

# PRINCIPALITY OF ZEON - THUNDERBOLT ARMY LIST

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

## ABILITIES

The following abilities are common to several Zeon-TB 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.

## Alternate Terrain

Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and are a subset of the rules that are found in the GundamHammer 40k Codex.

## Open Space

Battles in **Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit, and the unit may move no more than 3". Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.


## Lunar Surface

Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

## Debris Field

As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls more than its LD, it must take a Mortal Wound. When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away.

<div><div><div></div></div><div>7</div><div>POWER</div></div> <div>MS-05</div> <div>ZAKU I</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>			
<div>MS-05</div> <div>145</div> <div>*</div> <div>*</div> <div>*</div> <div>7</div> <div>6</div> <div>12</div> <div>2</div> <div>7</div> <div>3+</div>											<div>7-12+</div> <div>12"</div> <div>4+</div> <div>4+</div>			
<div>A MS-05 Zaku I is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, and Titanic Feet.</div>											<div>4-6</div> <div>9"</div> <div>5+</div> <div>5+</div>			
											<div>1-3</div> <div>5"</div> <div>6+</div> <div>6+</div>			
<div><div>WEAPON</div><div>RANGE</div><div>TYPE</div><div>S</div><div>AP</div><div>D</div><div>ABILITIES</div></div>														
<div>120mm Machine Gun</div> <div>30"</div> <div>Assault 12</div> <div>6</div> <div>-1</div> <div>1</div> <div>-</div>														
<div>Bazooka</div> <div>-5</div> <div>48"</div> <div>Heavy 2D6</div> <div>8</div> <div>-2</div> <div>1</div> <div>Blast.</div>														
											<div>This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.</div>			
<div>Cracker Grenades</div> <div>12"</div> <div>Grenade D6</div> <div>*</div> <div>*</div> <div>*</div>														
<div>Heat Hawk</div> <div>Melee</div> <div>Melee</div> <div>+3</div> <div>-3</div> <div>6</div> <div>-</div>														
<div>Titanic Feet</div> <div>Melee</div> <div>Melee</div> <div>User</div> <div>-2</div> <div>2</div> <div>Make 3 hit rolls for each attack with this weapon.</div>														
<div>WARGEAR OPTIONS</div> <div>This model may replace its 120mm Machine Gun with a Bazooka.</div>														
<div><div>ABILITIES</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div>											<div>Hit and Run:</div> <div>This unit can move 2D6" in your Charge phase (even if it has not declared a charge).</div>			
<div>FACTION KEYWORDS</div> <div>UC, 0078, Zeon-TB</div>														
<div>KEYWORDS</div> <div>Titanic, Vehicle, Mobile Suit, Space, Ground</div>														

<div></div> <div>7 POWER</div> <div>MS-05 ZAKU I VETERAN</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>MS-05 Vet</td><td>150</td><td>*</td><td>*</td><td>*</td><td>7</td><td>6</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	MS-05 Vet	150	*	*	*	7	6	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"</td><td>3+</td><td>3+</td></tr><tr><td>4-6</td><td>9"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>5+</td></tr></table>				REMAINING W	M	WS	BS	7-12+	12"	3+	3+	4-6	9"	4+	4+	1-3	5"	5+	5+	
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A MS-05 Zaku I Veteran is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, 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>120mm Machine Gun</td><td>30"</td><td>Assault 12</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>Bazooka</td><td>-5</td><td>48"</td><td>Heavy 2D6</td><td>8</td><td>-2</td><td>1 Blast.</td></tr><tr><td>Cracker Grenades</td><td>12"</td><td>Grenade D6</td><td>*</td><td>*</td><td>*</td><td>This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.</td></tr><tr><td>Heat Hawk</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>6</td><td>-</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	120mm Machine Gun	30"	Assault 12	6	-1	1	-	Bazooka	-5	48"	Heavy 2D6	8	-2	1 Blast.	Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.	Heat Hawk	Melee	Melee	+3	-3	6	-	Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
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WARGEAR OPTIONS    This model may replace its 120mm Machine Gun with a Bazooka.																																																				
ABILITIES    Mobile Suit (p. 1) Core Explodes (p. 1)    Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).																																																				
FACTION KEYWORDS    UC, 0078, Zeon-TB																																																				
KEYWORDS    Titanic, Vehicle, Mobile Suit, Space, Ground																																																				



**7**  
POWER

# DARYL LORENZ

## MS-05

### 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	
Daryl Lorenz	160	*	*	*	7	6	12	3	8	3+	7-12+	12"	2+	3+
Daryl Lorenz in a MS-05 Zaku I is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one unit with <b>Daryl Lorenz</b> may be included in your army.										4-6	9"	3+	4+	
										1-3	5"	4+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
120mm Machine Gun	30"	Assault 12		6	-1	1	-							
Bazooka	-5	48"	Heavy 2D6		8	-2	1	Blast.						
										This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.				
Cracker Grenades	12"	Grenade D6		*	*	*								
Heat Hawk	Melee	Melee		+3	-3	6	-							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.													
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)						Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).							
FACTION KEYWORDS	UC, 0078, Zeon-TB													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz													

<div><div><div></div><div>8</div><div>POWER</div></div><div>MS-06 ZAKU II</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	
MS-06		155	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06 Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.											4-6	9"	5+	5+	
											1-3	5"	6+	6+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"		Assault 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		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk		Melee		Melee		+3	-3	6	-						
Sturm Faust		+5	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.													
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).						
		Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, Zeon-TB													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space													



8

POWER

# SEAN MITADERA

## MS-06

**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	
Sean Mitadera	160	*	*	*	7	7	12	2	7	3+	7-12+	12"	3+	4+
Sean Mitadera in a MS-06 Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one model with <b>Sean Mitadera</b> may be included in your army.										4-6	9"	4+	5+	
										1-3	5"	5+	6+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
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		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.							
Heat Hawk	Melee	Melee		+3	-3	6	-							
Sturm Faust	+5	48"		Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.													
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.								Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					
ABILITIES	Mobile Suit (p. 1)								Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079, Zeon-TB													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Sean Mitadera													



8  
POWER

# MS-06 ZAKU II ACE

## DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
MS-06	165	*	*	*	7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Zaku II Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
120mm Machine Gun		30"	Assault 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		*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.						
Heat Hawk		Melee	Melee		+3	-3	6	-						
Sturm Faust		+5	48"	Heavy 1		8	-2	D6	Each of these weapons may only be fired once per battle.					
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).					
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, Zeon-TB												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space												



20  
POWER

# DARYL LORENZ MS-06R


## 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	
Daryl Lorenz	405	*	*	*	7	8	12	3	8	3+	7-12+	12"	3+	2+
Daryl Lorenz in a MS-06R Zaku High Mobility Type (Psycho Zaku / Reuse “P” Device) is a single model equipped with a 120mm Machine Gun, three 360mm Giant Bazookas, a Bazooka, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one model with <b>Daryl Lorenz</b> may be included in your army.										4-6	9"	4+	3+	
										1-3	5"	5+	4+	
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES							
120mm Machine Gun		30"	Assault 12	6	-1	1	-							
360mm Giant Bazooka		84"	Heavy 2D6	9	-3	2	Blast. This weapon can target units not visible to the bearer.							
Beam Bazooka		+90	48"	Heavy 2D6	8	-2	4	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.						
Bazooka		48"	Heavy 2D6	8	-2	1	Blast							
Heat Hawk		Melee	Melee	+3	-3	6	-							
Sturm Faust		+5	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 a Beam Bazooka ( <b>Power Rating +5</b> ).												
		This model may take up to three Sturm Fausts.												
		Reuse “P” Device: This model may reroll a save die once per turn.												
		More Arms than Hands: This model may only fire up to two of its ranged weapons at a time.												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
		Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).												
FACTION KEYWORDS		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
		Core Explodes (p. 1)												
KEYWORDS		Mobile Suit (p. 1)												
KEYWORDS		UC, 0079, Zeon-TB												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Daryl Lorenz												



<div><div><div></div></div><div>9</div><div>POWER</div></div> <div>MS-09R</div> <div>RICK DOM</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
MS-09R	175	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R Rick Dom is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.											4-6	10"	5+	5+
											1-3	6"	6+	6+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES						
Heat Saber	Melee		Melee		+3	-3	6	-						
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.													
---- 90mm MMP-70C	30"	Assault 12		7	-1	1	-							
---- Grenade Launcher	30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.							
Titanic Feet	Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						Mobile Suit (p. 1) Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon-TB													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space													

<div></div> <div>9</div> <div>POWER</div> <div>MS-09R VETERAN</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	
MS-09R Veteran		190	*	*	*	8	8	12	2	8	3+	7-12+				15"	3+	3+
A MS-09R Rick Dom Veteran is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.											4-6				10"	4+	4+	
											1-3				6"	5+	5+	
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES									
Heat Saber		Melee		Melee		+3	-3	6	-									
MMP-70C		When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.																
---- 90mm MMP-70C		30"	Assault 12		7	-1	1	-										
---- Grenade Launcher		30"	Assault 1		6	-1	D3	This weapon may only be fired once per battle.										
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.									
ABILITIES		Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.							Mobile Suit (p. 1) Core Explodes (p. 1)									
FACTION KEYWORDS		UC, 0079, Zeon-TB																
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space																



10

POWER


# HOOVER


## MS-09R

**DAMAGE**

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Hoover	200	*	*	*	8	8	12	3	8	3+	7-12+	15"	2+	3+
Hoover in a MS-09R Rick Dom is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet. Only one of this unit may be included in your army.										4-6	10"	3+	4+	
										1-3	6"	4+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Heat Saber	Melee	Melee	+3	-3	6	-								
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.													
---- 90mm MMP-70C	30"	Assault 12	7	-1	1	-								
---- Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.								
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.								
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Mobile Suit (p. 1)								
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FACTION KEYWORDS	UC, 0079, Zeon-TB													
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<div>16 POWER</div> <div>DARYL LORENZ MS-14A</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																																								
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# 15

POWER

## BIG GUN

This model is equipped with a Mega Beam Launcher. This model is considered an additional Wargear Option for any Zeon unit in this Index except for **Daryl Lorenz** in a **MS-06R**. Only one of these models may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Mega Beam Launcher	+300	96"	Heavy 5	10	-4	4	The Mega Beam Launcher can only be fired if a model is docked with the Big Gun and fires no other weapons this round. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other turn.
--- Ancillary Targets	72"	Heavy 1	9	-4	3		When the Mega Beam Launcher 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. This is a Beam weapon.
ABILITIES							<b>Anchored:</b> A model equipped with the Big Gun is considered Docked, and cannot move without first disengaging from the Big Gun. When Docked, the model may not move for any reason, overriding the typical <b>Open Space</b> movement requirements. If the model wishes to move, it may undock at the beginning of any of its movement phases. At that point, it's subject to the typical movement requirements of the mission. Any other Zeon unit that may equip it may then dock with and equip the Big Gun if it begins its movement phase within 3" of the Big Gun. If the Big Gun is not Docked and an enemy unit targets it, it is considered to have T6, Sv 4+, 4W. If it reaches 0W, then the <b>Core Explodes</b> (p. 12) Ability applies.
FACTION KEYWORDS							UC, 0079, Zeon-TB
KEYWORDS							Space