TITANS ARMY LIST 0087

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

PRIOR INDICES

Titans detachments may include any non-**Character** unit from previous EFF related indices in their army selection. Titans detachments may include any Titans related units from prior indices, including **Characters**.

ABILITIES

The following abilities are common to several Titans units:

Mobile Suit

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

Core Explodes

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

Titanic Presence

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

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

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.

75 POWER		UR I	MUI RX-			AN	IE.	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
Four Murasame 2000	*	* *	12 10	36	4	10	2+	38-50	20"	4+	3+
Four Murasame in a MRX	(_009 Psych	o Gundam	is a single	e mod	lel e	nuinned	d with a	26-37	16"	5+	4+
360° Cockpit, a Massive (13-25	12"	5+	4+
Particle Cannon. Only on	e of this uni	it may be ta	aken for y	our ar	my.			1-12	8"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D		ITIES				
Beam Rifle	30"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Three Barrelled Diffuse Mega Particle Cannon	48"	Heavy 1	8 8	-2	2	weap alloca No ur	on, it also ate hits to nit may re	roll a Wound roll of inflicts a Mortal Wany unit within 3" receive more than 6 ding the target unit	Vound. of the hits fr	You m target ι	nay unit.
Titanic Stride	Melee	Melee	Use	r -3	3	Make	3 hit rolls	s for each attack w	ith this	weapo	on.
Twin Beam Rifle	30"	Heavy 6	8	-3	4			roll a Wound roll o inflicts a Mortal V			
ABILITIES	360° Cock roll once p Giant Mok 1), but coudeterminin marker Hard to His subtract 1 target this Cataclysh reduced to removing i it explodes receives 2	er turn. bile Suit - A ints as 20 r g control of it: Your opp from hit rol model in the nic Explos 0 wounds, t from the b s, and each D6 mortal v	As Mobile nodels when the second of the seco	Suit (nen whative ust cks that before On a n 3D6	p. at ase. el is e 5+	be ch attack can F Anti I invulr attack also k receiv Mobi and e transi Suit N Twin Airbo	arged by cor be at Fig. Beam Conerable sates, using the used from the leach of its form to a Mode, this Beam Riff orne, and	s model cannot cha units that can Fly, tacked in the Fight pating: This model ave against ranged this model's currer to save against Model Beam and Laser at ode: At the beginn Movement phase Mobile Suit Model is model gains 10x fle, and Titanic Stri Hard to Hit.	has and company has an decompany has a decompany has	an only be by un n and L This man bunds c the gar unit man in Mo Rifles, coses FI	/ its that -aser ay me ay bile a
PSYKER	psyker. Ho Newtype F is success fails, this n own. This	owever, this Power Disci fully manife nodel must model can	s model m pline in ea ested, mal attack the attempt t	nust at ach of ke a L e close o den	ttem you d ch est n y a s	ot to or r Psych eck - p nodel w single p	nly manife nic phase ass, and vith every sychic po	est Combat Hypnoses. Every time that nothing else happenssible weapon, ower in each enemother models from	sis fror Comba ens. If even i y psyc	n the at Hypr the Ld f it is yo hic pha	nosis check our ase.
FACTION KEYWORDS	UC, 0087,	Titans									

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

9 POWER	NR	X-		AS	SI		M.A	AR sv	DAMAGE Some of this mo change as it suff shown below: REMAINING W			
NRX-044 185	*	*		8 7	15	2	7	3+	8-15+	12-24"	4+	4+
		1.1							4-7	12-18"	•	5+
A NRX-044 Asshimar is a Beam Rifle and Titanic Fe		iei equ	ippea v	with a 36	0° C	оскр	іт, а не	avy	1-3	12"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABILI	TIES				
Heavy Beam Rifle	36"	Ass	ault 3	8	-3	4			roll a Wound roll inflicts a Mortal		th this	
Titanic Feet	Melee	M	elee	User	-2	2	Make	3 hit rolls	for each attack	with this	weapo	on.
	and can o can Fly , a	an Fly .						·	This unit may rer			·
	moves, first then move Note that i	attacked in the Fight phase by units that can Fly . Supersonic : Each time this model noves, first pivot it on the spot up to 90°, hen move the model straight forwards. Note that it cannot pivot again after the						ment pha e Suit Mo , Airborr	ode: At the begin uses, this unit may ode. When Transf ne, Fly, Superson Characteristic bed	y transfo ormed, i nic , and	orm to a t loses AIRCI	a B Hard
	initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.					phase may F Airbo	s, if this lover. Wl rne, and	peginning of each unit is in its Mobil nen Hovering, it lo Supersonic . Its becomes 12" and	e Armor oses Ha i Movem	mode rd to F ent	, it Hit,	
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						with it	s ranged	weapons if it Re	mains St	tationa	
FACTION KEYWORDS	UC, 0087,	Titans	3									
KEYWORDS	Titanic, Ve	hicle, l	Mobile	Suit, Gro	ound,	Fly						

10 POWER	NR				AS EF				AR	DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
NRX-044 Veteran 190	*	*	*	8	7	15	2	8	3+	8-15+	12-24"	4+	3+
A NRX-044 Asshimar Vete	eran is a si	ngle m	odel e	equi	oped v	vith a	360	° Coc	kpit, a	4-7	12-18"	5+	4+
Heavy Beam Rifle and Tita					•				·	1-3	12"	6+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Heavy Beam Rifle	36"	As	sault 3	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal \		th this	
Titanic Feet	Melee	M	1elee		User	-2	2	Make	e 3 hit rolls	s for each attack v	vith this	weapo	on.
	and can o can Fly , a	can only be charged by units that Fly, and can only attack or be cked in the Fight phase by units that					t	360° turn.	Cockpit:	This unit may rero	oll a hit ı	oll one	ce per
	Supersor moves, fir then move Note that initial pivo of 15" eac Advances characteri phase - do	st pivo the n it canr t, and th turn , incre stic by	ot it on nodel : not piv it mus . Whe ase its v 15" u	the strai ot ag st mo en th s Mo entil t	spot ught for gain af ove a risk mooned by the end of t	ip to rward fter th minim del	ds. ne num	Move Mobi to Hi Its M Hove phas may	ement pha le Suit Mo t, Airborr ovement o er: At the l es, if this Hover. Wi	ode: At the beginneses, this unit may ode. When Transforme, Fly, Superson Characteristic become ginning of each unit is in its Mobile hen Hovering, it lo Supersonic. Its	or transformed, inic, and comes 1: of its Mee Armoreses Hai	rm to a t loses AIRCI 2". oveme mode rd to H	a s Hard RAFT. ent

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that

UC, 0087, Titans

target this model in the Shooting phase

Titanic, Vehicle, Mobile Suit, Ground, Fly

ABILITIES

KEYWORDS

FACTION KEYWORDS

Characteristic becomes 12" and it gains +1 to hit with its ranged weapons if it Remains Stationary.

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

10 POWER		RA		BLU			R	СН	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS E	BS S		W	Α	Ld	Sv	REMAINING W		WS	BS
Buran Blutarch	*	*	* 8	7	15	2	8	3+	8-15+	12-24"	3+	3+
Buran Blutarch in a NRX- Cockpit, a Heavy Beam F may be taken for your arr	Rifle and Tita								4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYI	PE	S	AP	D	ABIL	ITIES				
Heavy Beam Rifle	36"	Assa	ult 3	8	-3	4			roll a Wound roll o inflicts a Mortal		th this	
Titanic Feet	Melee	Mel	ee	User	-2	2	Make	e 3 hit roll	s for each attack	with this	weap	on.
	Airborne: and can or can Fly, a attacked in can Fly.	nly be ch nd can c	narged only at	l by unit tack or l	ts tha be	at	360° turn.	Cockpit:	This unit may rer	roll a hit ı	roll on	ce per
	Superson moves, first then move Note that i initial pivot of 15" eac	st pivot it the mod t cannot t, and it i	on the del strapivot must n	e spot ι aight fo again a nove a	up to rward fter tl minin	ds. he	Move Mobi to H i Its M	ement pha le Suit Mo it, Airbor i ovement	lode: At the beging ases, this unit may be de. When Transfore, Fly, Superson Characteristic be beginning of each	y transfo formed, i nic, and comes 1	rm to t loses AIRC 2".	a s Hard RAFT .
	Advances characteris phase - do	, increas stic by 1 o not roll	e its N 5" unti any d	Nove I the en ice.	d of t	the	phas may Airb Char	es, if this Hover. W orne, and acteristic	unit is in its Mobil hen Hovering, it lost I Supersonic . Its becomes 12" and I weapons if it Re	le Armor oses Ha i Movem d it gains	mode rd to I ent +1 to	e, it H it, hit
ADULITIES	subtract 1						N# - !	- !!- 0::!! (4). 0 5	da = 4: 4		
ABILITIES	target this		i the S	onooting	g pna	ise	NIOD	ile Suit (p	o. 1); Core Explo	aes (p. 1)	
FACTION KEYWORDS	UC, 0087,		. 1. 22	2			D.	Dl. /	Ol and t			
KEYWORDS	i itanic, Ve	enicie, M	obile S	ouit, Gro	ound,	, ⊢ Iy,	Burar	1 Blutarch	, Character			

19 POWER			X-05	55-				DAMAGE Some of this mod change as it suffe shown below:	rs daı	mage, a	ıs	
NAME	M *	WS BS	S T	W 10	Α	Ld	Sv	REMAINING W	M	WS	BS	
Gates Capa in a NRX-055			8 8	18 Legu	3 inna	8 Nwith	3+ 360°	10-18+ 5-9	12" 9"	3+ 4+	2+	
Cockpit, a Beam Rifle, Be Feet. Only one unit with	am Sabers	a Diffuse N	∕lega Parti	cle C	anno			1-4	5"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4	weap	on, it also	roll a Wound roll of inflicts a Mortal V	Vound			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V				
Diffuse Mega Particle Cannon	48"	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. rborne: This model cannot charge, d can only be charged by units that n Fly, and can only attack or be 360° Cockpit: This unit may reroll a hit roll once p										
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
	and can or can Fly , an	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: This unit may reroll a hit roll once put turn. Whobile Suit Mode: At the beginning of each of it										
	attacked in the Fight phase by units that turn.									a s Hard		
	of 15" each Advances, characteris	n turn. Whe increase its stic by 15" u not roll any	en this moos s Move intil the en	del		phase may l Airbo	es, if this Hover. Wi orne, and	beginning of each unit is in its Mobile hen Hovering, it los Supersonic . Its I becomes 12" and	Armo ses H Mover	or mode ard to I ment	, it Hit,	
ABILITIES	subtract 1		s for attac	ks th			Ū	weapons if it Rem			ary.	
PSYKER	subtract 1 from hit rolls for attacks that target this model in the Shooting phase Mobile Suit (p. 1); Core Explodes (p. 1) Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp										nosis check our ase.	
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Character,	ils, this model must attack the closest model with every possible weapon, even if it is your vn. This model can attempt to deny a single psychic power in each enemy psychic phase.										

18 POWER		DSA NI		[A -05				M	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Rosamia Badam 365	*	* *	8	8	18	3	8	3+	10-18+	12"	3+	3+	
Rosamia Badam in a NR3 360° Cockpit, a Beam Rif Titanic Feet. Only one mo	le, Beam Sa	abers, a D	iffuse	Mega	Parti	cle (Cannoi	n, and	5-9 1-4	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy	<i>'</i> 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	Mele	e	+6	-3	6	weap	on, it also	roll a Wound roll o inflicts a Mortal V	Vound			
Diffuse Mega Particle Cannon	48"	Heavy	⁄ 6	8	-2	2	weap	on, it also	roll a Wound roll on inflicts a Mortal Venemy units within	Vound	. You m	ay	
Titanic Feet	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Airborne: This model cannot charge,											on.	
	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: This unit may reroll a hit roll once per turn.												
ABILITIES	can Fly , and can only attack or be attacked in the Fight phase by units that turn. 360° Cockpit : This unit may reroll a hit roll once positive.												
PSYKER													
FACTION KEYWORDS	UC, 0087,				<u> </u>								
KEYWORDS	Character	Titanic, \	/ehicle	e, Mob	ile Su	uit, G	round	, Space, F	Fly, Psyker, Rosam	nia Ba	dam		

19 POWER		NR	X-05	55-		3		change as it suffe shown below:	rs daı	mage, a	ıs	
NAME Jerid Messa 375					A 2						BS	
	NRX-055-03 M WS BS S T W A Ld SV * * * * * * * * * * * * * * * * * * *											
Cockpit, a Beam Rifle, Be	am Sabers	, a Diffuse Me	ega Parti	cle C	anno	on, and					4+	
WEAPON	* * * * 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° eam Sabers, a Diffuse Mega Particle Cannon, and Titanic ith Jerid Mesa may be taken for your army. ** * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° eam Sabers, a Diffuse Mega Particle Cannon, and Titanic ith Jerid Mesa may be taken for your army. ** * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * * * * 8 8 8 18 3 8 3+ 10-18+ 12" 3+ 2-6-01 Baund Doc is a single model equipped with a 360° ** * * * * * * * * * * * * * * * *											
Beam Rifle	36"	Heavy 3	8	-3	4	weap	on, it also	o inflicts a Mortal V	Vound			
Beam Sabers	Melee	Melee Hee +6 -3 6 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target 48" Heavy 6 8 -2 2 unit.										
Diffuse Mega Particle Cannon	48"	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. You may allocate hits to enemy units within 3" of the target unit. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. Airborne: This model cannot charge, and can only be charged by units that an Fly, and can only attack or be 360° Cockpit: This unit may reroll a hit roll once p										
Titanic Feet	Melee	Melee Melee User -2 2 Make 3 hit rolls for e irborne: This model cannot charge, nd can only be charged by units that								s weap	on.	
	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: This unit may reroll a hit roll once turn. 480° Cockpit: This unit may reroll a hit roll once turn. 580° Mobile Suit Mode: At the beginning of each of it										·	
	attacked in the Fight phase by units that can Fly. Mobile Suit Mode: At the beginning of each of it Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hatto Hit, Airborne, Fly, Supersonic, and AIRCRAI Its Movement Characteristic becomes 12".									a B Hard		
	of 15" each Advances, characteris	n turn. Wher increase its stic by 15" un	this mod Move til the en	del		phase may l Airb o	es, if this Hover. Wi orne, and	unit is in its Mobile hen Hovering, it lo Supersonic . Its l	Armo ses H Mover	or mode ard to I ment	e, it Hit,	
ABILITIES	subtract 1	from hit rolls	for attac	ks th			· ·				ary.	
PSYKER											nosis check our ase.	
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Character,	successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check ills, this model must attack the closest model with every possible weapon, even if it is your wn. This model can attempt to deny a single psychic power in each enemy psychic phase.										

NAME M WS BS S T W A Ld SV REMAINING W M WS BS ORX-005 310 * * * 8 7 15 2 8 3+ 8.15+ 12.24" 4+ 3+ An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. WEAPON RANGE TYPE S AP D 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. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Beam Sabers Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. 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, and can only attack or be attacked in the Fight phase by units that can Fly. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Core Explodes (p. 1)	17 POWER				RX- PL					DAMAGE Some of this mo- change as it suff- shown below:			II.
An ORX-005 is a single model equipped with a 360° Cockpit, two Beam Rifles, Beam Sabers, Titanic Feet, and Twin Combat Shields. WEAPON RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon. Airborne: This model cannot bearged by units that can Fly, and it rolls for each attack with this weapon. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode: When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic,				BS	S T	W		Ld	Sv	REMAINING W		WS	BS
Beam Sabers, Titanic Feet, and Twin Combat Shields. WEAPON RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. 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. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that 1-3 12" 6+ 5+ 12" Make 3 hit rolls for each attack with this weapon. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Which is the cach time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Make 3 hit rolls for each attack with this weapon. Mobile Suit Mode: At the beginning of each of its Movement Phases, this unit may transform to a Mobile Suit Mode: At the begin	ORX-005 340	*	*	*	8 7	15	2	8	3+			•	3+
Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Make 3 hit rolls for each attack with this weapon. Soor Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that						oit, tw	ю Ве	am Ri	fles,				-
Beam Rifle 36" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. 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. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that Melee Melee He -3 6 Weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon. Make 3 hit rolls for each attack with this weapon. 360° Cockpit: This unit may reroll a hit roll once per turn. 360° Cockpit: This unit may transform to a Mobile Suit Mode. At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Mobile Suit (p. 1)	WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES				
Beam Sabers Melee Mobile Suit Mode: Mobil	Beam Rifle	36"	Hea	avy 3	8	-3	4					th this	
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. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Twin Combat Shields: A model with Twin Combat Shields has a 4+ invulnerable save. Mobile Suit (p. 1)	Beam Sabers	Melee	Me	elee	+6	-3	6					th this	
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. Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12" and it gains Hit and Run: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its Movement Characteristic becomes 12" and it gains Hit and Run: This unit may reroll a hit roll once per turn.	Titanic Feet	Melee	Me	elee	User	-2	2	Make	3 hit rolls	s for each attack v	with this	weapo	n.
Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Supersonic: Each time this model Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transformed to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may transformed to Hit, Airborne, Fly, Supersonic, and AIRCRAFT. Its Movement Characteristic becomes 12", and it supersonic, and AIRCRAFT. Its		and can o can Fly , a attacked in	nly be o	charge only a	ed by uni	ts tha be	t	turn.	-	·			•
phase - do not roll any dice. Shields has a 4+ invulnerable save. Hard to Hit: Your opponent must Mobile Suit (p. 1) subtract 1 from hit rolls for attacks that		moves, first then move Note that initial pivo of 15" eac	st pivot the mo t canno t, and it h turn.	it on todel so ot pivo must Wher	the spot utraight fo traight fo tagain a move a this mo	up to rward fter th minin	is. ne	Move Mobil to Hi Its Me gains	ement pha le Suit Mo t, Airbor r ovement s Hit and	ases, this unit may ode. When Transfone, Fly, Supersor Characteristic bed Run: This unit ma	transfo ormed, in nic, and comes 12 ay move	rm to a t loses AIRCF 2", and 2D6" i	Hard RAFT. I it n your
subtract 1 from hit rolls for attacks that		characteristic by 15" until the end of the										in Cor	nbat
target this model in the Shooting phase. Core Explodes (p. 1)	ADII ITIES	subtract 1	from hi	it rolls	for attac	ks tha				,			
FACTION KEYWORDS UC, 0087, Titans				iii iiie	SHOORING	y pria	ა ८ .	core	Explode	ε5 (μ. τ)			
KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space, Fly				Mobile	Suit. Gr	ound.	Spa	ice, Fl	/				

18 POWER				IIA RX-)A]	M	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS :	S T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rosamia Badam 350	*	*		8 7	15	2	8	3+	8-15+	12-24"	4+	3+
Rosamia Badam in an OF Cockpit, two Beam Rifles Only one unit with Rosan	, Beam Sabe	ers, Tita	anic F	eet, and	l Twin	Con			4-7 1-3	12-18" 12"	5+ 6+	4+ 5+
WEAPON	RANGE	TY	PΕ	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Hea	ıvy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	Me	elee	+6	-3	6			roll a Wound roll o inflicts a Mortal \		th this	
Titanic Feet	Melee	Me	elee	User	2	2	Make	3 hit rolls	s for each attack v	vith this	weapo	on.
	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. Mobile Suit Mode: At the beginning of each of its										ce per	
												a Hard RAFT. d it in your narge.
ABILITIES	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) Core Explodes (p. 1)											
PSYKER	Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Character,	C, 0087, Titans haracter, Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Psyker, Rosamia Badam										

18 POWER	3	O GAPI	RX- LAN			CE		DAMAGE Some of this mo- change as it suff- shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
ORX-005 Ace 350	*	* *	8 7	15	2	8	3+	8-15+	12-24"	3+	3+
An ORX-005 Gaplant Ac Beam Rifles, Beam Sabo						ockpit,	two	4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8 8	-3	4		•	roll a Wound roll o inflicts a Mortal \		th this	
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal \		th this	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	with this	weapo	on.
	and can o can Fly , a	Mobile Suit Mode: At the beginning of each of its									
	moves, fir then move Note that initial pivo of 15" eac Advances	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the									
ABILITIES	Hard to H subtract 1	lit: Your opp from hit roll model in the	onent mus s for attac	ks th		Mobi	le Suit (p	·			
FACTION KEYWORDS	UC, 0087	, Titans	·	-				·			
KEYWORDS	Titanic, Ve	ehicle, Mobil	e Suit, Gr	ound	, Spa	ice, Fl	y, Charac	ter			

18 POWER	JA			RA RX-				AN	I	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	ws	BS	S T	V	N	Α	Ld	Sv	REMAINING W	M	WS	BS
Jack Rackham 360	*	*	*	8 7	1	5	3	8	3+	8-15+	12-24"	3+	2+
Jack Rackham in an ORX Cockpit, two Beam Rifles, Only one unit with Jack R	Beam Sab	ers, Tit	anic I	eet, an	d Tv	vin	Con			4-7 1-3	12-18" 12"	4+ 5+	3+ 4+
WEAPON	RANGE	TY	/PE	S	A	ŀΡ	D	ABIL	ITIES				
Beam Rifle	36"	Hea	avy 3	8	_	.3	4	weap	on, it also	roll a Wound roll inflicts a Mortal	Wound.		
Beam Sabers	Melee	Me	elee	+6	; <u>-</u>	.3	6		-	roll a Wound roll inflicts a Mortal		th this	
Missile Launcher +25	72"	Hea	vy D6	8		2	2	Blast.					
Titanic Feet	Melee		elee		er -	2	2	Make	3 hit rolls	s for each attack	with this	weapo	n.
WARGEAR OPTIONS	This mode	l may t	ake u	p to 2 N	/lissi	ile L	aun	chers	(+1 Powe	er Rating each).			
	This model may take up to 2 Missile Launchers (+1 Power Rating each). 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. Mobile Suit Mode: At the beginning of each of its											·	
	Can Fly. Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hathen move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the Mode: At the beginning of each of its Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hathen to Hit, Airborne, Fly, Supersonic, and AIRCRAF Its Movement Characteristic becomes 12", and it gains Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge Twin Combat Shields: A model with Twin Combat Shields:										Hard RAFT. I it n your arge.		
ABILITIES	phase - do not roll any dice. Shields has a 4+ i Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Shields has a 4+ i Mobile Suit (p. 1) Core Explodes (p. 1)									. 1)	u v o .		
FACTION KEYWORDS	UC, 0087,	Titans							-				
KEYWORDS	Titanic, Ve	C, 0087, Titans tanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Jack Rackham											

19 POWER		RAH Z				RC	V	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		
Sarah Zabiarov 390	*	* * 8	7	15	3	7	3+	8-15+	12-24"	4+	3+		
Sarah Zabiarov in a PMX- Cockpit, Beam Sabers, tw Launchers, and Titanic Fe	o Mega Pa	rticle Cannons	, two T	hree	Shot	Missile	Э	4-7	12-18"	5+	4+		
army. Only one unit with								1-3	12"	6+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	TIES						
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal		th this			
Mega Particle Cannon	48"	Heavy 3	8	-3	4			ı roll a Wound roll o inflicts a Mortal		th this			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack	with this	weapo	on.		
	and can of can Fly, a attacked in can Fly. Supersor moves, first then move Note that initial pivo	This model can ly be charged nd can only attention the Fight phanic: Each time to the model strait cannot pivot att, and it must ment the furn. When the	by unit ack or l se by u his mode spot u aight fo again a nove a	ts that be units to del up to rward fter the minin	that 90°, ds.	Mobil Move Mobil to Hit Move Hit ar Charg	e Suit Mement phase Suit Monager, Airborn ment Chand Run: ge phase	This unit may rer lode: At the begin ases, this unit may ode. When Transf ne, Supersonic, a aracteristic become This unit may move, even if it has not our opponent must st that target this re	nning of e y transfo ormed, i and AIR enes 12", ve 2D6" t declare	each o rm to a t loses CRAF and it in your d a ch	of its a be Hard T. Its gains r harge.		
	of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the						ing phas	•		u IC			
ABILITIES		characteristic by 15" until the end of the phase - do not roll any dice. Mobile Suit (p. 1); Core Explodes (p. 1) JC, 0087, Titans											

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Sarah Zabiarov, Fly

20 POWER	R	ECCO PM	0	ND)		DAMAGE Some of this mo change as it suff shown below: REMAINING W	ers dam					
Reccoa Londe 400	*	ws	7	W 15	A 3	8	Sv 3+	8-15+	12-24"		3+	
Reccoa Londe in a PMX-0 Cockpit, Beam Sabers, tw Launchers, and Titanic Fe	o Mega Pa et. Only or	a is a single mo article Cannons, ae unit with Mes	odel eq two Th	uippe hree hay b	ed w Shot	ith a 36 Missile	0°	4-7	12-18"	_	4+	
army. Only one unit with I	RANGE	TYPE	Siuded	III yo AP	urar D	•	TIES	1-3	12	5+	5 +	
Beam Sabers	Melee	Melee	+6	-3	6	Each	time you	roll a Wound roll inflicts a Mortal		th this		
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this						
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack	with this	weapo	on.	
	and can o can Fly , a attacked in can Fly .	This model can nly be charged nd can only attant the Fight phase	by unit ack or t se by u	s tha be nits t	at	Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Supersonic , and AIRCRAFT . Its						
ABILITIES	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						Charge phase, even if it has not declared a charge.					

Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Messala, Reccoa Londe, Fly

FACTION KEYWORDS

KEYWORDS

UC, 0087, Titans

23 POWER		PAP SCII PM	RO	CC				DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W		WS	BS
Paptimus Scirocco	*	* * 8	7	15	5	8	3+	8-15+	12-24"	2+	2+
Paptimus Scirocco in a P Cockpit, Beam Sabers, tv Launchers, and Titanic Fe army. Only one unit with	vo Mega Pa eet. Only or	article Cannons ne unit with Me s	, two T ssala n	hree nay b	Shot e ind	: Missile :luded ii	e n your	4-7 1-3	12-24" 12"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll inflicts a Mortal		th this	
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll inflicts a Mortal		th this	
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet		Melee		•	•		3 hit rolls	s for each attack	with this	weapo	on.
ABILITIES	•										
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to 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, 0087, Titans										
KEYWORDS		ehicle, Mobile S Powerful Newt				ace, Cha	aracter, N	Messala, Paptimu	ıs Sciroc	co, Fly	/,

25 POWER	R		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
Reccoa Londe 510	*	* * 8	7	18	3	8	3+	10-18+	12"	3+	3+
Reccoa Londe in a PMX-001 Palace Athene is a single model equipped with a 360° Cockpit, Beam Sabers, two Diffuse Mega Particle Cannons, two Mega Particle Cannons, and Titanic Feet. Only one unit with Reccoa Londe may be included in your army. 5-9 9" 4 5-9 5-9 5-9 5-9 5-9 5-9 5-9 5-9 5-9											
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal V			
Diffuse Mega Particle Cannon	48"	,									
Large Missile +10	48"	Heavy 1	8	Each of this weapon may only be fired once per -2 4 battle.							
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 D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Rifle +60	36"	Heavy 6	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			
Wargear Options	This model may take up to 8 Large Missiles (Power Rating +1 per two missiles). This model may replace one of its Mega Particle Cannons with a Twin Beam Rifle (Power Rating +3). This model may replace one of its Mega Particle Cannons with a Palace Athene Shield (Power Rating -2).										
	360° Cockpit : This unit may reroll a hit roll once peturn.									ce per	
ABILITIES	Mobile So	uit (p. 1)				a Pala save.	ace Athei	e Shield -45 : A mone Shield gains a shield gains a shield, the model gainer.	5+ Inv	ulnerab	le
FACTION KEYWORDS	UC, 0087										
KEYWORDS		ehicle, Mobile Su	uit, Gro	ound,	Spa	ace, Ch	aracter, I	Reccoa Londe			

17 POWER	SA	RAH Z PM				RC	V	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		
Sarah Zabiarov 340	*	* * 7	7	15	2	7	3+	8-15+	15"	3+	3+		
Sarah Zabiarov in a PMX-002 Bolinoak Sammahn is a single model equipped with a 360° Cockpit, a Bolinoak Sammahn Shield, two Three Shot Missile launchers, and Titanic Feet. Only one unit with Sarah Zabiarov may be included in your army. 4-7 10" 4+ 4-7 5- 5- 6" 5+ 5-													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Gun	24"	Pistol 2D3	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	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Claw Pincer	Melee	Melee	+3	-3	6	that e	enemy is s ving Shoo	hits an enemy in t still in Engagemen ting phase, the Bo their Hit rolls.	t rang	e during	g the		
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	for each attack w	ith thi	s weap	on.		
	Sensor Targeters: This model adds +1 to all ranged to hit rolls. Each time this unit makes an attack, enemy units do not receive the benefits of cover to their saving throws against that attack.						360° Cockpit: This unit may reroll a hit roll once per turn. ot Bolinoak Sammahn Shield: A model equipped with a Bolinoak Sammahn Shield gains a 5+						
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1						Invulnerable save. Additionally, the model gains 2x 1) Beam Guns, Beam Sabers, and a Claw Pincer.						
FACTION KEYWORDS	UC, 0087,	Titans			<u> </u>		·						

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

20 POWER			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
Paptimus Scirocco 440	*	* *	8 8	18	6	9	2+	10-18+	12"	2+	2+
Paptimus Scirocco in a Pl								5-9	8"	3+	3+
Cockpit, Beam Sabers, a Paptimus Scirocco may				reet.	Only	one u	init with	1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AF	D	ABI	LITIES				
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this									
Heavy Beam Rifle	36"	Assault :	3 8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Melee	Us	er -2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
	360° Cock roll once p	kpit : This ur er turn.	nit may r	eroll a	hit	Bio: turn		nis unit may reroll a	a save	e die one	ce per
ABILITIES	Mobile Su	uit (p. 1)				Cor	e Explode	s (p. 1)			
PSYKER	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to 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, 0087,	UC, 0087, Titans									
KEYWORDS		hicle, Mobil Newtype, Ps		Groun	d, Spa	ace, C	Character, I	Paptimus Scirocco	, New	type,	

8 POWER		RN HI	IS-I					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
RMS-106 165	*	* * 8	3 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-106 Hizack is a sir Cockpit, Beam Sabers, a	•			nm M	lachi	ne Gur	n, a 360°	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4		_	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may replace t must replace el may take up	its 120r its Bea to two 1	nm M m Sa Γhree	lach bers Sho	ine Gu with a ot Miss	n with a E i Heat Ha ile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Rati g -1). ng +1	each).	
	360° Coc roll once p	kpit : This unit i per turn.	may rer	oll a l	hit		bat Shiel nvulneral	d : A model with a ble save.	comb	at shield	d has
ABILITIES	Mobile St	uit (p. 1) lodes (p. 1)						Shields <mark>+20</mark>: A m s has a 4+ invulne			
FACTION KEYWORDS	UC, 0087	, Titans									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace, (Grou	ınd					

8 POWER	SA	V	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	
Sarah Zabiarov 165	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	4+	
Machine Gun, a 360° Coo	ckpit, Beam	26 Hizack is a single model equipped with a 120mm bit, Beam Sabers, a Combat Shield, and Titanic Feet. bitarov may be taken for your army. CANGE TYPE S AP D ABILITIES 4-6 9" 5+ 1-3 5" 6+										
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"											
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this Melee										
Heat Hawk -20	Melee	Melee	+3	-3	6	-						
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	vith thi	s weap	on.	
WARGEAR OPTIONS	This mode does so, i This mode	el may replace it t must replace i el may take up t	ts 120r ts Bea o two 1	nm N m Sa Three	/lach abers e Sho	ine Gu with a ot Miss	in with a l a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe awk (Power Rating thers (Power Ration mbat Shields (Pow	r Rati g -1). ng +1	each).		
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.									d has		
ABILITIES	Mobile Suit (p. 1) Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.								i			
FACTION KEYWORDS	UC, 0087	, Titans										
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Sarah Zabiarov										

		KAC						DAMAGE				
POWER		CAC				K		DAMAGE Some of this mode change as it suffer shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Kacricon Cacooler 170	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+	
Kacricon Cacooler in a RMS-106 Hizack is a single model equipped with a 120mm Machine Gun, a 360° Cockpit, Beam Sabers, a Combat Shield, and Titanic Feet. Only one unit with Kacricon Cacooler may be taken for your army. 4-6 9" 4+ 5+ 1-3 5" 5+ 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee	Each time you roll a wound roll of 6+ for this										
Heat Hawk -20	Melee	Melee	+3	-3	6	-						
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode does so, i This mode	el may replace i t must replace i el may take up t	ts 120r its Bea to two 1	nm M m Sa Γhree	lach bers Sho	ine Gu with a ot Miss	ın with a E a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin nbat Shields (Pow	r Ratii g -1). ng +1	each).		
	360° Cockpit: This unit may reroll a hit							d : A model with a ble save.	comba	at shield	d has	
	Mobile S							Shields +20: A m			l	
ABILITIES	-	lodes (p. 1)				comb	at shields	s has a 4+ invulne	rable s	save.		
FACTION KEYWORDS	UC, 0087	<u>, </u>										
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace, (Grou	ınd, Cł	naracter, k	Kacricon Cacooler				

POWER		EMMA RM				DAMAGE Some of this mod change as it suffe shown below:		mage, a	s		
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen 170	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+
Emma Sheen in a RMS-1 Machine Gun, a 360° Coo Only one model with Em n	kpit, Beam	Sabers, a Com	bat Sh	ield,	and			4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee Melee +6 -3 6 weapon, it also inflicts a mortal wound.										
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	-				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may replace it t must replace i el may take up t	s 120r ts Bea o two 1	nm N m Sa Three	/lach abers e Sho	ine Gu with a ot Miss	in with a E a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Ratir g -1). ng +1	each).	
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.								d has		
ABILITIES	Mobile Suit (p. 1) Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.										
FACTION KEYWORDS	UC, 0087	. ,									
KEYWORDS	•	ehicle, Mobile S	uit, Spa	ace, (Grou	ınd, Ch	naracter, E	Emma Sheen			

9 POWER		R HIZ		[S-]					DAMAGE Some of this mod change as it suffor shown below:				
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RMS-106 Ace 175	*	* *	8	7	12	2	8	3+	7-12+	12"	3+	3+	
A RMS-106 Hizack Ace is 360° Cockpit, Beam Sabe							1achin	e Gun, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault	12	6	-1	1	-						
Beam Rifle +45	36"	Heavy	3	8	-3	4		_	roll a wound roll o inflicts a mortal v				
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee												
Heat Hawk -20	Melee	Mele	9	+3	-3	6	-						
Three Shot Missile Launcher +25	60"	Rapid Fir	e D6	6	-1	1	Blast	i.					
Titanic Feet	Melee	Mele	9	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	is weap	on.	
WARGEAR OPTIONS	This mode does so, i This mode	el may repl t must rep el may take	ace it lace i e up t	s 120n ts Bea o two T	nm N m Sa Three	/lach abers e Sho	ine Gu with a ot Miss	un with a E a Heat Ha sile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Ratin hers (Power Rati nbat Shields (Pow	r Rati g -1). ng +1	each).		
	360° Cockpit : This unit may reroll a hit roll once per turn.							Combat Shield: A model with a combat shield has a 5+ invulnerable save.					
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)							Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.					
FACTION KEYWORDS	UC, 0087	, Titans											
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Character											

9 POWER		JERID RM				SA		DAMAGE Some of this mod change as it suffe shown below:		mage, a	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Jerid Messa 180	*	* * 8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-10 Machine Gun, a 360° Coo Only one unit with Jerid N	kpit, Beam	Sabers, a Com	ıbat Sh	ield,				4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Each time you roll a wound roll of 6+ for this Melee										
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode does so, i This mode	el may replace i t must replace i el may take up t	ts 120r its Bea to two 1	nm Ν m Sa Γhree	/lach abers e Sho	ine Gu with a ot Miss	n with a E i Heat Ha ile Launc	wk (Power Rating Beam Rifle (Powe wk (Power Rating hers (Power Ratin hbat Shields (Pow	r Ratii g -1). ng +1	each).	
	360° Cockpit: This unit may reroll a hit roll once per turn. Combat Shield: A model with a combat shield has a 5+ invulnerable save.									d has	
ABILITIES	Mobile Su	uit (p. 1) lodes (p. 1)						Shields <mark>+20</mark>: A m s has a 4+ invulne			ı
FACTION KEYWORDS						COITID	at Sillelus	o iiao a 4+ iiivuille	i abie s	oave.	
KEYWORDS	UC, 0087, Titans Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Jerid Messa										
VE I MOKD9	manic, ve	anicie, Mobile S	uit, Spa	ace,	GIOL	iilu, Ch	iaracter, c	Jenu Messa			

POWER	14.1	RMS IZACK					M	DAMAGE Some of this mod change as it suffe			
NAME	M	WS BS S	T	W	A	Ld	Sv	shown below: REMAINING W	М	ws	BS
RMS-106CS 175	*	* * 8	7	12	2	7	3+	7-12+	12"	4+	2+
A RMS-106CS Hizack Cu	istom is a s	inale model eau	inned	with	a 12	Omm I	Machine	4-6	9"	5+	3+
Gun, a 360° Cockpit, Bea							viaciliile	1-3	5"	6+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Beam Rifle +45	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Heat Hawk -20	Melee	Melee	+3	-3	6	-					
Long Beam Rifle +115	84"	Heavy 3D3	9	-4	4	Rem phas Save wear wear time	ained State. Subtrace. Each time oon, it also oon may o	nly fire the Long B tionary in the precent 2 from any target ne you roll a Woun of inflicts a Mortal Volly be fired 3 time to a target for this work Out, Sir rule.	eding et unit' d roll Vound s in a	movem s Invuln of 6+ w l. This battle.	ent erable ith this Each
Three Shot Missile	01	110017 020	Ū	•	•	igiloi	0 ti 10 200	it out, on raio.			
Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	· .				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may replace its 120mm Machine Gun with a Beam Rifle (Power Rating +2) or a Long Beam Rifle (Power Rating +6). If it does either, it must replace its Beam Sabers with a Heat Hawk (Power Rating -1). This model may take up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat 360° Cockpit: This unit may reroll a hit roll once per shield has a 5+ invulnerable save. Twin Combat Shields: A model with										
		oat shields has a									

ABILITIES

KEYWORDS

FACTION KEYWORDS

invulnerable save.

UC, 0087, Titans

Titanic, Vehicle, Mobile Suit, Space, Ground

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

11 POWER				IS-1 RA					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-108 220	*	*	* 8	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-108 Marasai is a s	-								4-6	9"	5+	5+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	at Shie	ld, Tita	nic Fee	t, and	wT b	in Link	c 60mm	1-3	5"	6+	6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Hea	vy 5	8	-3	3		-	roll a wound roll of inflicts a mortal w			
Beam Sabers	Melee	Me	lee	+6	-3	6		_	roll a wound roll of inflicts a mortal w			
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	3 hit rolls	s 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 th	nat can	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+ inv	vulnera			bat	turn.	Cockpit: Explode	This unit may rero	ll a hit	roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, M	lobile S	Suit, Spa	ace, (Grou	ınd	-				

11 power	MA				S-1			AN	DAMAGE Some of this mo- change as it suff- shown below:				
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-108 Veteran 230	*	*	*	8	7	12	2	7	3+	7-12+	12"	4+	3+
A RMS-108 Marasai Vete Beam Machine Gun, Bear 60mm Vulcans.		-								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	T۱	/PE		S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Hea	avy 5		8	-3	3		•	roll a wound roll o			
Beam Sabers	Melee	Me	elee		+6	-3	6		•	roll a wound roll o			
Titanic Feet	Melee	Me	elee		User	-2	2	Make	3 hit rolls	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire	4	4	0	2	Add 1	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+ ir	าvulne			••••	bat	turn.	Cockpit: Explode	This unit may rer s (p. 1)	oll a hi	t roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Titanic, Ve	hicle, I	Mobile	e Su	it, Spa	ace, (Grou	ınd					

11 power		KAC CAC RN						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Kacricon Cacooler 230	*	* * {	3 7	12	2	7	3+	7-12+	12"	4+	3+
Kacricon Cacooler in a RN Cockpit, a Beam Machine Twin Link 60mm Vulcans. in your army.	Gun, Bean	n Sabers, a Č	ombat S	hield	l, Tita	anic Fe	eet, and	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a wound roll of inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll of inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	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.
ABILITIES		Shield: A mode a 5+ invulner uit (p. 1)			bat	turn.	Cockpit: Explode	This unit may rero s (p. 1)	ll a hit	roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Spa	ace,	Grou	ınd, Cl	naracter, k	Kacricon Cacooler			

12 POWER	I	F MAF		IS-1			CE		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-108 Ace 235	*	* *	8	7	12	2	7	3+	7-12+	12"	3+	3+
A RMS-108 Marasai Ace i									4-6	9"	4+	4+
Machine Gun, Beam Sabe Vulcans.	ers, a Comb	oat Shield	, Titar	nic Fee	t, and	d Tw	in Link	c 60mm	1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy	5	8	-3	3			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Mele	Э	+6	-3	6		-	roll a wound roll o			
Titanic Feet	Melee	Mele	Э	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add	1 to all to	hit rolls against tar	gets tl	nat can	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+ invu				bat	turn.	Cockpit: Explode	This unit may rero	ll a hit	roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, Mol	oile S	uit, Spa	ace, (Grou	ınd, Cl	naracter				_

12 POWER		JER R		M [S-]			SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Jerid Messa 240	*	* *	8	7	12	2	7	3+	7-12+	12"	3+	4+
Jerid Messa in a RMS-108 Cockpit, a Beam Machine Twin Link 60mm Vulcans. army.	Gun, Bear	n Sabers,	a Coı	mbat S	hield	l, Tita	anic Fe		4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	≣	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	Heavy	5	8	-3	3		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Mele	е	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Mele	е	User	-2	2	Make	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 tai	gets t	hat can	Fly.
ABILITIES	Combat S shield has Mobile Su	a 5+ invu				bat	turn.	Cockpit: Explode	This unit may rero	oll a hi	t roll on	ce per
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, Mol	bile S	uit, Spa	ace, (Grou	ınd, Cha	aracter, c	Jerid Messa			
												00

11 POWER				MS- BA			β		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
RMS-117 210	*	*	*	8 7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-117 is a single mo	del equippe	ed with	n a Be	am Rifle	, Bea	m Sa	bers, a	a Combat	4-6	9"	5+	5+
Shield, two Grenade Laur	chers, and	Titani	c Feet						1-3	5"	6+	6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	lelee	+6	-3	6		_	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Ass	sault 1	6	-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	M	lelee	Use	r -2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Su Core Exp	٠.	,					ibat Shiel invulneral	d : A model with a ble save.	comba	at shiel	d has
FACTION KEYWORDS	UC, 0087,	Titans	5									
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, S	pace,	Grou	ınd					_

POWER		[S-117] β V	7 GA ETE				DY	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
RMS-117 Veteran 215	*	* *	8 7	12	2	8	3+	7-12+	12"	4+	3+
A RMS-117 Veteran is a s	sinale mode	el equipped v	with a Bea	m Ri	fle. E	Beam S	Sabers. a	4-6	9"	5+	4+
Combat Shield, two Gren	-				, -			1-3	5"	6+	5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	LITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		_	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault ²	1 6	-1	D3			eapon may only be	fired	once p	er
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile St Core Exp	uit (p. 1) lodes (p. 1)					bat Shiel invulnera	d : A model with a ble save.	comb	at shiel	d has
FACTION KEYWORDS	UC, 0087	, Titans									
KEYWORDS	Titanic, Ve	ehicle, Mobil	e Suit. Sp	ace.	Grou	ınd					

10 POWER			RI BA		S-I					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
Barzam 225	*	*	*	7	7	15	3	7	3+	7-12+	12"	3+	3+
A RMS-154 Barzam is a s	ingle mode	l equi	pped v	with a	a 360'	° Coc	kpit	a Bea	am Rifle,	4-6	9"	4+	4+
Beam Sabers, and Titanio	Feet.									1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	avy 2D	6	8	-2	1	Blast					
Beam Rifle	36"	Не	eavy 3		8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	M	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Ν	1elee		User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rap	id Fire	4	4	0	2	Add 1	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode This mode This mode	el may	take a	a Co	mbat :	Shiel	d (P	ower F		Power Rating -2).).			
	Malaila O	-14 /	4)							d <mark>+20</mark>: A model wi nerable save.	th a co	ombat s	shield
	Mobile Su	iit (p.	1)					360°	Cockpit.	This unit may rero	ll a hit	t roll on	ce per
ABILITIES	Core Exp	lodes	(p. 1)					turn.	- Jonpin	a.m. may 1010	🔾		- 5 PO
FACTION KEYWORDS	UC, 0087,	Titan	s										
KEYWORDS	Character	Titan	ic, Vel	nicle	, Mobi	le Su	uit, S	pace,	Ground, c	Jerid Messa, Gund	am		

11 POWER	RI	MS-179 G		G II	M-	-79	9R	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
RMS-179/RGM-79R 220	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R								4-6	9"	5+	5+
Rifle, Beam Sabers, a Co		d, Titanic Feet,	and Tw					1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s 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	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace Power Rating						hine Gun (Power l 2).	Ratin	g -3), 18	30mm
	360° Cocl roll once p	kpit : This unit r per turn.	nay rero	oll a	hit	_	nbat Shiel invulneral	d : A model with a cole save.	comba	at shield	l has
ABILITIES	Mobile Su	uit (p. 1)				Core	e Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd					

12 POWER		RM GM						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
RMS-179 Ace 230	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM- a Beam Rifle, Beam Sabe Vulcans.		•						4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.
WARGEAR OPTIONS		el may replace Power Rating						hine Gun (Power 2).	Ratino	g -3), 18	30mm
	360° Cocl	kpit: This unit r per turn.	may rero	oll a	ibat Shiel invulneral	d : A model with a ole save.	comba	at shield	d has		
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	Titans									
KEYWORDS	Character	, Titanic, Vehic	le, Mobi	le S	uit, S	pace,	Ground				

14 POWER		G		RMV VTA					DAMAGE Some of this mode change as it suffer shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RMV-1 280	*	*	*	7 7	12	2	7	3+	7-12+	10"	4+	4+
A RMV-1 is a single mode									4-6	7"	5+	5+
two 120mm Low Recoil Ca Smoke Launchers.	annons, Cr	ushing	Treac	ls, two M	issile	Lau	ncher	s, and	1-3	4"	6+	6+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
80mm Anti-Personnel Machine Gun	12"	Pis	tol 12	5	0	1	-					
120mm Low Recoil Cannon	96"	Hea	ıvy D6	9	-3	2	This bear	•	nay target units no	t visib	le to th	е
Crushing Treads	Melee	М	elee	User	-2	2	Mak	e 2 hit rolls	s for each attack w	ith thi	s weap	on.
Missile Launcher	72"	Hea	vy D6	8	-2	2	Blas	t.				
ABILITIES	Smoke La instead of Shooting Smoke La Shooting subtract 1 weapons	shooting shase, and the shase, shase, from a	ng any this m rs; unt your c	weapon odel can il your ne opponent olls for ra	use in to use in the extoneral must inged	he its t	Mob the r in the turn unit Adva the r this c	movement e same tui in which it makes a ra anced, tha nit roll as if unit only g er if at leas	Models in this unit phase and still show. This unit is eligned Advanced. Each anged attack in a fit attack suffers the firing an Assault vain a bonus to its thalf of the model model gains Titan	oot argible to time a curn in pena weapo save fis obs	nd/or che shoot model which alty incured or being scured	iarge in a in this it irred to dels in g in from
FACTION KEYWORDS	UC, 0087	Titans	;									

Titanic, Vehicle, Mobile Tank, Ground

15 POWE	R		X-1	10				DAMAGE Some of this mod change as it suffe shown below:	ers daı	mage, a	as		
NAME	_	WS BS S	-	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Mouar Pharaoh 30		* * 7		15	3	7	3+	8-15+	12"	4+	3+		
Mouar Pharaoh in a RX Cockpit, two Beam Can Only one of this unit ma	nons, Beam S	abers, a Heav						4-7 1-3	9" 5"	5+ 6+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES						
Beam Cannon	36"	Heavy 1	8	-3	6		•	roll a Wound roll o o inflicts a Mortal \					
Beam Sabers	Melee	Each time you roll a Wound roll of 6+ with this											
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll o o inflicts a Mortal \					
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack v	vith thi	s weap	on.		
	and can on can Fly, an attacked in can Fly. Supersoni moves, firs then move Note that it initial pivot,	This model can ly be charged and can only attempt the Fight phase. The Each time to the model strate cannot pivot and it must me turn. When the world with the model strate cannot pivot and it must me turn.	This unit may rerollode: At the begingases, this unit may ode. When Transforme, Fly, Superson Characteristic bed Run: This unit may even if it has not four opponent must shat target this market.	ning of transformed, nic, and comes by moved declared to the control of the contr	f each of form to , it loses d AIRC 12", and re 2D6" red a ch	of its a s Hard RAFT . d it in your narge.							
ABILITIES	characteris phase - do	increase its M tic by 15" until not roll any di	I the en	d of t	the		oting phas	se. o. 1); Core Explod	les (p.	1)			
FACTION KEYWORDS	UC, 0087,	litans											

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

15 POWER	1		X-1	10				DAMAGE Some of this mod change as it suffe shown below:	ers da	mage, a	ıs		
NAME	M *	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Jerid Messa 310	<u>'</u>		7 7	15	3	8	3+	8-15+	12"	3+	3+		
Jerid Messa in a RX-110 two Beam Cannons, Bea one unit with Jerid Mess	m Sabers, a	Heavy Bear	m Rifle, a					4-7 1-3	9" 5"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Cannon	36"	Each time you roll a Wound roll of 6+ with 36" Heavy 1 8 -3 6 weapon, it also inflicts a Mortal Wound.											
Beam Sabers	Melee	Melee	+6	-3	6		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
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	2	Make	3 hit rolls	s for each attack w	vith thi	is weap	on.		
ABILITIES	and can or can Fly, are attacked in can Fly. Superson moves, first then move Note that i initial pivot of 15" each Advances, characteris	This model only be charged and can only and the Fight phase it is to the model set to annot pivote, and it must be turn. When increase its set to by 15" ur	ed by unitattack or hase by united this mother than the spot of the spot of the spot of again at move and this momental the entil the en	ts that be units to del up to orward ifter the mining del	ile Suit Mement pha le Suit Mo t, Airborr ovement (a Hit and l ge phase, to Hit: You for attacks		ning o trans ormed ic , an omes y mov decla t subti	f each of form to , it loses d AIRC 12", and re 2D6" red a ch ract 1 fron n the	of its a a b a c AAFT d it in your arge.				
_	•	not roll any	aice.			dow	ne Suit (p	. 1); Core Explod	es (p.	. 1)			
FACTION KEYWORDS KEYWORDS	UC, 0087,		Suit Cr	onaq	Sno	nco El	v Charast	tor Jorid Massa					
VE I MOKDO	manic, ve	Titanic, Vehicle, Mobile Suit, Ground, Space, Fly, Character, Jerid Messa											

► 13	DU	JN						PE	\mathbf{R}	DAMAGE Some of this mod change as it suffe					
POWER			K	W	<u> </u>	39				shown below:	JIS GGI	mago, c	13		
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Dunkel Cooper 260	*	*	*	7	7	15	4	7	3+	8-15+	12"	4+	3+		
Dunkel Cooper in a RX-13 Cockpit, two Beam Canno one of these units may be	ns, Beam S	abers	s, a He							4-7 1-3	9" 5"	5+ 6+	4+ 5+		
WEAPON	RANGE	•	YPE		S	AP	D	ABIL	ITIES						
Beam Cannon	36"	He	avy 1		8	-3	4		-	roll a Wound roll o inflicts a Mortal V					
Beam Sabers	Melee	М	elee		+6	-3	6		•	roll a Wound roll o inflicts a Mortal V					
Heat Rod	When attacking with the Heat Rod, choose one of the two modes below.														
Entangle Mode	Melee	М	elee		*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.							
Heat Mode	Melee	М	elee		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heavy Beam Rifle +80	36"	Ass	sault 3	}	8	-3	4		•	roll a Wound roll o inflicts a Mortal V					
Titanic Feet	Melee	М	elee		User	-2	2	Make	3 hit rolls	for each attack with this weapon.					
WARGEAR OPTIONS	This mode	may	take a	неа Неа	avy B	eam	Rifle	e (Power Rating +4).							
	Airborne: and can or can Fly, ar	nly be nd can	charg only	ed b attac	y unit ck or l	s tha	t	360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of each of its							
	attacked in can Fly .	the F	ight p	nase	e by u	inits ti	nat	Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Fly, Supersonic, and AIRCRAFT.							
	Supersonic : Each time this model moves, first pivot it on the spot up to 90°,						Its Movement Characteristic becomes 12", and it °, gains Hit and Run : This unit may move 2D6" in you								
	initial pivot of 15" each Advances, characteris	, and i turn. increa	it mus Whe ase its	t mo n thi Mo	ve a i s mod ve	minim del	num	rolls for attacks that target this model in the Shooting phase.					om hit		
ABILITIES	phase - do							Mobil	le Suit (p	. 1); Core Explod	les (p.	1)			
FACTION KEYWORDS	UC, 0087,	Titans	S												
KEYWORDS	Titanic, Vel	hicle,	Mobile	e Sui	it, Gro	ound,	Spa	ce, Ch	aracter						

▶ 24 12 POWER		RAN		US K-1		A	SA		DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Ramsus Hasa 260	*	*	* 7	7	15	4	7	3+	8-15+	12"	3+	4+		
Ramsus Hasa in a RX-13 Cockpit, two Beam Canno one of these units may be	ons, Beam S	Sabers, a	Heat I						4-7 1-3	9" 5"	4+ 5+	5+ 6+		
WEAPON	RANGE	TYP	Έ	S	AP	D	ABILI	TIES						
Beam Cannon	36"	Heav	y 1	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			;		
Beam Sabers	Melee	Mele	ее	+6	-3	6		-	roll a Wound roll o inflicts a Mortal V					
Heat Rod	When attac	When attacking with the Heat Rod, choose one of the two modes below.												
Entangle Mode	Melee	Mele	ее	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.							
Heat Mode	Melee	Mele	ее	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Heavy Beam Rifle +80	36"	Assau	ult 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V					
Titanic Feet	Melee	Mele	ее	User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This mode	l may tal	ke a He	eavy B	eam l	Rifle	e (Power Rating +4).							
	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. Supersonic: Each time this model							Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Fly , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it						
ABILITIES	Note that it cannot pivot again after the initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Hard to Hit: Your opponent must subtrate rolls for attacks that target this model in Shooting phase. Shooting phase. Mobile Suit (p. 1); Core Explodes (p. 1)								n the	om hit				
FACTION KEYWORDS	UC, 0087,	Titans												
KEYWORDS	Titanic, Ve	hicle, Mo	obile Su	uit, Gro	ound,	Spa	ce, Ch	aracter						

14 POWER		YAZAI R	N G X-1					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	
Yazan Gable 290	*	* * 7	7	15	5	8	3+	8-15+	12"	2+	3+	
Yazan Gable in a RX-139 Cockpit, two Beam Canno one unit with Yazan Gable	ons, Beam S	Sabers, a Heat	t Rod, a					4-7 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Cannon	36"	Heavy 1	8	-3	4		-	roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	Melee	+6	-3	6	weap	on, it also	roll a Wound roll o inflicts a Mortal V				
Heat Rod	When atta	cking with the	Heat R	od, cl	hoos			modes below.				
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.						
Heat Mode	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Heavy Beam Rifle +80	36"	Assault 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V				
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
WARGEAR OPTIONS	This mode	el may take a F	łeavy B	eam	Rifle	e (Power Rating +4).						
	and can o can Fly, a attacked in can Fly. Superson moves, first then move Note that initial pivo of 15" eac	This model canner the canner the result of the canner t	I by unit tack or I tack o	s that be nits to del up to rward fter the	t hat 90°, ls. ne	Mobile Suit Mode. When Transformed, it loses Hard to Hit , Airborne , Fly , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12", and it gains Hit and Run : This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						
ABILITIES	characteri	, increase its M stic by 15" unti o not roll any di	I the en	d of t	he		ting phas le Suit (p	e. . 1); Core Explod	es (p.	1)		
FACTION KEYWORDS	UC, 0087,	<u> </u>							\(\mathrea{\pi}\)	,		
KEYWORDS		ehicle, Mobile S	Suit, Gro	ound,	Spa	ice, Ch	aracter, `	Yazan Gable				

17 POWER		JER	RID RX				SA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS E	ss s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Jerid Messa 350	*	*	* 7	7	15	3	8	3+	8-15+	15"	3+	3+
Beam Sabers, two Mega	id Messa in a RX-160 Byarlant is a single model equipped with a 360° Cockpit, am Sabers, two Mega Particle Cannons, and Titanic Feet. Only one unit with rid Messa may be included in your army.								4-7 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYF	PΕ	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Mel	ee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heav	y 1	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	Mel	ee	User	-2	D23	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run Charge phase								This unit may move even if it has not This unit may rero	declar	ed a ch	arge.
ABILITIES	Mobile Su	it (p. 1),	Core E	Explod	les (p. 1)		-	This difficulty fore	a m	. 1011 0110	oc pei
FACTION KEYWORDS	UC, 0087,	Titans										
KEYWORDS	Titanic, Ve	hicle, Mo	obile Su	uit, Gro	ound	, Spa	ice, Fl	y, Charact	ter, Jerid Messa			

12 POWER		JER) M X-1			SA		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	
Jerid Messa 270	*	* *	8	7	18	3	8	3+	10-18+	12"	3+	3+	
Jerid Messa in a RX-178			_						5-9	9"	4+	4+	
Cockpit, a Beam Rifle, Be unit with Jerid Messa ma					d Tita	anic	Feet.	Only one	1-4	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES					
Bazooka -50	48"	Heavy 2	2D6	8	-2	1	Blast	t.					
Beam Rifle	36"	Heavy	3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Beam Sabers	Melee	Mele	Э	+6	-3	6		•	ou roll a wound roll of 6+ for this Iso inflicts a mortal wound.				
Titanic Feet	Melee	Mele)	User	-2	2	Make 3 hit rolls for each attack with this weapon.						
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	This mode							azooka (P	Power Rating -2).				
	,							bat Shield : A model with a combat shield has invulnerable save.					
ABILITIES	Mobile Su	iit (p. 1)					Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0087,	Titans											
KEYWORDS	Character,	Titanic, V	ehicle	e, Mob	ile Sι	uit, S	pace,	Ground, c	Jerid Messa, Gund	dam			