REPUBLIC/PRINCIPALITY OF ZEON - THE ORIGIN ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Republic/Principality of Zeon - The Origin (Zeon-TO) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several Zeon-TO units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Zeon-TO units:

Escape Vehicle - < Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

Mobile Suit

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

Core Explodes

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

Titanic Presence

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

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

Vehicle Squadron

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

Newtype

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

NEWTYPE DISCIPLINE

Three Times Faster

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

Plot Armor

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

Combat Hypnosis

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



DFA-03 DOPP

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
DFA-03	70pts	15"-36"	6+	4+	5	5	6	2	7	3+

This unit contains a single DFA-03 model. It may include an additional single DFA-03 (Power Rating +4) or an additional two DFA-03 (Power Rating +8). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
ABILITIES	and can of can Fly, a attacked can Fly. Hard to Hard	: This model can only be charged b and can only atta- in the Fight phase lit : Your opponer I from hit rolls for a model in the Sh	by unitional controls	its that be units t	t hat at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079	, Zeon-TO				
KEYWORDS	Fly, Vehic	le, Ground	•			



HT-01B-TOP **MAGELLA TOP**

NAME		М	WS	BS	S	Т	W	A	Ld	Sv
HT-01B-Top	55pts	15"-30"	6+	4+	5	5	4	2	7	3+

This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (**Power Rating +3**) or an

			,			ped with a 175mm Cannon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
175mm Cannon	48"	Heavy 1	8	-3	2D6	-
	and can on can Fly , an	This model car ly be charged d can only atta the Fight phas	by uni ack or	ts tha	at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end
ABILITIES	subtract 1 f	:: Your oppone rom hit rolls fo nodel in the Sl	r attac	ks th		of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079, 2	Zeon-TO				
KEYWORDS	Fly, Vehicle	, HT-01B-Top,	Groui	nd	•	



NAME WS Т W M BS S A Ld HT-01B 100pts 8" 5 6 2 7 3+ 6+ 4+ 6

This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Triple Cannon	30"	Pistol 6	5	0	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D6	-

Vehicle Squadron (p. 1)
Escape Vehicle - HT-01B-Top (p. 1)
Core Explosion (p. 1)

FACTION KEYWORDS UC, 0079, Zeon-TO

KEYWORDS Vehicle, Ground

ABILITIES

5 POWER				ALD MS-			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
Calden 110pts	*	*	*	6 6	12	2	7	4+	6-12+	12"	4+	4+
Calden in a YMS-03 Waff	-								3-5	9"	5+	5+
Shield, a Heat Hawk, and your army.	litanic Fee	et. Only	one c	this unit	i may	/ be	include	ed in	1-2	5"	6+	6+
WEAPON	RANGE	TY	/PE	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heav	/y 2D6	8	-2	1	Blast	,				
Heat Hawk	Melee	Ме	elee	+3	-3	6	-					
Titanic Feet	Melee	Ме	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0074,	Zeon-	ТО									
KEYWORDS	Titanic, Ve	hicle, N	Mobile	Suit, Spa	ace, (Grou	nd					

7 POWER				IS-(UG					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS S	3 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-04 140pts	*	*	* 7	7 7	12	2	7	3+	7-12+	12"	4+	3+
A MS-04 Bugu is a single	model equ	ipped v	with a 1	20mm N	/lachi	ne G	Sun, a	Combat	4-6	9"	5+	4+
Shield, a Heat Hawk, and							,		1-3	5"	6+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	ault 12	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blast	t.				
Heat Hawk	Melee	M	lelee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapic	l Fire D6	6 6	-1	1	Blast	t				
Titanic Feet	Melee	M	lelee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode								Bazooka. hers (Power Ratir	ng +1	each).	
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077	, Zeon-	-TO									
KEYWORDS	Titanic, Ve	ehicle,	Mobile S	Suit, Spa	ace, (Grou	ınd					

8 POWER		RAM M	BA [S-(A	L		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
MS-04 140pts	*	* * 7	7	12	4	9	3+	7-12+	12"	3+	2+
Ramba Ral in a MS-04 Bu	•	•						4-6	9"	4+	3+
Gun, a Combat Shield, a I RaI may be included in yo		, and Titanic Fe	eet. On	ıly on	e un	it with	Ramba	1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	•				
Titanic Feet	Melee	Melee	User	-	2			s for each attack w	ith thi	s wean	on
Titaliio i GGt									iui uii	s weap	011.
WARGEAR OPTIONS		el may replace el may take up						bazooka. hers (Power Rati r	ng +1	each).	
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077,	Zeon-TO				_					
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Sp	ace,	Grou	ınd, C	haracter, l	Ramba Ral			

5 POWER					-0: KU						DAMAGE Some of this m change as it su shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	۱ 5	Sv	REMAINING V	V M	WS	BS
MS-05B 100pts	*	*	*	7	6	12	2	7	3	}+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			a 100r	mm	Machi	ne C	Gun,	Crad	cker		4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T۱	/PE		S	AP	D	AB	BILITIE	ES				
100mm Machine Gun	24"	Rapid	d Fire	6	6	-1	1	-						
120mm Machine Gun +5	30"	Assa	ault 12	2	6	-1	1	-						
175mm Cannon	48"	Hea	avy 1		8	-3	2D3	-						
Bazooka	48"	Hea	avy 6		8	-2	1				g units with 5 or type to Heavy 2I		odels, c	hange
Cracker Grenades	12"	Grena	ade D	06	*	*	*	tar Gre	get. Iı enade	nstead s, you	oes not inflict ar I, if a unit is hit b ir opponent mus unit until the er	y any C t subtra	racker ct 1 fron	
Heat Hawk	Melee	Me	elee		+3	-3	6	-						
Titanic Feet	Melee	Me	elee		User	-2	2	Ма	ake 3 h	nit rolls	s for each attack	with thi	s weapo	on.
WARGEAR OPTIONS	This mode Cannon, o This mode	r a Baz	zooka	١.							l20mm Machine).	Gun, a	175mm	1
ABILITIES	Mobile Su Core Exp										d <mark>+</mark>20 : A model nerable save.	with a co	ombat s	shield
FACTION KEYWORDS	UC, 0078,	Zeon-	TO											
KEYWORDS	Titanic, Ve	hicle, I	Mobile	e Sui	it, Spa	ace,	Grou	ınd						

5 POWER	\mathbf{Z}_{E}	ΑK			S-0: VE			RA	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
MS-05B Vet 110pts	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	3+
A MS-05B Zaku I Veteran	is a single	model	eaui	opeo	d with a	a 10	0mm	Macl	nine Gun.	4-6	9"	5+	4+
Cracker Grenades, a Hea	-								- ,	1-3	5"	6+	5+
WEAPON	RANGE	T	YPE		S	AP	D	ABI	LITIES				
100mm Machine Gun	24"	Rapi	d Fire	6	6	-1	1	-					
120mm Machine Gun +5	30"	Ass	ault 1	2	6	-1	1	-					
175mm Cannon	48"	He	avy 1		8	-3	2D3	3 -					
Bazooka	48"	He	avy 6	i	8	-2	1		•	g units with 5 or m type to Heavy 2D6		odels, d	hange
Cracker Grenades	12"	Gren	ade [D 6	*	*	*	targ Grei	et. Instead nades, you	loes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	М	elee		+3	-3	6	-					
Titanic Feet	Melee	М	elee		User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	Cannon, c	r a Ba	zooka	а.					un with a [·]	120mm Machine G	Sun, a	175mm	1
ABILITIES	Mobile Su Core Exp		•							d +20 : A model wi nerable save.	th a co	ombat s	shield

FACTION KEYWORDS

KEYWORDS

UC, 0078, Zeon-TO

Titanic, Vehicle, Mobile Suit, Space, Ground

9 POWER		HAR M	AZ S-0			BL	£	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	
Char Aznable 220pts	*	* * 7	6	12	4	9	3+	7-12+	12"	2+	2+	
Char Aznable in a MS-05								4-6	9"	3+	3+	
Machine Gun, a Combat S Char Aznable may be inc			Titanic	Feet.	On	ly one	unit with	1-3	5"	4+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast						
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	el may replace	its 120r	mm N	1ach	ine Gı	ın with a E	Bazooka.				
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode	,				
PSYKER	psychic po in each er manifestin	Newtype: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0078,	Zeon-TO										
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace, (Grou	ınd, C	haracter, (Char Aznable, Nev	vtype,	Psyker		

7 POWER		MS ZA	S-0(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
MS-06C 140pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06C Zaku II is a sin	gle model	equipped with a	a 120mi	n Ma	chir	e Gun	, a	4-6	9"	5+	5+
Combat Shield, a Heat Ha	-						,	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast					
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add [′]	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS		el may replace el may take a T						Bazooka.			
ABILITIES		Shield: A mode a 5+ invulnera			bat		ile Suit (p Explode				
FACTION KEYWORDS	UC, 0078	, Zeon-TO									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace, (Grou	ınd					

7 POWER	ZA	KU		S-0 VI			\mathbf{R}	AN	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
MS-06C Vet 145pts	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+	
A MS-06C Zaku II Veterar	ı is a single	model e	quippe	ed with	a 12	20mm	ı Mac	hine Gun,	4-6	9"	5+	4+	
a Combat Shield, a Heat I								,	1-3	5"	6+	5+	
WEAPON	RANGE	TYP	E	S	AP	D	ABII	LITIES					
120mm Machine Gun	30"	Assau	t 12	6	-1	1	-						
Anti-Ship Rifle	72"	Heav	y 2	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this 2D3 weapon, you can ignore the Look Out, Sir rule.						
Bazooka -5	48"	Heavy	2D6	8	-2	1	Blas	t.					
Heat Hawk	Melee	Mele	ee	+3	-3	6	-						
Titanic Feet	Melee	Mele	ee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans +10	12"	Rapid F	ire 4	4	0	2	Add	1 to all hit	rolls against targe	ts that	t can Fl	y.	
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. This model may take a Twin Link 60mm Vulcans.											
ABILITIES	Combat S shield has					nbat		oile Suit (p e Explode					

FACTION KEYWORDS

KEYWORDS

UC, 0078, Zeon-TO

Titanic, Vehicle, Mobile Suit, Space, Ground

		MS	-06		K						
6 POWER		ZAK CA				F		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
MS-06CK 120pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06CK Zaku Half Ca a Combat Shield, Smoke				with	a 17	5mm C	annon,	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
75mm Gatling Cannon +25	30"	Assault 12	7	-1	1	-					
120mm Machine Gun +30	30"	Assault 12	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D6	-					
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast.					
Heat Hawk +20	Melee	Melee	+3	-3	6	-					
MMP-70C +40		acking with this oth, subtract 1 f						the profiles listed b weapon.	elow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This w	eapon n	nay only be fired o	nce pe	er battle) .
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode each). This mode +1), MMP	el may take in a	ddition 20mm tating +	up to Mach ⊦1).	o 2 T nine (hree St Gun (Pc	not Missi ower Ra	Gatling Cannon (l le Launchers (Pov t ing +1), Bazooka	ver Ra	ating +	1
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this										
ABILITIES	Core Exp	olodes (p. 1)				vehicle	Э.	<u> </u>			
FACTION KEYWORDS	UC, 0079	, Zeon-TO									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

7 POWER	-	MS-06 ZA				6J		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
MS-06F/MS-06J 140pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a Combat Shield, Cracker G	•					hine G	Gun, a	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	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka 5	48"	Heavy 2D6	8	-2	1	Blast.					
Cracker Grenades	12"	Grenade D6	*	*	*	target Grena	t. Instead ades, you	loes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C subtra	racker ct 1 from	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1									
ABILITIES		Shield : A model s a 5+ invulnera			nbat		le Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	JC, 0079, Zeon-TO									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

8 POWER		M ZAKU	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
MS-06 Ace 150pts	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Ace is a single n Shield, Cracker Grenades				achir	ne Gu	n, a C	ombat	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	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast					
Cracker Grenades	12"	Grenade D6	*	*	*	targe Grena	t. Instead ades, you	loes not inflict any d, if a unit is hit by Ir opponent must s t unit until the end	any C subtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).									
ABILITIES		Shield : A model s a 5+ invulnerat			nbat		le Suit (p Explode				
FACTION KEYWORDS	UC, 0079	UC, 0079, Zeon-TO									
KEYWORDS	Character	, Titanic, Vehicle	e, Mob	ile S	uit, S	pace,	Ground				

8 POWER		MS- ZAKU IOBIL			IC	H		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
MS-06R1-A 160pts	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single r	nodel equi	oped with a 120	0mm M	achi	ne G	un, a (Combat	4-6	9"	5+	5+
Shield, a Heat Hawk, and	Titanic Fee	et.				·		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 2	8	-3	2D3	the p	oreceding of	rrying the Anti-Shi movement phase, ime you select a ta an ignore the Loo l	subtra irget f	act 1 fro	om the
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blas	t.				
Giant Heat Hawk	Melee	Melee	Sx2	-2	6		n attacking m the Hit i	g with this weapon oll.	, you	must sı	ubtract
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode Giant Hea		its 120r	mm l	Mach	ine G	un with an	Anti-Ship Rifle, a	Bazoo	oka, or a	a
		Shield: A mode a 5+ invulnera			nbat			his unit can move (even if it has not			
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									

Titanic, Vehicle, Mobile Suit, Space

KEYWORDS

9 POWER			GAI -06F		-A			DAMAGE Some of this mod change as it suffe shown below:			II.
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 165pts	*	* *	7 7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zak								4-6	9"	5+	4+
120mm Machine Gun, a Cunit with Gaia may be inc		•	lawk, and	l Tita	ınic F	eet. (Only one	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 2	8	2	203	the p	receding i	arrying the Anti-Sh movement phase, ime you select a to an ignore the Loo	subtra arget f	act 1 fro	om the
Bazooka -5		Heavy 2D6		-3 -2	1	Blast	-	an ignore the Loo	k Out	, Sii Tui	С.
Heat Hawk	Melee	Melee	+3	-2	6	Diasi	l.				
			_	•		- N/	- 0 1-:4 11-	- f	.:41- 41-:		
Titanic Feet	Melee	Melee	User		2			s for each attack w		•	on.
WARGEAR OPTIONS								Anti-Ship Rifle or nbat Shields.	a Baz	ooka.	
		shield: A mod a 5+ invulne			nbat			his unit can move (even if it has not		•	narge).
	with Twin	ibat Shields Combat Shie			l		il e Suit (p	•			
ABILITIES	invulnerab					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character,	Titanic, Veh	icle, Mob	ile S	uit, G	aia, S	pace				

11 POWER	C	HAR M	AZI S-0		C	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		
Char Aznable 195pts	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+		
Char Aznable in the MS-06S Zaku II Commander Type is a single model equipped with a 120mm Machine Gun, a Combat Shield, a Heat Hawk, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Char Aznable may be included in your army. 4-7 9" 3+ 3+ 1-3 5" 4+ 4+													
,	DANOE	TVDE	•	4.0	_	ADII	ITIEO	1-3	5"	4+	4+		
WEAPON 120mm Machine Gun	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Anti-Ship Rifle	72"	, , , , , , , , , , , , , , , , , , , ,											
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast							
Heat Hawk	Melee	Melee	+3	-3	6	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	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 hit	rolls against targe	ts that	can F l	y.		
WARGEAR OPTIONS	This mode	l may replace	its 120n	nm N	/lach	ine Gu	ın with an	Anti-Ship Rifle or	a Baz	ooka.			
		hield: A mode			ıbat	Char	ge phase	This unit can move (even if it has not		•			
ABILITIES	shield has	a 5+ invulnera	able sav	e.		Core	Explode	s (p. 1)					
PSYKER	Newtype : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0079, Zeon-TO												
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Cha	ar Az	znabl	e, Psy	ker, Newt	ype, Space, Grou	nd				

10 POWER		R		IBA IS-0			L		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
Ramba Ral 205pts	*	*	*	8 7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07B		_							4-6	9"	3+	3+
Cannon, a Combat Shield of this unit may be include			leat Sa	aber, and	Titan	iic Fe	eet. C	only one	1-3	5"	4+	4+
WEAPON	RANGE	T	YPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pis	stol 6	5	0	1	-					
120mm Machine Gun +30	30"	Ass	ault 12	2 6	-1	1	-					
Bazooka +25	48"	Hea	vy 2D6	6 8	-2	1	Blas	t				
Heat Rod	Melee	М	lelee	+3	-3	6	wea	pon, it also	roll a Wound roll on inflicts a Mortal Volly be used once	Vound	. This	
Heat Saber	Melee	М	lelee	+3	-3	6	-					
Titanic Feet	Melee	М	lelee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This mode +1).	el may	take a	120mm	Mach	ine (Gun (I	Power Rat	ting +1) or a Bazo	oka (F	ower F	Rating
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079,	Zeon-	то Т									
KEYWORDS	Character	, Titani	c, Veh	icle, Mob	ile Su	uit, G	round	l, Ramba l	Ral			

7 POWER		MS-09 OM/R					ſ	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09/MS-09R 190pts	*	* * 8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a sing	gle model e	quipped with a	a Giant	Bazo	oka,	a Hea	t Saber,	4-6	10"	5+	5+
a Diffuse Beam Gun, and	Titanic Fee	t.						1-3	6"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast. beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	target Guns	t. Instead , your op _l	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with this th, subtract 1						the profiles listed t weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	weapon n	nay only be fired o	nce p	er battle) .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS		el may replace (Power Rati n						Machine Gun (Pong -2).	ower F	Rating -	2), a
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Gr	ound	, Spa	ice	<u> </u>				

8 POWER		MS-09 VET						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
MS-09 Veteran 215pts	*	* * {	8 8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a sing	le model e	quipped with a	a Giant I	Bazo	oka,	a Hea	t Saber,	4-6	10"	4+	4+
a Diffuse Beam Gun, and								1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtr nit until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with this th, subtract 1						the profiles listed l weapon.	oelow.	If you	
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	€.
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	ith thi	s weap	on.
WARGEAR OPTIONS		el may replace (Power Rati r						Machine Gun (Po i ng -2).	ower F	Rating -	-2), a
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Spa	ice					

8 POWER			GAI AS-0					DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 210pts	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.	•							4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	: 6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	S 9	-3	2	Blast bear		apon can target u	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead s, your opp	oes not inflict any I, if a unit is hit by conent must subti it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with thoth, subtract						the profiles listed weapon.	below.	If you	
90mm MMP-70C	30"	Assault 12	. 7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon m	nay only be fired o	nce p	er battle) .
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		el may replac (Power Rat						Machine Gun (P ong -2).	ower F	Rating -	2), a
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character	, Titanic, Veh	icle, Mob	ile S	uit, G	aia, C	round, Sp	pace			

8 POWER		RAM YMS		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
Ramba Ral 175pts	*	* * 8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the YMS-0	•	•					-	4-6	9"	3+	3+
model equipped with a 35 one unit with Ramba Ral				and T	itani	c Fee	t. Only	1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
Heat Hawk	Melee	Melee	+3	-3	6	-					
Heat Rod	Melee	Melee	+3	-3	6	weap	oon, it also	roll a Wound roll on inflicts a Mortal World Inly be used once	V ound	. This	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		may take a C may replace			•		_).			
ABILITIES		nield <mark>+20</mark>: A n eld has a 5+ i					ile Suit (p Explode				
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character,	Titanic, Vehic	e, Mob	ile Su	uit, G	round	l, Ramba l	Ral			

8 POWER				Y B IS-(DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:							
NAME	M	ws	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Vasily Bosch 210pts	*	*	* {	8 8	12	2	8	3+	7-12+	15"	3+	3+
Vasily Bosch in a YMS-08B Dom Test Type is a single model equipped with a									4-6	10"	4+	4+
Beam Bazooka, a Heat S included in your army.	oka, a Heat Saber, and Titanic Feet. Only one of this unit may be our army.								1-3	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Beam Bazooka	48"	Heavy 2D6		8	-2	4	Blast.					
Heat Saber	Melee	Me	elee	+3	-3	6	-					
Titanic Feet	Melee	Me	elee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Mobile Suit (p. 1) Core Explo								es (p. 1)			
FACTION KEYWORDS	UC, 0079, Zeon-TO											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character											