RESTRICTIONS | The model taking this pack may take the Awakened Form option from the base model. The model taking this pack may not change out the Beam Magnum. | | | | | | | | |
| WARGEAR OPTIONS | This mode | This model may take a Beam Javelin (Power Rating +2). | | | | | | | |

More Arms than Hands: When all three Unicorn Shields are embarked on the RX0 Unicorn Gundam, the Beam Sabers are only available in Destroy Mode, and the Beam Tonfa special rule does not apply. Additionally, only 2 of the 3 Twin Beam Gatlings may be fired.

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

Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage.

Boost Pods: Double this model's current Movement Score, and roll an additional die when advancing or making a charge move, and drop the lowest. This model may move up to 2D6" in the charge phase, even if it did not declare a charge.

GRANTED ABILITIES PAGE)

(CONTINUED ON NEXT Multiple Shields: A model with more than one Unicorn Shield embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.

| GRANTED ABILITIES (CONTINUED) | Shield Funnels : When in Destroy Mode, this unit may engage it's three Unicorn Shields as Funnels . If the battlefield is in Space , any or all of the controlling unit's Funnel models can disembark or re-embark. If the controlling unit is destroyed, those Funnel models are destroyed as well. If the Shields are not embarked on the RX-0 Unicorn Gundam when Destroy Mode is deactivated, then those shields are considered lost. These Shields are not separately targetable, and must remain within 6" of the controlling unit, but otherwise have the same movement score as the Unicorn Gundam. Each Unicorn Shield has one of the Twin Beam Gatlings attached, and may each take 2 wounds before being destroyed as a Funnel. |
|----------------------------------|---|
| FACTION KEYWORDS | UC, 0096, Vist Foundation |
| KEYWORDS | Extra Equipment, space |
| GRANTED KEYWORDS | Fly |

17 POWER

RX-0 FULL ARMOR PLAN B

The Full Armor Plan B is equipped with an Armed Armor BS, two Armed Armor DE, an Armed Armor HJ, an Armed Armor VN, an Armed Armor XC, and two Mega Particle Cannons. This model must be taken as an option for Banagher Links in the RX-0 Unicorn Gundam, and this equipment is in addition to the RX-0 Unicorn Gundam's wargear. Only one of these models may be taken for your army. A unit may only have one **Extra Equipment** option. This model may only be used in **Space**.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
|--------------------------------|---------------------------|--|---------|-------|--------|---|--|--|--|--|--|
| Armed Armor BS | 48" | Heavy 8 | 8 | -3 | 3 | Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons. | | | | | |
| Armed Armor VN | When attac | When attacking with this weapon, choose one profile below. | | | | | | | | | |
| Claw | Melee | Melee | +3 | -5 | 3 | This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | |
| Club | Melee | Melee | x2 | -3 | 3 | Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn. | | | | | |
| Beam Javelin | | When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | | | | | |
| Bayonet | Melee | Melee | +3 | -3 | 2D3 | You may make an additional attack with this weapon each time you Fight. | | | | | |
| Axe | Melee | Melee | x2 | -3 | 2D3 | You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll. | | | | | |
| Halberd | Melee | Melee | x2 | -3 | 3D3 | When attacking with this weapon, subtract 1 from the hit roll. | | | | | |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | |
| WARGEAR OPTION RESTRICTIONS | The model | taking this pa | ck lose | s the | Bea | Awakened Form option from the base model. m Magnum and Unicorn Shield from the base model n the Power Rating of this pack). | | | | | |
| | Armed Arr | nor HJ: This | is a Be | am J | avelir | 1. | | | | | |
| | DE units ar | More Arms than Hands: The Mega Particle Cannons may not be fired while the Armed Armor DE units are embarked. This unit may not use the Beam Sabers unless in Destroy Mode , and loses the Beam Tonfa ability. | | | | | | | | | |
| | and a 4+ ir than one A | Armed Armor DE: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. | | | | | | | | | |

GRANTED ABILITIES (CONTINUED ON NEXT PAGE)

model in the Shooting phase.

Boosters: When both Armed Armor DE units are embarked, this model may move up to 2D6" in the charge phase, even if it did not declare a charge.

Armed Armor XC: Your opponent must subtract 1 from hit rolls for attacks that target this

| GRANTED ABILITIES (CONTINUED) | Shield Funnels: When in Destroy Mode, this unit may engage it's two Armed Armor DEs as Funnels. If the battlefield is in Space, any or all of the controlling unit's Funnel models can disembark or re-embark. If the controlling unit is destroyed, those Funnel models are destroyed as well. If the Armed Armor DE are not embarked on the RX-0 Unicorn Gundam when Destroy Mode is deactivated, then those shields are considered lost. These Shields are not separately targetable, and must remain within 6" of the controlling unit, but otherwise have the same movement score as the Unicorn Gundam. Each Armed Armor DE has one of the Mega Particle Cannons attached, and may each take 2 wounds before being destroyed as a Funnel. Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage. |
|----------------------------------|---|
| FACTION KEYWORDS | UC, 0096, Vist Foundation |
| KEYWORDS | Extra Equipment, space |
| GRANTED KEYWORDS | Fly |



MARIDA CRUZ RX-0

DAMAGE

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

| NAME | М | ws | BS | S | T | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
|--|---|----|----|---|---|----|-----|----|-----|-------------|-----|----|----|
| Marida Cruz | * | * | * | 8 | 8 | 18 | 5 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ |
| Marida Cruz in the RX-0 Unicorn Gundam 02 Banshee is a single model equipped with a 360° Cockpit, an Armed Armor BS, an Armed Armor VN, Beam Sabers, | | | | | | | | | 5-9 | 10" | 3+ | 3+ | |
| Titanic Feet, and Twin Link 60mm Vulcans. Only one model with Marida Cruz may be included in your army. | | | | | | | 1-4 | 6" | 4+ | 4+ | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-----------|-------------------|--------|-------|------|---|
| Armed Armor BS | 48" | Heavy 8 | 8 | -3 | 3 | Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons. |
| Armed Armor VN | When atta | cking with this v | weapor | n, ch | oose | one profile below. |
| Claw | Melee | Melee | +3 | -5 | 3 | This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Club | Melee | Melee | x2 | -3 | 3 | Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack with this weapon. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls against targets that can Fly . |

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Saviour Protocols** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. They provide this unit with **Saviour Protocols** as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.

ABILITIES Beam 7
(CONTINUED ON NEXT Phase.
PAGE)

Beam Tonfas: This unit may make an additional attack with its Beam Sabers in the Fight Phase.

| | Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase. |
|-----------------------|--|
| | 360° Cockpit: May reroll a hit roll once per turn. |
| A DU LTIEO | Mobile Suit (p. 1) |
| ABILITIES (CONTINUED) | Core Explodes (p. 1) |
| PSYKER | Cyber Newtype This model is considered a psyker. This model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp. |
| FACTION KEYWORDS | UC, 0096, Londo Bell |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Marida Cruz, Newtype, Cyber Newtype, Psyker, Gundam |



RIDDHE MARCENAS RX-0 [N]

DAMAGE

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

| NAME | M | ws | BS | S | Т | W | Α | Ld | Sv | REMAINING W | M | ws | BS |
|--|---|----|----|---|---|----|---|----|----|-------------|-----|----|----|
| Riddhe Marcenas | * | * | * | 8 | 8 | 18 | 5 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ |
| Riddhe Marcenas in the RX-0 [N] Unicorn Gundam 02 Banshee Norn is a single model equipped with a 360° Cockpit, an Armed Armor DE, an Armed Armor XC, a Beam Magnum, Beam Sabers, a Revolving Launcher, Titanic Feet, and Twin Link | | | | | | | | | 3+ | | | | |
| 60mm Vulcans. Only one model with Riddhe Marcenas may be included in your army. This unit may not be taken in the same army as Marida Cruz in the RX-0 1-4 6" 4+ 4+ Unicorn Gundam 02 Banshee. | | | | | | | | | | | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-------|--------------|------|----|-----|--|
| Beam Magnum | 36" | Heavy 1 | 12 | -4 | 2D6 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Cracker Grenade | 12" | Grenade D6 | - | - | - | This weapon does not inflict any damage on the target. 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 their next shooting phase. |
| Missile Launcher | 72" | Heavy D3 | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy 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 to hit rolls against targets that can Fly . |

Destroy Mode: When an enemy Psyker is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. It's movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the Saviour Protocols ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the Londo Bell faction keyword. They provide this unit with Saviour Protocols as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed. Beam Tonfas: This unit may make an additional attack with it's Beam Sabers.

ABILITIES PAGE)

(CONTINUED ON NEXT Beam Tonfas: This unit may make an additional attack with its Beam Sabers in the Fight Phase.

| | Revolving Launcher : Once per game, this unit may fire the Missile Pod. Once per game, this unit may fire the Cracker Grenade. Each time this unit is charged, it gains an additional attack. |
|------------------|---|
| | Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase. |
| | Armed Armor DE : A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. |
| | Armed Armor XC : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. |
| | 360° Cockpit: May reroll a hit roll once per turn. |
| ABILITIES | Mobile Suit (p. 1) |
| (CONTINUED) | Core Explodes (p. 1) |
| PSYKER | Newtype This model is considered a psyker. This model can attempt to manifest a psychic power in each friendly psychic phase, and can attempt to deny a 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, 0096, Londo Bell |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Newtype, Psyker, Gundam |

| 52 POWER | | AM | | RO X-9 | | RA | Y | | DAMAGE Some of this mod change as it suffe shown below: | | | |
|--|---|---|---------------------------|---------------------------------|---|---|--|--|--|--|-------------------|-----------|
| NAME | M | WS BS | S S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Amuro Ray | * | * * | 8 | 8 | 18 | 5 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ |
| AEV/PFF93AR Funnel | 12" | 5+ 3+ | - 5 | 6 | 2 | 1 | 6 | 4+ | 5-9 | 10" | 3+ | 3+ |
| Amuro Ray in the RX-93 N Cockpit, a Bazooka, Bean Nu Shield, Titanic Feet, ar 6 AEV/PFF93AR Funnels one model with Amuro Ra Nu may be included in you | n Sabers, and Twin Lin , each of w a y may be | a Heavy Bo nk 60mm V vhich is equ | eam F ⁄ulcan uipped | Rifle, a s. This d with a | Hea mo | vy Bo del is am C | eam S equip annoi | Saber, a oped with n. Only | 1-4 | 6" | 4+ | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABIL | LITIES | | | | |
| 120mm Machine Gun | 30" | Assaul | t 6 | 6 | -1 | 1 | - | | | | | |
| Bazooka | 48" | Heavy 2 | 2D3 | 8 | -2 | 1 | this \ | weapon's | g units with 5 or m type to Heavy 2D6 | ò . | | Ū |
| Beam Cannon | 36" | Heavy | 1 | 8 | -3 | 4 | wear | oon, it also | roll a Wound roll on inflicts a Mortal V | Vound | | |
| Beam Sabers | Melee | Mele | Э | +3 | -3 | 2D3 | wear | oon, it also | roll a Wound roll on inflicts a Mortal V | Vound | | |
| Heavy Beam Rifle | 36" | Assaul | t 3 | 8 | -3 | 4 | wear | Each time you roll a Wound roll of 6+ with this veapon, it also inflicts a Mortal Wound. | | | | |
| Heavy Beam Saber | Melee | Mele | 9 | Sx2 | -3 | 2D3 | 1 fro | m the Hit i | g with this weapor roll. Each time you eapon, it also inflic | ı roll a | Wound | d roll of |
| Three Shot Missile Launcher | 60" | Rapid Fir | e D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Mele | Э | User | -2 | D3 | Mak | e 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fi | re 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against ta | rgets t | hat can | Fly. |
| WARGEAR OPTIONS | | el may upg ver Rating | | to the | RX-9 | 93-v2 | Hi Nu | u Gundam | ; this model gains | a 120 | mm Ma | ıchine |
| | AEV/PFF coherence phase that Team. O Beam Sh Invulnera attacks until If at any to | Shield Emitters: If at least 3 F93AR Funnel models are in unit acy, they can forgo their shooting nat turn to form a Beam Shield One friendly unit within 3" of the shield Team gains a 4+ rable save against all shooting until your next shooting phase. It time there are less than 3 F93AR Funnel models in unit | | | cohe turn friend Tean shoo Alter Com invul your | erency, the to form a 0 dly unit win gains a 4 oting attack nately, one plete Beal nerable sa next shoo | thin 3" of the Com 4+ invulnerable sa ks until your next se friendly unit with m Shield Team ga ave against all sho oting phase. | hooting hield hiel | ng phas Team. / Beam S ainst all ng phas of the B+ attacks | e that Any Shield I se. until | | |
| ABILITIES (CONTINUED ON NEXT PAGE) | coherence the Beam longer gra | y in a Bear Shield Tea ants any In | n Shi am cc | eld Tea | ım, t s an | hen d no | Funr Bear AEV | nel models m Shield T /PFF93AF | here are less than s in unit coherency eam, then any 3 c R Funnel models ir seam Shield Team | in the or more or unit o | Comple coheren | lete |

| | Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. | 360° Cockpit: May reroll a hit roll once per turn. | | | |
|--------------------------|---|---|--|--|--|
| | Ace: This model may reroll a failed save in each Phase. | Funnels : When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of | | | |
| | Nu Shield A model with a Nu Shield has a 5+ Invulnerable save, a Three Shot Missile Launcher, and a Beam Cannon. | the Funnel models are available. If the battlefield is in Space , any or all of the | | | |
| | Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the | controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well. | | | |
| ABILITIES (CONTINUED) | target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage. | Mobile Suit (p. 1) Core Explodes (p. 1) | | | |
| PSYKER | High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp. | | | | |
| FACTION KEYWORDS | UC, 0093, Londo Bell | | | | |
| KEYWORDS | Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Nu, Gundam | | | | |
| AEV/PFF93AR KEYWORDS | Funnel, Fly | | | | |

| 66 POWER | | AMUI RX-9 | | | | | | DAMAGE Some of this mod change as it suffe shown below: | | | as |
|--|--|---------------|------|----|-----|--|--|---|---|---|---|
| NAME | M | WS BS S | Т | W | Α | Ld | Sv | REMAINING W | M | WS | BS |
| Amuro Ray | * | * * 8 | 8 | 18 | 5 | 9 | 2+ | 10-18+ | 15" | 2+ | 2+ |
| AEV/PFF93AR Funnel | 12" | 5+ 3+ 5 | 6 | 2 | 1 | 6 | 4+ | 5-9 | 10" | 3+ | 3+ |
| Amuro Ray in the RX-93 Nu Gundam with Heavy Weapon System is a single model equipped with a 360° Cockpit, a Bazooka, Beam Sabers, Chobham Armor, two Grenade Launchers, a Heavy Beam Saber, a HWS Nu Shield, a Mega Beam Launcher, Titanic Feet, and Twin Link 60mm Vulcans. This model is equipped with 6 AEV/PFF93AR Funnels, each of which is equipped with a Beam Cannon. Only one model with Amuro Ray may be included in your army. Only one model with Nu may be included in your army. | | | | | | 1-4 | 6" | 4+ | 4+ | | |
| WEAPON | RANGE | TYPE | S | AP | D | ABIL | ITIES | | | | |
| 120mm Machine Gun | 30" | Assault 6 | 6 | -1 | 1 | - | | 5 | | | |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | | | g units with 5 or m type to Heavy 2D6 | | odels, c | hange |
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | | • | roll a Wound roll o inflicts a Mortal V | | | |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each battle | | weapons may only | / be fir | ed onc | e per |
| Heavy Beam Saber | Melee | Melee | Sx2 | -3 | 2D3 | 1 fro | m the Hit i | g with this weapor roll. Each time you eapon, it also inflict | roll a | Wound | l roll of |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | did n Subt Each wear wear round in the | ot move in ract 2 from a time you con, it also con may od, may no e same ture oped to this ped to this ped to this ract. | | oveme Invuln of 6+ v Vound every o and ma a Bea | ent phase erable vith this . This other Bay ay not b m Laur | se. Save. attle e fired acher |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | | | roll a Wound roll o inflicts a Mortal V | | | |
| Three Shot Missile Launcher | 60" | Rapid Fire D3 | 6 | -1 | 1 | | | g units with 5 or m type to Rapid Fire | | odels, c | hange |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make | 3 hit rolls | s for each attack w | ith thi | s weap | on. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add | 1 to all to | hit rolls against tar | gets t | hat can | Fly. |
| Wargear Options | | | | | | | | ndam with Heavy +1). | Weap | on Sys | tem; |
| ABILITIES (CONTINUED ON NEXT PAGE) | this model gains a 120mm Machine Gun (Power Rating +1). Ace: This model may reroll a failed save in each Phase. 360° Cockpit : May reroll a hit roll once per turn. | | | | | | | | | | |

| coherency, they can forgo their shooting chase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 3 AEV/PFF93AR Funnel models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no onger grants any Invulnerable saves to | Chobham Armor: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor. Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. HWS Nu Shield: A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon. | | | |
|---|--|--|--|--|
| If all 6 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting | Saviour Protocols: If a Funnel unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Funnel unit instead of the target unit. If you do, that Funnel unit suffers a mortal wound instead of the normal damage. Funnels: When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available. | | | |
| If at any time there are less than 6 AEV/PFF93AR Funnel models in unit coherency in the Complete Beam Shield Team, then any 3 or more AEV/PFF93AR Funnel models in unit coherency can reform into a Beam Shield Team instead. | If the battlefield is in Space , any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well. Mobile Suit (p. 1); Core Explodes (p. 1) | | | |
| High Power Newtype This model is constwo psychic powers in each friendly psychowers in each enemy psychic phase. It when manifesting. This unit may reroll a coowers; this is done before determining if | idered a psyker. This model can attempt to manifest nic phase, and can attempt to deny two psychic may use any power from the Newtype Discipline die when attempting to manifest or deny psychic Perils of the Warp apply. Note - Newtypes do not | | | |
| UC, 0093, Londo Bell | | | | |
| Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Nu, Gundam | | | | |
| | | | | |
| A SETELLE LIVE STORE THE SETELLE THE STATE OF THE FACTOR OF THE FOREST | AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting chase that turn to form a Beam Shield feam. One friendly unit within 3" of the Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 3 aEV/PFF93AR Funnel models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no onger grants any Invulnerable saves to nearby models. If all 6 AEV/PFF93AR Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any riendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 8+ invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 6 aEV/PFF93AR Funnel models in unit coherency in the Complete Beam Shield Feam, then any 3 or more aEV/PFF93AR Funnel models in unit coherency can reform into a Beam Shield Team instead. If grower Newtype This model is considered to a shield Team instead. If grower Newtype This model is considered to a shield Team instead. If grower Shield, and do not damage other models in and the property of the considered the shield Team instead. If grower Newtype This model is considered to a shield Team instead. If grower Newtype This model is considered to a shield Team instead. If grower Newtype This model is considered to an and the shield Team instead. If grower Newtype This model is considered to an and the shield Team instead. If grower Newtype This model is considered to an and the shield Team instead. If grower Newtype This model is considered to an and the shield Team instead. | | | |

LONDO BELL 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) |
| MSZ-006A1 Ace | 1 | 160 |
| RGM-89/RGM-89D Ace | 1 | 95 |
| RGM-89De Ace | 1 | 100 |
| RGM-96X Jesta Ace | 1 | 105 |
| RGZ-95C | 1 | 150 |

| TROOPS | | |
|----------------|--------------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| FD-03 | 1 | 100 |
| RGM-86R | 1 | 65 |
| RGM-89/RGM-89D | 1 | 80 |

| ELITES | | |
|--------------------|--------------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MSZ-006A1 | 1 | 150 |
| RGM-89/RGM-89D Vet | 1 | 85 |
| RGM-89De | 1 | 95 |
| RGM-96X | 1 | 95 |
| RGZ-95 | 1 | 140 |

| HEAVY SUPPORT | | |
|----------------|--------------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| D-50C | 1-3 | 60 |
| RGM-89S | 1 | 85 |
| RGM-96X Cannon | 1 | 115 |

| NAMED CHARACTERS | | |
|----------------------------------|--------------------|--|
| UNIT | MODELS PER UNIT | COST PER MODEL (DOES NOT INCLUDE WARGEAR) |
| Amuro Ray, RGZ-91 | 1 | 210 |
| Amuro Ray, RX-93 | 1 | 350 |
| Kayra Su, RGM-89 | 1 | 120 |
| Kayra Su, RGZ-91 | 1 | 180 |
| Conroy Haagensen, RGM-89De | 1 | 150 |
| Nigel Garrett, RGM-96X | 1 | 115 |
| Daryl McGuinness, RGM-96X | 1 | 105 |
| Watts Stepney, RGM-96X | 1 | 105 |
| Watts Stepney, RGM-96X Cannon | 1 | 125 |
| Mackle/Haagensen, D-50C | 1 | 80 |
| Riddhe Marcenas, MSN-001A1 | 1 | 165 |
| Riddhe Marcenas, RGZ-95 | 1 | 150 |
| Norm Basilicock, RGZ-95C | 1 | 160 |
| Banagher Links, RX-0 | 1 | 400 |
| Marida Cruz, RX-0 | 1 | 350 |
| Riddhe Marcenas, RX-0 | 1 | 375 |

| RANGED WEAPONS | |
|-----------------------------|-------------------|
| WEAPON | POINTS PER WEAPON |
| 120mm Low Recoil Cannon | 75 |
| 120mm Machine Gun | 30 |
| Armed Armor BS | 90 |
| Bazooka | 25 |
| Beam Cannon | 25 |
| Beam Gatling | 60 |
| Beam Magnum | 90 |
| Beam Rifle | 75 |
| Fire Nut Grenades | 15 |
| Grenades | 0 |
| Grenade Launcher | 5 |
| Heavy Beam Rifle | 80 |
| Heavy Missile Launcher | 15 |
| Jegan Beam Handgun | 75 |
| Jegan Beam Rifle | 75 |
| Jesta Beam Rifle | 90 |
| Large Missile Pod | 6 |
| Machine Cannon | 30 |
| Medium Missile Pod | 6 |
| Mega Beam Launcher | 145 |
| Mega Machine Cannon | 40 |
| Mega Particle Cannon | 85 |
| Missile Launcher | 25 |
| Small Missile Pod | 6 |
| Three Shot Missile Launcher | 25 |
| Twin Beam Gatling | 110 |
| Twin Link 60mm Vulcans | 10 |
| Zeta Beam Rifle | 110 |

| FUNNELS | | |
|-------------|--------------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (<u>DOES</u> INCLUDE WARGEAR) |
| AEV/PFF93AR | 1 | 100 |

| Extra Equipment | | |
|------------------------|--------------------|---|
| UNIT | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| RX-0 Full Armor Pack | 1 | 50 |
| RX-0 Full Armor B Pack | 1 | 20 |

| MELEE WEAPONS | | | | | |
|----------------------|-------------------|--|--|--|--|
| WEAPON | POINTS PER WEAPON | | | | |
| Armed Armor VN | 40 | | | | |
| Beam Anti Ship Sword | 40 | | | | |
| Beam Javelin | 40 | | | | |
| Beam Sabers | 40 | | | | |
| Crushing Treads | 0 | | | | |
| Dagger Knife | 15 | | | | |
| Heavy Beam Saber | 40 | | | | |
| Titanic Feet | 0 | | | | |

| OTHER WARGEAR | | | | | | |
|---|--|--|--|--|--|--|
| WARGEAR | POINTS PER ITEM (DOES NOT INCLUDE WARGEAR) | | | | | |
| 360° Cockpit | 10 | | | | | |
| Anksha Combat Shields | 20 | | | | | |
| Armed Armor DE | 40 | | | | | |
| Armed Armor XC | 20 | | | | | |
| Awakened Form | 30 | | | | | |
| Back Weapon System | 50 | | | | | |
| Box Pack | 0 | | | | | |
| Chobham Armor | 40 | | | | | |
| Combat Shield | 20 | | | | | |
| Defenser A Unit | 5 | | | | | |
| Defenser B Unit | 5 | | | | | |
| Gustav Karl Shield | 25 | | | | | |
| HWS Nu Shield | 30 | | | | | |
| Nu Shield | 20 | | | | | |
| Stark Armor | 20 | | | | | |
| Jegan Shield | 20 | | | | | |
| Jesta Shield | 25 | | | | | |
| Revolving Launcher (DOES INCLUDE WARGEAR) | 40 | | | | | |
| Searchlight | 15 | | | | | |
| Unicorn Shield | 30 | | | | | |
| Wing Pack | 30 | | | | | |

LONDO BELL WARGEAR

| RANGED WEAPONS | | | | | | |
|-------------------------|------------|----------------------|-----------|---------|---------|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| 120mm Low Recoil Cannon | 96" | Heavy D6 | 9 | -3 | D3 | This weapon can target units not visible to the bearer. |
| 120mm Machine Gun | 30" | Assault 6 | 6 | -1 | 1 | - |
| Armed Armor BS | 48" | Heavy 8 | 8 | -3 | 3 | Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon does not suffer the penalty for moving and firing Heavy Weapons. |
| Bazooka | 48" | Heavy 2D3 | 8 | -2 | 1 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. |
| Beam Cannon | 36" | Heavy 1 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Gatling | 30" | Assault 2D6 | 7 | -2 | 1 | If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound. |
| Beam Magnum | 36" | Heavy 1 | 12 | -4 | 2D6 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6. |
| Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Cracker Grenades | 12" | Grenade D6 | - | - | - | This weapon does not inflict any damage on the target. 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 their next shooting phase. |
| Fire Nut Grenades | 6" | Grenade 2D3 | 6 | -1 | 1 | This weapon automatically hits its target. |
| Grenades | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Grenade Launcher | 30" | Assault 1 | 6 | -1 | D3 | Each of these weapons may only be fired once per battle. |
| Heavy Beam Rifle | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Heavy Missile Launcher | 48" | Heavy 1 | 8 | -2 | D6 | Each of these weapons may only be fired twice per battle. When targeting units with Immobile or 5+ models, this weapon's type becomes Heavy 3. |
| Jegan Beam Handgun | 24" | Pistol 3 | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. You may add 1 to the hit roll when attacking with this weapon. This weapon may not be fired in the same turn as this unit's Jegan Beam Rifle. |
| Jegan Beam Rifle | 36" | Heavy 3 | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. When an enemy model is within 1" of this model, change the type to Pistol 2. |
| Jesta Beam Rifle | When makir | ng a shooting attacl | k with th | nis wea | pon, ch | pose one of the profiles below. |
| Semi-Auto Mode | 36" | Heavy 3 | 8 | -3 | 4 | Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile. |
| Machine Gun Mode | 36" | Heavy 5 | 8 | -3 | 3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Large Missile Pod | 48" | Heavy 2D3 | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each of these weapons may only be fired once per battle. |
| Medium Missile Pod | 60" | Rapid Fire D3 | 6 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle. |

| RANGED WEAPONS CONT. | | | | | | |
|-----------------------------|-------|---------------|---|----|---|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Mega Beam Launcher | 84" | Heavy 3D3 | 9 | -4 | 4 | A model can only fire the Mega Beam Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model. |
| Mega Machine Cannon | 48" | Heavy 2D3 | 7 | -1 | 3 | - |
| Mega Particle Cannon | 48" | Heavy 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Missile Launcher | 72" | Heavy D3 | 8 | -2 | 2 | When targeting units with 5 or more models, change this weapon's type to Heavy D6. |
| Small Missile Pod | 48" | Assault 2D3 | 5 | -1 | 1 | When targeting units with 5 or more models, change this weapon's type to Assault 2D6. Each of these weapons 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 Beam Gatling | 30" | Assault 4D6 | 7 | -2 | 1 | If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound. |
| Twin Link 60mm Vulcans | 12" | Rapid Fire 4 | 4 | 0 | 2 | Add 1 to all to hit rolls made against targets that can Fly . |
| Zeta Beam Rifle (Shooting) | 36" | Assault 3 | 8 | -3 | 4 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |

| MELEE WEAPONS | | | | | | |
|--|-------|-------|------|----|-----|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Armed Armor VN When attacking with this weapon, choose one profile below. | | | | | | |
| Claw | Melee | Melee | +3 | -5 | 3 | This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Club | Melee | Melee | x2 | -3 | 3 | Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn. |
| Beam Anti Ship Sword | Melee | Melee | Sx2 | -3 | 2D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Beam Javelin When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. | | | | | | |
| Bayonet | Melee | Melee | +3 | -3 | 2D3 | You may make an additional attack with this weapon each time you Fight. |
| Axe | Melee | Melee | x2 | -3 | 2D3 | You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll. |
| Beam Sabers | Melee | Melee | +3 | -3 | 2D3 | Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Crushing Treads | Melee | Melee | User | -2 | D3 | Make 2 hit rolls for each attack with this weapon. |
| Dagger Knife | Melee | Melee | +1 | -1 | 2 | Each time you fight, you may make an additional attack with this weapon. |
| Heavy Beam Saber | Melee | Melee | Sx2 | -3 | 2D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |
| Titanic Feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls when attacking with this weapon. |
| Zeta Beam Rifle (Melee) | Melee | Melee | Sx2 | -3 | 2D3 | When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. |

| OTHER WARGEAR | |
|-----------------------|--|
| 360° Cockpit | May reroll a hit roll once per turn. |
| Anksha Combat Shields | A model with Anksha Combat Shields has a 5+ Invulnerable save. The Anksha Combat Shields give this unit a +1 to armor saves when not in Space due to improved aerodynamic control surfaces. |
| Armed Armor DE | A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. |
| Armed Armor XC | Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. |
| Awakened Form | A model that has taken this upgrade may make a LD check to either prevent Destroy mode from either activating or deactivating, or to activate Destroy mode at any time. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. |
| Back Weapon System | When equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may only use the BWS weapons. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, Airborne, Supersonic, Hard to Hit, and Fly for the rest of the game. It's movement changes to 15". |
| Box Pack | This unit may only be fielded in Space. |
| Chobham Armor | A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor. |
| Combat Shield | A model with a Combat Shield has a 5+ invulnerable save. |
| Defenser A Unit | A model equipped with a Defenser A Unit gains 6x Three Shot Missile Launchers and a Beam Anti Ship Sword. It must take the Zeta Beam Rifle Wargear Option. |
| Defenser B Unit | A model equipped with a Defenser B Unit gains a Mega Beam Launcher and two Mega Particle Cannons. It must take the Mega Beam Launcher Wargear Option. |
| Gustav Karl Shield | A model with a Gustav Karl shield has a 5+ invulnerable save. This model may reroll an Invulnerable save roll of 1. |
| HWS Nu Shield | A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon. |
| Nu Shield | A model with a Nu Shield has a 5+ Invulnerable save, a Three Shot Missile Launcher, and a Beam Cannon. |
| Jegan Shield | A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. |
| Jesta Shield | A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1. |
| Revolving Launcher | Once per game, this unit may fire the Missile Pod. Once per game, this unit may fire the Cracker Grenade. Each time this unit is charged, it gains an additional attack. |
| Searchlight | If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for it's shooting or overwatch attacks. |
| Stark Armor | A model with Stark Armor increases their Wound characteristic by 3, while their Move characteristic is reduced by 2. The Stark Armor may be ejected at any time, resorting all characteristics to the printed values, but also losing the Medium Missile Pods and/or Heavy Missile Launchers if they have not yet been fired. Any wounds lost are first lost from the Stark Armor. |
| Unicorn Shield | A model with a Unicorn Shield has a 5+ Invulnerable save, and a 4+ invulnerable save against Beam and Energy shooting attacks. |
| Wing Pack | A model equipped with a Wing Pack may keep Hard to Hit in Mobile Suit Mode, and gains the Ground Keyword. |