

# NEO ZEON ARMY LIST 0093-0096

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

## KEYWORDS

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

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

## PRIOR INDICES

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

## ABILITIES

The following abilities are common to several Neo Zeon units:

### Mobile Suit

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

### Core Explodes

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

## 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
<b>Three Times Faster</b> <i>Three Times Faster</i> 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.
<b>Plot Armor</b> <i>Plot Armor</i> 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.
<b>Combat Hypnosis</b> <i>Combat Hypnosis</i> has a warp charge value of 6. If manifested, the Newtype's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Newtype's unit can Charge this turn.



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# AMS-119 GEARA DOGA

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-119	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
An AMS-119 Geara Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Sword	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
--- Beam Ax	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Sturm Faust	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may replace two Grenade Launchers with Smoke Grenades. This model may take up to four Sturm Fausts ( <b>Power Rating +1</b> ).												
	<div><div><b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.</div><div><b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.</div><div><b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)</div></div> <div><b>Smoke Grenades:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div>												
FACTION KEYWORDS	UC, 0093, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

<div><div><div><div></div><div>12</div><div>POWER</div></div></div><div>AMS-119 GEARA DOGA VETERAN</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 Veteran	*	*	*	7	7	12	2	7	3+	7-12+	12"	3+	4+
An AMS-119 Geara Doga Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Sword	Melee		Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
--- Beam Ax	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Sturm Faust	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
<div>WARGEAR OPTIONS</div> <div><div>This model may take an additional Grenade Launcher. This model may replace two Grenade Launchers with Smoke Grenades. This model may take up to four Sturm Fausts (<b>Power Rating +1</b>).</div><div><div><div>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</div><div>360° Cockpit: This unit may reroll a hit roll once per turn.</div></div><div>Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div></div></div>													
ABILITIES		Mobile Suit (p. 1); Core Explodes (p. 1)											
FACTION KEYWORDS		UC, 0093, 0096, Neo Zeon											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground											



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# AMS-119 GEARA DOGA ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 Ace	*	*	*	7	7	12	3	8	3+	7-12+	12"	3+	3+
An AMS-119 Geara Doga Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Sword	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
--- Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace two Grenade Launchers with Smoke Grenades.												
	This model may take up to four Sturm Fausts ( <b>Power Rating +1</b> ).												
	Heat Bayonet: When this unit is charged, add 1 to it's attack characteristic until the end of that phase.												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
	Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
ABILITIES	360° Cockpit: This unit may reroll a hit roll once per turn.												
	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0093, 0096, Neo Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



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# REZIN SCHNYDER

## AMS-119

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Rezin Schnyder	*	*	*	7	7	12	4	8	3+	7-12+	12"	2+	3+
Rezin Schnyder in an AMS-119 Geara Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Sword	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
--- Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace two Grenade Launchers with Smoke Grenades.												
	This model may take up to four Sturm Fausts ( <b>Power Rating +1</b> ).												
	Heat Bayonet: When this unit is charged, add 1 to it's attack characteristic until the end of that phase.												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
ABILITIES	360° Cockpit: This unit may reroll a hit roll once per turn.												
	Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.												
FACTION KEYWORDS	UC, 0093, Neo Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground												



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# FULL FRONTAL AMS-119C

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Full Frontal	*	*	*	7	7	15	5	9	3+	8-15+	15"	2+	2+
Full Frontal in an AMS-119C Geara Doga (Full Frontal Use) is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet. Only one unit with <b>Full Frontal</b> may be taken for your army. This unit may not be taken in the same army as <b>Char Aznable</b> .										4-7	10"	3+	3+
										1-3	5"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Sword	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
--- Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may replace two Grenade Launchers with Smoke Grenades.												
	This model may take up to four Sturm Fausts ( <b>Power Rating +1</b> ).												
ABILITIES	<b>Ace:</b> This model may reroll a failed save in each Phase.												
	<b>Heat Bayonet:</b> When this unit is charged, add 1 to it's attack characteristic until the end of that phase.												
	<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.												
	<b>Smoke Grenades:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
PSYKER	<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.												
	<b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)												
KEYWORDS	<b>Cyber Newtype:</b> 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.												
	Character, Titanic, Newtype, Cyber Newtype, Psyker, Vehicle, Mobile Suit, Space, Ground, Full Frontal												
FACTION KEYWORDS	UC, 0096, Neo Zeon												

<div><div><div><div></div></div><div>13</div><div>POWER</div></div><div>AMS-129</div><div>GEARA ZULU</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129	*	*	*	7	7	13	2	7	3+	7-13+	12"	4+	4+
An AMS-129 Geara Zulu is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	9"	5+	5+
										1-3	5"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Pick	Melee		Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
--- Beam Ax	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° Cockpit: This unit may reroll a hit roll once per turn.						
	Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.						Mobile Suit (p. 1) Core Explodes (p. 1)						
ABILITIES													
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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# AMS-129 GEARA ZULU VET

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129 Veteran	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	4+
An AMS-129 Geara Zulu Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	9"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
---	Melee		Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
---	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ).												
	<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.							<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.					
	<b>Twin Combat Shields:</b> A model with twin combat shields has a 4+ invulnerable save.							<b>Mobile Suit</b> (p. 1) <b>Core Explodes</b> (p. 1)					
ABILITIES													
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												





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# AMS-129 GEARA ZULU ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129 Ace	*	*	*	7	7	13	3	8	3+	7-13+	12"	3+	3+
An AMS-129 Geara Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Pick	Melee		Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
--- Beam Ax	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.					
ABILITIES	Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Space, Ground												



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# GILBOA SANT AMS-129

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Gilboa Sant	*	*	*	7	7	13	4	8	3+	7-13+	12"	2+	3+
Gilboa Sant in an AMS-129 Geara Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.										4-6	9"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
---	Melee		Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
---	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher.												
	This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ).												
ABILITIES	<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.							<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.					
	<b>Twin Combat Shields:</b> A model with twin combat shields has a 4+ invulnerable save.							<b>Mobile Suit</b> (p. 1) <b>Core Explodes</b> (p. 1)					
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Character, Space, Ground												



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# AMS-129 GEARA ZULU GUARD TYPE

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129 Guard Type	*	*	*	7	7	13	3	7	3+	7-13+	15"	3+	3+
An AMS-129 Geara Zulu Guard Type is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	10"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
---	Beam Pick	Melee	Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
---	Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Sturm Faust	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ). If it does, it may take up to 4 Sturm Fausts ( <b>Power Rating +1</b> ).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.							360° Cockpit: This unit may reroll a hit roll once per turn.					
ABILITIES	Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.							Mobile Suit (p. 1) Core Explodes (p. 1)					
	FACTION KEYWORDS UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



14


POWER

CUARÓN  
AMS-129

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Cuarón	*	*	*	7	7	13	3	8	3+	7-13+	15"	3+	3+
Cuarón in an AMS-129 Geara Zulu Guard Type is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet. Only one of this unit may be included in your army.										4-6	10"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
---	Beam Pick	Melee	Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
---	Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Sturm Faust	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ). If it does, it may take up to 4 Sturn Fausts ( <b>Power Rating +1</b> ).												
	<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.							<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.					
ABILITIES	<b>Twin Combat Shields:</b> A model with twin combat shields has a 4+ invulnerable save.							<b>Mobile Suit</b> (p. 1)					
								<b>Core Explodes</b> (p. 1)					
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

<div><div><div></div><div>14</div><div>POWER</div></div><div>AMS-129 GEARA ZULU GUARD TYPE ACE</div></div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129 G. Type Ace	*	*	*	7	7	13	4	8	3+	7-13+	15"	2+	3+
An AMS-129 Geara Zulu Guard Type Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet.										4-6	10"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Machine Gun	36"	Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Pick	Melee	Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.						
--- Beam Ax	Melee	Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Sturm Faust	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take an additional Grenade Launcher. This model may take an additional Combat Shield, gaining Twin Combat Shields ( <b>Power Rating +1</b> ). If it does, it may take up to 4 Sturm Fausts ( <b>Power Rating +1</b> ).												
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° Cockpit: This unit may reroll a hit roll once per turn.						
ABILITIES	Twin Combat Shields: A model with twin combat shields has a 4+ invulnerable save.						Mobile Suit (p. 1)						
							Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												



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POWER

# ANGELO SAUPER

## AMS-129

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Angelo Sauper	*	*	*	7	7	13	4	8	3+	7-13+	15"	2+	3+
Angelo Sauper in an AMS-129 Geara Zulu (Angelo Sauper Use) is a single model equipped with a 360° Cockpit, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, a Large Bruno Gun Plus, and Titanic Feet. Only one model with <b>Angelo Sauper</b> may be included in your army.										4-6	10"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Beam Shot Rifle	When attacking with this weapon, choose a profile below. For both profiles, 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	-					
--- Scatter Beam Rifle	24"		Assault 2D6		8	-1	1	This weapon automatically hits it's target.					
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.												
--- Beam Pick	Melee		Melee		+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.					
--- Beam Ax	Melee		Melee		+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenade Launcher	30"		Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.					
Large Bruno Gun Plus	84"		Heavy 3D3		9	-4	4	A model can only fire this weapon if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a <b>Character</b> , even if it is not the closest unit.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace the Large Bruno Gun Plus with a Beam Shot Rifle ( <b>Power Rating -3</b> ) or a Beam Machine Gun ( <b>Power Rating -3</b> ). If it takes the Beam Machine Gun, then this model may take an additional Grenade Launcher.											
										360° Cockpit: This unit may reroll a hit roll once per turn.			
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1); Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0096, Neo Zeon											
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Angelo Sauper											



# 10

POWER

## AMS-129M ZEE ZULU

### DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129M	*	*	*	7	7	13	2	7	3+	7-13+	10"	3+	4+
An AMS-129M Zee Zulu is a single model equipped with a 360° Cockpit, a Beam Machine Gun, two Heat Knives, and Titanic Feet.										4-6	8"	4+	5+
										1-3	5"	5+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Knife	Melee		Melee		+1	-1	2	If attacking with two Heat Knives, each time this model fights it may make an additional attack with them.					
Iron Nails	Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take Iron Nails ( <b>Power Rating +1</b> ).												
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)						360° Cockpit: This unit may reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic												



# 11

POWER

## AMS-129M ZEE ZULU ACE

### DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMS-129M Ace	*	*	*	7	7	13	2	7	3+	7-13+	10"	2+	3+
An AMS-129M Zee Zulu Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, two Heat Knives, and Titanic Feet.										4-6	8"	3+	4+
										1-3	5"	4+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Machine Gun	36"		Heavy 5		8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Heat Knife	Melee		Melee		+1	-1	2	If attacking with two Heat Knives, each time this model fights it may make an additional attack with them.					
Iron Nails	Melee		Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.					
Titanic Feet	Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may take Iron Nails (Power Rating +1).												
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)						360° Cockpit: This unit may reroll a hit roll once per turn.						
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic, Character												



<div><div><div></div></div><div>10</div><div>POWER</div></div> <div>AMX-003</div> <div>GAZA C</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																							
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>AMX-003</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>12</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	AMX-003	*	*	*	8	7	12	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12-24"	4+	4+	4-6	12-18"	5+	5+	1-3	12"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
AMX-003	*	*	*	8	7	12	2	7	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	12-24"	4+	4+																																														
4-6	12-18"	5+	5+																																														
1-3	12"	6+	6+																																														
An AMX-003 Gaza C is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.																																																	
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Sabers</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Beam Cannon</td><td>36"</td><td>Heavy 1</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Knuckle Buster</td><td>48"</td><td>Heavy D6</td><td>8</td><td>-2</td><td>4</td><td>This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>										WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Knuckle Buster	48"	Heavy D6	8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																											
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																											
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																											
Knuckle Buster	48"	Heavy D6	8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																											
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																											
<div>WARGEAR OPTIONS</div> <div>This model may take a Knuckle Buster (Power Rating +5).</div>																																																	
<div><div><div>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.</div><div>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.</div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase</div></div><div><div>360° Cockpit: This unit may reroll a hit roll once per turn.</div><div>Mobile Armor Transformation: At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses Hard to Hit, Airborne, Supersonic, and AIRCRAFT. It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.</div><div>Hover: At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.</div></div></div>																																																	
<div>ABILITIES</div> <div>Mobile Suit (p. 1); Core Explodes (p. 1)</div>																																																	
<div>FACTION KEYWORDS</div> <div>UC, 0096, Sleeves</div>																																																	
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft</div>																																																	



11


POWER

# AMX-003 GAZA C ACE

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
AMX-003 Ace	*	*	*	8	7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, and Titanic Feet.										4-6	12-18"	4+	4+
										1-3	12"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Beam Cannon	36"	Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Knuckle Buster	48"	Heavy D6		8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This model may take a Knuckle Buster ( <b>Power Rating +5</b> ).												
ABILITIES	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.						
	<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, 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.						<b>Mobile Armor Transformation:</b> At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses <b>Hard to Hit</b> , <b>Airborne</b> , <b>Supersonic</b> , and <b>AIRCRAFT</b> . It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.						
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						<b>Hover:</b> At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses <b>Hard to Hit</b> , <b>Airborne</b> , and <b>Supersonic</b> . It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.						
FACTION KEYWORDS	UC, 0096, Sleeves												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character												

<div>12 POWER</div> <div>AMX-006 GAZA D</div>										<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																							
<table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>AMX-006</td><td>*</td><td>*</td><td>*</td><td>8</td><td>7</td><td>13</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	AMX-006	*	*	*	8	7	13	2	7	3+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>7-12+</td><td>12-24"</td><td>4+</td><td>4+</td></tr><tr><td>4-6</td><td>12-18"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>12"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12-24"	4+	4+	4-6	12-18"	5+	5+	1-3	12"	6+	6+
NAME	M	WS	BS	S	T	W	A	Ld	Sv																																								
AMX-006	*	*	*	8	7	13	2	7	3+																																								
REMAINING W	M	WS	BS																																														
7-12+	12-24"	4+	4+																																														
4-6	12-18"	5+	5+																																														
1-3	12"	6+	6+																																														
An AMX-006 Gaza D is a single model equipped with a 360° Cockpit, Beam Sabers, two Beam Cannons, two Missile Launchers, and Titanic Feet.																																																	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES																																								
Beam Sabers		Melee		Melee		+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																								
Beam Cannon		36"		Heavy 1		8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																								
Knuckle Buster		48"		Heavy D6		8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.																																								
Missile Launcher		72"		Heavy D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.																																								
Titanic Feet		Melee		Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.																																								
WARGEAR OPTIONS		This model may take a Knuckle Buster ( <b>Power Rating +5</b> ).																																															
ABILITIES		<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .						<b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.																																									
		<b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot, 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.						<b>Mobile Armor Transformation:</b> At the beginning of its Movement phase, this unit may transform to or from it's Mobile Armor mode to a Mobile Suit Mode. When Transformed, it loses <b>Hard to Hit</b> , <b>Airborne</b> , <b>Supersonic</b> , and <b>AIRCRAFT</b> . It's Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.																																									
		<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase						<b>Hover:</b> At the beginning of its Movement phase, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses <b>Hard to Hit</b> , <b>Airborne</b> , and <b>Supersonic</b> . It's Movement Characteristic becomes 12" and it gains +1 to hit with it's ranged weapons if it does not move further before the Shooting Phase.																																									
		<b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)																																															
FACTION KEYWORDS		UC, 0096, Sleeves																																															
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft																																															



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POWER

# GYUNEI GUSS MSN-03

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Gyunei Guss	*	*	*	7	7	15	4	8	2+	8-15+	12"	2+	2+
Funnel	12"	6+	4+	5	6	1	1	6	4+	4-7	9"	3+	3+
Gyunei Guss in a MSN-03 Jagd Doga is a single model equipped with a 360° Cockpit, a Beam Machine Gun, Beam Sabers, a Jagd Doga Shield, two Medium Missile Pods, and Titanic Feet. This model is accompanied by 6 Funnels, each equipped with a Funnel Beam Gun. Only one of this unit may be included in your army.										1-3	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

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

**Jagd Doga Shield:** A model with a Jagd Doga Shield has a 5+ invulnerable save. It comes armed with a Quad Mega Particle Gun.

**Psychoframe Cockpit:** This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

**360° Cockpit:** This unit may reroll a hit roll once per turn.

**Heat Bayonet:** When this unit is charged, add 1 to it's attack characteristic until the end of that phase.

**Funnels:** When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

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

## ABILITIES

CONTINUED ON NEXT PAGE

<b>PSYKER</b>	<p><b>Cyber Newtype:</b> 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.</p>
<b>FACTION KEYWORDS</b>	UC, 0093, Neo Zeon
<b>KEYWORDS</b>	Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground



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POWER

# QUESS PARAYA

## MSN-03

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quess Paraya	*	*	*	7	8	15	4	8	2+	8-15+	12"	2+	2+
Funnel	12"	6+	4+	5	6	1	1	6	4+	4-7	9"	3+	3+
Quess Paraya in a MSN-03 Jagd Doga is a single model equipped with a 360° Cockpit, a Beam Mega Machine Cannon, Beam Sabers, a Jagd Doga Shield, two Medium Missile Pods, and Titanic Feet. This model is accompanied by 6 Funnels, each equipped with a Funnel Beam Gun. Only one of this unit may be included in your army.										1-3	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Mega Machine Cannon	36"	Assault 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

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

**Jagd Doga Shield:** A model with a Jagd Doga Shield has a 5+ invulnerable save. It comes armed with a Quad Mega Particle Gun.

**Psychoframe Cockpit:** This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

**360° Cockpit:** This unit may reroll a hit roll once per turn.

**Heat Bayonet:** When this unit is charged, add 1 to it's attack characteristic until the end of that phase.

**Funnels:** When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

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

**ABILITIES**

CONTINUED ON NEXT PAGE

<b>PSYKER</b>	<b>Newtype:</b> 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.
<b>FACTION KEYWORDS</b>	UC, 0093, Neo Zeon
<b>KEYWORDS</b>	Character, Psyker, Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground



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POWER

# CHAR AZNABLE

## MSN-04

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable	*	*	*	8	8	21	5	9	2+	11-21+	15"	2+	2+
Funnel	12"	6+	4+	5	6	1	1	6	4+	5-10	10"	3+	3+
Char Aznable in a MSN-04 Sazabi is a single model equipped with a 360° Cockpit, Beam Axes, Beam Sabers, a Beam Shot Rifle, a Combat Shield, a Medium Missile Pod, a Scattering Mega Particle Cannon, and Titanic Feet. This model is accompanied by 6 Funnels, each equipped with a Funnel Beam Gun. Only one unit with <b>Char Aznable</b> may be taken for your army.										1-4	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Beam Axes	When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.												
--- Twin Axe	Melee	Melee		x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.						
--- Heavy Axe	Melee	Melee		x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Beam Shot Rifle	When attacking with this weapon, choose a profile below. For both profiles, 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	-						
--- Scatter Beam Rifle	24"	Assault 2D6		8	-1	1	This weapon automatically hits it's target.						
Funnel Beam Gun	12"	Pistol 1		8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Medium Missile Pod	60"	Rapid Fire D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. This weapon may only be fired once per battle.						
Scattering Mega Particle Cannon	30"	Heavy 2D6		8	-2	2	This weapon automatically hits it's target. Each time you roll a Wound roll of 6+, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
<b>Saviour Protocols:</b> If a <b>Funnel</b> unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the <b>Funnel</b> unit instead of the target unit. If you do, that <b>Funnel</b> unit suffers a mortal wound instead of the normal damage.													
<b>Ace:</b> This model may reroll a failed save in each Phase.													
<b>ABILITIES</b>													
<b>(CONTINUED ON NEXT PAGE)</b>													
<b>Combat Shield:</b> A model with a Combat Shield has a 5+ invulnerable save.													



	<p><b>Psychoframe Cockpit:</b> This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.</p> <p><b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.</p>
ABILITIES (CONTINUED)	<p><b>Funnels:</b> When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.</p> <p>If the battlefield is in <b>Space</b>, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.</p> <p><b>Mobile Suit</b> (p. 1)</p> <p><b>Core Explodes</b> (p. 1)</p>
PSYKER	<p><b>High Power Newtype</b> This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.</p>
FACTION KEYWORDS	UC, 0093, Neo Zeon
KEYWORDS	Character, Psyker, Newtype, Powerful Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Char Aznable



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POWER

# FULL FRONTAL

## MSN-06S

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Full Frontal	*	*	*	8	8	21	5	9	2+	11-21+	15"	2+	2+
Full Frontal in a MSN-06S Sinanju is a single model equipped with a 360° Cockpit, Beam Axes, Beam Sabers, a Combat Shield, a Heavy Beam Rifle, and Titanic Feet. Only one unit with <b>Full Frontal</b> may be taken for your army. This unit may not be taken in the same army as <b>Char Aznable</b> .										5-10	10"	3+	3+
										1-4	6"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bazooka	48"	Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.						
Beam Axes	When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.												
--- Twin Axe	Melee	Melee		x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.						
--- Heavy Axe	Melee	Melee		x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.						
Beam Sabers	Melee	Melee		+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Grenade Launcher	30"	Assault 1		6	-1	D3	Each of these weapons may only be fired once per battle.						
Heavy Beam Rifle	36"	Assault 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
WARGEAR OPTIONS	This model may take a Bazooka ( <b>Power Rating +1</b> ) and/or a Grenade Launcher.												
ABILITIES	<b>Intention Automation System:</b> This model may reroll a failed save in each Phase. <b>Combat Shield:</b> A model with a Combat Shield has a 5+ invulnerable save. <b>Psychoframe:</b> This unit may add 1 to the result of any psyker test, manifesting or denying. <b>360° Cockpit:</b> This unit may reroll a hit roll once per turn. <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)												
PSYKER	<b>Cyber Newtype:</b> 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, 0096, Neo Zeon												
KEYWORDS	Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Full Frontal, Sinanju												



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POWER

# MARIDA CRUZ NZ-666

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Marida Cruz	*	*	*	12	9	24	4	10	3+	19-24+	12"	2+	2+
Funnel	12"	6+	4+	5	6	1	1	6	4+	12-18	9"	3+	3+
Marida Cruz in a NZ-666 Kshatriya is a single model equipped with a 360° Cockpit, Beam Sabers, a Quad Beam Cannon, Titanic Stride, and four Twin Beam Cannons. This model is accompanied by 16 Funnels, each equipped with a Funnel Beam Gun. Only one model with <b>Marida Cruz</b> may be taken for your army.										6-11	6"	4+	4+
										1-5	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Quad Beam Cannon	36"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

**Funnels:** When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

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

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

**Giant Mobile Suit** - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to it's hit rolls.

**Cataclysmic Explosion:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.

**Psychoframe Cockpit:** This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

**I Field Generators:** This model has an invulnerable save against ranged **Beam** and **Laser** attacks equal to this model's current BS. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

## ABILITIES

CONTINUED ON NEXT PAGE

<b>PSYKER</b>	<p><b>Cyber Newtype:</b> 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.</p>
<b>FACTION KEYWORDS</b>	UC, 0096, Neo Zeon
<b>KEYWORDS</b>	Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Marida Cruz



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POWER

# FULL FRONTAL NZ-999

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Full Frontal	*	*	*	12	10	60	5	10	3+	50-60+	20"	2+	2+
Wired Large Funnel Bit	12"	6+	4+	5	6	1	1	6	4+	35-49	18"	3+	3+
Full Frontal in a NZ-999 Neo Zeong is a single model equipped with a 360° Cockpit, two Bazookas, Beam Sabers, Crushing Arms, a Large High Caliber Mega Particle Cannon, six Large Mega Particle Shoulder Cannons, and four Twin Beam Cannons. This model is accompanied by 40 Wired Large Funnel Bits, each equipped with a Beam Cannon. Only one unit with <b>Full Frontal</b> may be taken for your army. This unit may not be taken in the same army as <b>Char Aznable</b> .										20-34	15"	4+	4+
										10-19	12"	5+	5+
										1-9	10"	6+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Crushing Arms	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Large High Caliber Mega Particle Cannon	60"	Heavy 2D3	9	-4	4	A model can only fire the Large High Caliber Mega Particle Cannon if that model remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
--- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Large High Caliber Mega Particle Cannon is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Mega Particle Shoulder Cannon	48"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

**Core Unit:** At any time, including if this model is reduced to 0 Wounds (as long as it does not explode), then Full Frontal may eject in a MSN-06S Sinanju and continue fighting. The pilot now uses the basic Sinanju unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Sinanju model is considered part of the original unit.

**I Field Generators:** This model has an invulnerable save against ranged **Beam** and **Laser** attacks equal to this model's current BS. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

## ABILITIES (CONTINUED ON NEXT PAGE)

**Psychoframe Cockpit:** This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.

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

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

**Giant Mobile Suit** - As Mobile Suit (p. 1), but may also move and fire Heavy Weapons without any penalty to it's hit rolls.

**Ultra-Cataclysmic Explosion:** If this model is reduced to 0 wounds, roll 3D6 before removing it from the battlefield. On any 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds. If all 3 dice are 5+, then each unit within 3D6+6" receives 2D6 mortal wounds.

**Wired Large Funnel Bit:** Each of these counts as a **Funnel**. Up to 10 are available at a time, in groups of 5, and must remain within 12" of the Neo Zeong, and it begins with 10 available to deploy. At any time, the Neo Zeong may destroy and replace a group of deployed Wired Large Funnel Bits with a new group of 5 by reducing it's Attacks value by 1, until all 40 are deployed or destroyed. Unlike standard **Funnels**, 2 groups of Wired Large Funnel Bits may fire while still embarked on the Neo Zeong.

In addition, once per round, if 3 Wired Large Funnel Bits end their movement within 3" of an enemy **Vehicle**, this unit may roll 2D6 and add it's LD. If it does, the enemy unit must also roll 2D6 and add their LD. If the enemy unit ties or wins, then nothing happens. If this unit wins, then until the beginning of that unit's next movement phase, this unit may fire the enemy unit's ranged weapons as if it were an allied unit. Whether or not the action succeeds, those Wired Large Funnel Bits may not fire their Beam Cannons this turn.

**Psycho Shard Generator:** This model may deploy a Psycho Shard Generator at the beginning of any of its Psychic Phases. While deployed, the Psycho Shards count as a Funnel Unit. Once per game, at the beginning of this Unit's Shooting Phase, it may attempt to overwhelm nearby models. Roll 2D6 and add this Unit's LD, this counts as a Psyker Test. Any unit, enemy or allied, within 24" may not use any of it's listed Wargear Options besides 0 point cost Melee weapons for the rest of the battle, unless they can immediately beat the Psycho Shard Generator roll on a roll of D6+LD. This counts as a Psyker Test.

**Funnels:** When a model with Funnels is set up, any accompanying Funnel models are attached and are treated as being embarked. While the Funnel models remain attached, none of the weapons of the Funnel models are available.

If the battlefield is in **Space**, any or all of the controlling unit's Funnel models can disembark or re-embark. When disembarked, those Funnel models are treated as a separate unit. If the controlling unit is destroyed, those Funnel models are destroyed as well.

## ABILITIES (CONTINUED)

**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.

## PSYKER

**FACTION KEYWORDS** UC, 0096, Neo Zeon

**KEYWORDS** Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Full Frontal



POWER

# ANGELO SAUPER YMS-132

## DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Angelo Sauper	*	*	*	7	7	18	4	8	3+	10-18+	15"	2+	3+
Angelo Sauper in a YMS-132 Rozen Zulu is a single model equipped with a 360° Cockpit, Iron Nails, a Mega Beam Shield, Psycho Jammers, Titanic Feet, and two Triple Beam Cannons. Only one model with <b>Angelo Sauper</b> may be included in your army.										5-9	10"	3+	4+
										1-4	5"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Iron Nails	Melee	Melee		Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Triple Beam Cannon	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Triple Mega Particle Cannon	48"	Heavy 6		8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
<p><b>Mega Beam Shield:</b> A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.</p> <p><b>I Field Generator:</b> This model has a 4+ invulnerable save against ranged <b>Beam</b> and <b>Laser</b> attacks. This may also be used to save against Mortal Wounds received from ranged <b>Beam</b> and <b>Laser</b> attacks. This also allows the Triple Mega Particle Cannon to divide it's attack dice between up to 3 different targets, ignoring cover.</p> <p><b>INCOM Arms:</b> The Triple Beam Cannons are mounted on wired INCOM relays, allowing it a measure of All Range Attack. These weapons ignore cover, and may fire at targets within 18" without requiring line of sight. When this unit drops to its second damage level, then one Triple Beam Cannon is lost for the remainder of the battle. When this unit drops to its lowest damage level, then both Triple Beam Cannons are lost for the remainder of the battle.</p> <p><b>Psycho Jammers:</b> Any <b>Psyker</b> unit within 18" suffers a -3 to any Psyker test. This system also prevents Destroy Mode from activating on RX-0 units, or ends an active Destroy Mode, unless that unit can succeed on a LD test (this counts as a Psyker Test, but with a -3 penalty to their LD score instead). However, if a unit passes an NTD test to take over a Remote Unit, then the Psycho Jammers shut down and are lost for the remainder of the battle.</p> <p><b>360° Cockpit:</b> This unit may reroll a hit roll once per turn.</p>													
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Angelo Sauper												

# NEO ZEON POINTS VALUES

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

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMS-119 Ace	1	95
AMS-129 Ace	1	100
AMS-129 G. Type Ace	1	120
AMS-129M Ace	1	105
AMX-003 Ace	1	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMS-119	1	80
AMS-129	1	85
AMX-003	1	95

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMS-119 Veteran	1	85
AMS-129 Veteran	1	90
AMS-129 Guard Type	1	110
AMS-129M	1	95

FUNNELS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Funnels	1	45

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AMX-006	1	100

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Rezin Schnyder, AMS-119	1	105
Full Frontal, AMS-119C	1	150
Gilboa Sant, AMS-129	1	110
Cuarón, AMS-129	1	115
Angelo Sauper, AMS-129	1	125
Gyunei Guss, MSN-03	1	210
Quess Paraya, MSN-03	1	230
Char Aznable, MSN-04	1	350
Full Frontal, MSN-06S	1	330
Angelo Sauper, YMS-132	1	185

LORDS OF WAR		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR AND FUNNELS)
Marida Cruz, NZ-666	1	1500
Full Frontal, NZ-999	1	2400



RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bazooka	25
Beam Cannon	25
Beam Machine Gun	75
Beam Mega Machine Cannon	90
Beam Shot Rifle	80
Grenade Launcher	5
Heavy Beam Rifle	80
Knuckle Buster	90
Large Bruno Gun Plus	145
Large High Power Mega Particle Cannon	0
Large Mega Particle Shoulder Cannon	0
Medium Missile Pod	6
Missile Launcher	25
Quad Beam Cannon	100
Quad Mega Particle Cannon	110
Scattering Mega Particle Cannon	90
Sturm Faust	6
Triple Beam Cannon	75
Triple Mega Particle Cannon	150
Twin Beam Cannon	50
Twin Link 60mm Vulcans	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Axes	50
Beam Sabers	40
Beam Sword-Ax	40
Beam Tomahawk	40
Crushing Arms	0
Heat Knife	15
Iron Nails	20
Titanic Feet	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM (DOES NOT INCLUDE WARGEAR)
360° Cockpit	10
Combat Shield	20
Mega Beam Shield	40
Smoke Grenades	0
Twin Combat Shields	30

# NEO ZEON WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Cannon	36"	Heavy 1	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Mega Machine Cannon	36"	Assault 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Shot Rifle	When attacking with this weapon, choose a profile below. For both profiles, 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	-
-- Scatter Beam Rifle	24"	Assault 2D6	8	-1	1	This weapon automatically hits it's target.
Funnel Beam Gun	12"	Pistol 1	8	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Knuckle Buster	48"	Heavy D6	8	-2	4	This is a Beam Weapon. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Bruno Gun Plus	84"	Heavy 3D3	9	-4	4	A model can only fire this weapon if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a <b>Character</b> , even if it is not the closest unit.
Large High Power Mega Particle Cannon	60"	Heavy 2D3	9	-4	4	A model can only fire the Large High Caliber Mega Particle Cannon if that model remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle.
-- Ancillary Targets	60"	Heavy 2	9	-4	4	When the Large High Caliber Mega Particle Cannon is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can <b>Fly</b> . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Large Mega Particle Shoulder Cannon	48"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Medium Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. Each of these weapons may only be fired once per battle.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
Quad Beam Cannon	36"	Heavy 4	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.
Scattering Mega Particle Cannon	30"	Heavy 2D6	8	-2	2	This weapon automatically hits it's target. Each time you roll a Wound roll of 6+, it also inflicts a mortal wound.

## RANGED WEAPONS CONT.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Triple Beam Cannon	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Triple Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Twin Beam Cannon	36"	Heavy 2	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can <b>Fly</b> .

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Axes	When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
-- Twin Ax	Melee	Melee	x2	-3	2D3	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.
-- Heavy Ax	Melee	Melee	x2	-3	3D3	When attacking with this weapon, subtract 1 from the hit roll.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sword-Ax	When making an attack with this weapon, choose one of the profiles below.					
--- Beam Sword	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
--- Beam Ax	Melee	Melee	+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Tomahawk	When making an attack with this weapon, choose one of the profiles below.					
-- Beam Pick	Melee	Melee	+1	-3	2	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Each time this unit fights, it may make an additional attack with this profile.
-- Beam Ax	Melee	Melee	+3	-3	D6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Crushing Arms	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack with this weapon.
Heat Knife	Melee	Melee	+1	-1	2	If attacking with two Heat Knives, each time this model fights it may make an additional attack with them.
Iron Nails	Melee	Melee	Sx2	-2	D6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

## OTHER WARGEAR

360° Cockpit	May reroll a hit roll once per turn.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Mega Beam Shield	A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.
Smoke Grenades	Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Twin Combat Shield	A model with a Twin Combat Shields has a 4+ invulnerable save.