AEUG ARMY LIST 0087

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

ABILITIES

The following abilities are common to several AEUG units:

Mobile Suit

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

Core Explodes

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

Titanic Presence

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

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

Newtype

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

NEWTYPE DISCIPLINE

IT'S A GUNDAM!!

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

Plot Armor

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

Combat Hypnosis

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



KATZ KOBAYASHI FXA-50D

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv
Katz Kobayashi	15"-30"	6+	4+	6	5	6	2	7	4+

Katz Kobayashi in a FXA-50D G Defenser Core is a single model equipped with a Beam Gun. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
	and can or can Fly , ar	This model can aly be charged b ad can only atta the Fight phas	oy uni ck or	its tha	t	Supersonic : Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end
ABILITIES	subtract 1	t : Your opponei from hit rolls for model in the Sh	attac	cks tha		of the phase - do not roll any dice. Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0087,	AEUG				
KEYWORDS	Fly, Vehicle	e, Space, Chara	acter,	Defer	ser,	Aircraft

М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
nale mode	l equipped v	vith a Beaı	m Rif	le. a	Comb	oat	4-7	9"	4+	4+
•				,			1-3	5"	5+	5+
RANGE	TYPE	s	AP	D	ABIL	LITIES				
36"	Heavy 3	8	-3	4		-				i
Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Melee	Melee	+6	-3	6	weap	oon, it also earer figh	o inflicts a Mortal V ts with this weapo	Vound n, it ca	l. Each	time
				bat		٠.	,			
UC, 0087,	AEUG									
Titanic, Ve	hicle, Mobil	e Suit, Gro	ound,	, Spa	ace					
	mgle modela Twin Bear RANGE 36" Melee Melee Combat S Shield hav	M WS BS * * * Ingle model equipped variants aber. RANGE TYPE 36" Heavy 3 Melee Melee Melee Melee Combat Shield: Mode Shield have a 5+ invu	M WS BS S T * * * 8 8 Ingle model equipped with a Bear Twin Beam Saber. RANGE TYPE S 36" Heavy 3 8 Melee Melee User Melee Melee User Melee Melee +6 Combat Shield: Models with a Shield have a 5+ invulnerable saluc, 0087, AEUG	M WS BS S T W * * * 8 8 15 Ingle model equipped with a Beam Rife TWIN Beam Saber. RANGE TYPE S AP 36" Heavy 3 8 -3 Melee Melee User -2 Melee Melee +6 -3 Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. UC, 0087, AEUG	M WS BS S T W A * * * 8 8 15 2 Ingle model equipped with a Beam Rifle, a Twin Beam Saber. RANGE TYPE S AP D 36" Heavy 3 8 -3 4 Melee Melee User -2 2 Melee Melee +6 -3 6 Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. UC, 0087, AEUG	M WS BS S T W A Ld * * * 8 8 15 2 8 Ingle model equipped with a Beam Rifle, a Combat Shield: Models with a Beam Rifle, a Combat Shield Models with a Combat Shield save.	M WS BS S T W A Ld SV * * * 8 8 15 2 8 3+ Ingle model equipped with a Beam Rifle, a Combat a Twin Beam Saber. RANGE TYPE S AP D ABILITIES Each time you weapon, it also the bearer figh additional attack. Melee Melee User -2 2 Make 3 hit rolls Each time you weapon, it also the bearer figh additional attack. Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. My A Ld Sv A Ld Sv A Ld Sv A P D ABILITIES Each time you weapon, it also the bearer figh additional attack. Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. UC, 0087, AEUG	GELGOOG M WS BS S T W A Ld SV REMAINING W * * * 8 8 15 2 8 3+ 8-15+ Ingle model equipped with a Beam Rifle, a Combat 4-7 In Twin Beam Saber. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of weapon, it also inflicts a Mortal W Wapon, it also	GELGOOG M WS BS S T W A Ld SV REMAINING W M * * * 8 8 15 2 8 3+ 8-15+ 12" Ingle model equipped with a Beam Rifle, a Combat 1-3 5" RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ v weapon, it also inflicts a Mortal Wound Melee Melee User -2 2 Make 3 hit rolls for each attack with this Each time you roll a Wound roll of 6+ v weapon, it also inflicts a Mortal Wound the bearer fights with this weapon, it also inflicts a Mortal Wound Melee Melee +6 -3 6 additional attack with this weapon. Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. We spon, it also inflicts a Mortal Wound additional attack with this weapon. Mobile Suit (p. 1) Core Explodes (p. 1)	GELGOOG M WS BS S T W A Ld SV REMAINING W M WS * * * * 8 8 15 2 8 3+ 8-15+ 12" 3+ Ingle model equipped with a Beam Rifle, a Combat 4-7 9" 4+ Twin Beam Saber. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Each the bearer fights with this weapon, it can make additional attack with this weapon. Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. MWS BS S T W A Ld SV REMAINING W M WS REMAINING W M WS 4-7 9" 4+ 1-3 5" 5+ Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each the bearer fights with this weapon, it can make additional attack with this weapon. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, AEUG

11 POWER	v		N	SA-(0	DAMAGE Some of this mo change as it suf shown below:	ffers daı	mage, a	ıs
NAME	M	WS *	BS *	S T	40	Α	Ld	Sv	REMAINING W		WS	BS
MSA-003 220				8 7	12	2	7	3+	7-12+	12"	4+	4+
A MSA-003 Nemo is a sin Beam Sabers, a Combat S									4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid	Fire 4	4 6	0	1	-					
100mm Machine Gun -50	24"	Rapid	Fire 6	6	-1	1	-					
120mm Machine Gun -45	30"	Assa	ult 12	6	-1	1	-					
180mm Cannon -50	48"	Hea	vy 1	8	-3	2D6	-					
Bazooka -50	48"	Heav	y 2D6	8	-2	1	Blast					
Beam Rifle	36"	Hea	vy 3	8	-3	4			roll a wound roll inflicts a mortal			
Beam Sabers	Melee	Me	lee	+6	-3	6		•	roll a wound roll inflicts a mortal			
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4 4	0	2	Add	1 to all to	hit rolls against t	argets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm	Machine	e Gun	(Power	Rati	ing -2	2), a 1:	20mm Ma	chine Gun (Powerschine Gun (Powerschine).			
	360° Cock per turn.	cpit : Ma	y rero	oll a hit ro	ll on	ce		bat Shiel invulnera	d : A model with ble save.	a comb	at shield	d has
ABILITIES	Mobile Su	uit (p. 1))				Core	Explode	es (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG										
KEYWORDS	Titanic, Ve	hicle, M	1obile	Suit, Spa	ace,	Grou	ınd					

12 power	N			SA-C VE'			RA	N	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Veteran 230	*	*	* 8	7	12	2	7	3+	7-12+	12"	4+	3+
A MSA-003 Nemo Vetera Rifle, Beam Sabers, a Co									4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE		'PE	S	AP			LITIES				
90mm Machine Gun -60	24"	Rapid	Fire 4	6	0	1	-					
100mm Machine Gun -50	24"	Rapid	Fire 6	6	-1	1	-					
120mm Machine Gun -45	30"	Assa	ult 12	6	-1	1	-					
180mm Cannon -50	48"	Hea	avy 1	8	-3	2D6	-					
Bazooka -50	48"	Heav	y 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	Hea	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Мє	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Me	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid	Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.
WARGEAR OPTIONS	a 100mm	Machin	e Gun (Power	Rat	ing -2	2), a 1 a Baz	20mm Ma ooka (Pov	chine Gun (Power chine Gun (Powe r wer Rating -2).	Ratir	ng -2),	
	360° Cocl per turn.	cpit : Ma	ay reroll	a hit ro	ll on	ice		ibat Shiel invulneral	d : A model with a color ble save.	comba	at shield	l has
ABILITIES	Mobile Su	iit (p. 1)				Core	Explode	s (p. 1)			

FACTION KEYWORDS

KEYWORDS

UC, 0087, AEUG

Titanic, Vehicle, Mobile Suit, Space, Ground

9 POWER]	MS NEMO				ER.		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
MSA-003 Sniper 175	*	6+ * 8	*	12	2	7	3+	7-12+	12"	2+	7
A MSA-003 Nemo Sniper	_							4-6	9"	3+	6
Sabers, a Combat Shield, Vulcans.	a Sniper R	Rifle, Titanic Fee	et, and	Twin	Link	60mr	n	1-3	5"	4+	5
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o		r this	
Sniper Rifle	72"	Heavy 2	8	-3	6	Station subtrated target	onary in th act 1 from	rrying the Sniper F ne preceding Move n the hit roll. Each veapon, you can ig	ment time y	Phase, ou sele	ect a
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.
	360° Cocl per turn.	kpit: May reroll	a hit ro	oll on	ce	_	bat Shield invulneral	d : A model with a cole save.	comba	t shield	l has
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace, (Grou	ınd					

13 POWER		MS NEM				C		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSA-003 Ace 235	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+
A MSA-003 Nemo Ace is a Rifle, Beam Sabers, a Cor								4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	ΑP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
100mm Machine Gun -50	24"	Rapid Fire 6	6	-1	1	-					
120mm Machine Gun -45	30"	Assault 12	6	-1	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast					
Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add [′]	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	a 100mm		Power	Rati	ing -2	2), a 12	20mm Ma	chine Gun (Power chine Gun (Powe ver Rating -2).			
	360° Cock per turn.	kpit : May reroll	a hit ro	ll on	ce		bat Shiel invulneral	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	асе,	Grou	nd, Cł	naracter				

R						ND	E				
M	WS E	ss s	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	*	* 7	7	15	3	7	4+	8-15+	12-24"	3+	3+
Beam Sabe	ers, and	Titani	c Feet.	Only	one	unit v	vith	4-7 1-3	12-18" 12"	4+ 5+	4+ 5+
RANGE	TYF	PE	S	AP	D	ABIL	LITIES				
24"	Pistol	2D3	8	-3	4					th this	
Melee	Mel	ee	+6	-3	6		•			this	
Melee	Mel	ee	User	-2	2	Make	e 3 hit rolls	s for each attack	with this	weapo	on.
12"	Rapid	Fire 4	4	0	2	Add	1 to all to	hit rolls against t	argets th	at can	Fly.
360° Cock per turn.	pit: May	/ reroll	a hit ro	ll on	ce			• •			
the game a each Move it is transfo Its Movement 12", and it	and beforment plant plan	ore this nase, y to Mob acteris uperso	unit mo ou can oile Suit stic beco	oves decl Mod omes	in are le.	it on how forwa initia move	the spot u far it has r ards. Note I pivot. W ement cha	p to 90° (this doe moved), then mo that it cannot piv hen this model a racteristic by 15°	es not co ve the mo ot again dvances	ntribut odel si after t incre	te to traight the ase its
	,	1)				char	ged by uni	its that can Fly , a	and can c	only at	tack or
		. '/				DC 81	Lacked III	and right phase	o y armo t	inat oa	y .
		Vehic	le, Mobi	ile Su	uit, S	pace,	Ground, F	Reccoa Londe, M	lethuss		
	M * 05 Methus: Beam Sabe cluded in you RANGE 24" Melee Melee 12" 360° Cock per turn. Mobile Su the game a each Move it is transfo Its Movement 12", and it Fly, and H Mobile Su Core Expl UC, 0087,	M WS E * * 005 Methuss is a sir Beam Sabers, and cluded in your army RANGE TYF 24" Pistol Melee Mele Melee Mele 12" Rapid l 360° Cockpit: May per turn. Mobile Suit Mode the game and before each Movement phit is transformed in Its Movement char 12", and it loses Steply, and Hard to He Mobile Suit (p. 1) Core Explodes (p. UC, 0087, AEUG	M WS BS S * * * 7 05 Methuss is a single m Beam Sabers, and Titanic cluded in your army. Only RANGE TYPE 24" Pistol 2D3 Melee Melee Melee Melee 12" Rapid Fire 4 360° Cockpit: May reroll per turn. Mobile Suit Mode: At the the game and before this each Movement phase, y it is transformed into Mot Its Movement characteris 12", and it loses Superse Fly, and Hard to Hit. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, AEUG	M WS BS S T * * * 7 7 005 Methuss is a single model equal Beam Sabers, and Titanic Feet. Included in your army. Only one under the state of the st	M WS BS S T W * * * 7 7 15 05 Methuss is a single model equippe Beam Sabers, and Titanic Feet. Only cluded in your army. Only one unit with the same sabers are single model equipped Beam Sabers, and Titanic Feet. Only cluded in your army. Only one unit with the same sabers are single model equipped Beam Sabers, and Titanic Feet. Only cluded in your army. Only one unit with the same sabers are single model and sale are same sale and sale are sale a	M WS BS S T W A * * 7 7 15 3 005 Methuss is a single model equipped w Beam Sabers, and Titanic Feet. Only one cluded in your army. Only one unit with M RANGE TYPE S AP D 24" Pistol 2D3 8 -3 4 Melee Melee H6 -3 6 Melee Melee User -2 2 12" Rapid Fire 4 4 0 2 360° Cockpit: May reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses Supersonic, Airborne, Fly, and Hard to Hit. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, AEUG	M WS BS S T W A Ld * * * 7 7 15 3 7 105 Methuss is a single model equipped with a 3 Beam Sabers, and Titanic Feet. Only one unit with Methus RANGE TYPE S AP D ABIL 24" Pistol 2D3 8 -3 4 weak Melee Melee H6 -3 6 weak Melee Melee User -2 2 Make 12" Rapid Fire 4 4 0 2 Add 360° Cockpit: May reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare how it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses Supersonic, Airborne, Fly, and Hard to Hit. Mobile Suit (p. 1) Core Explodes (p. 1) UC, 0087, AEUG	* * * 7 7 15 3 7 4+ * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 7 7 15 3 7 4+ * * * 8	M WS BS S T W A Ld Sv REMAINING W * * * 7 7 15 3 7 4+ 8-15+ 105 Methuss is a single model equipped with a 360° Beam Sabers, and Titanic Feet. Only one unit with Cluded in your army. Only one unit with Methuss may be RANGE TYPE S AP D ABILITIES 24" Pistol 2D3 8 -3 4 weapon, it also inflicts a Mortal Melee Melee +6 -3 6 weapon, it also inflicts a mortal Melee Melee User -2 2 Make 3 hit rolls for each attack 12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against to the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. 11s Movement characteristic becomes 12", and it loses Supersonic, Airborne, Fly, and Hard to Hit. Mobile Suit (p. 1) Core Explodes (p. 1) Was A Ld Sv REMAINING W A Ld Sv REMAINING W A Hard Solor A Hard Solor A Hard IT Has moved on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it in the spot up to 90° (this doe how far it has moved), then mo in the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved), then mo it on the spot up to 90° (this doe how far it has moved) then mo it on the spot up to 90° (this doe how far it has moved) then mo it on the spot up to 90° (this doe how far it has moved) then mo it on the spot up to 90° (this doe how far it has moved) then mo it on the spot up to 90° (this doe how far it has moved in the spot up to 90° (this doe how far it has moved) then mo it on the spot up to 90° (this doe how far it has moved	M WS BS S T W A Ld Sv REMAINING W M * * * 7 7 15 3 7 4+ 8-15+ 12-24" 105 Methuss is a single model equipped with a 360° Beam Sabers, and Titanic Feet. Only one unit with cluded in your army. Only one unit with Methuss may be RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ wi weapon, it also inflicts a Mortal Wound. Each time you roll a wound roll of 6+ for weapon, it also inflicts a mortal wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this 12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets the 360° Cockpit: May reroll a hit roll once per turn. Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses Supersonic, Airborne. Mobile Suit (p. 1) Airborne: This model cannot charge, cacharged by units that can Fly, and can cobe attacked in the Fight phase by units to the signt phase of the sum of the phase of the phase of the sum of the phase of the phase of the phase of the sum of the phase of th	M WS BS S T W A Ld SV REMAINING W M WS * * * 7 7 15 3 7 4+ 8-15+ 12-24" 3+ 105 Methuss is a single model equipped with a 360° Beam Sabers, and Titanic Feet. Only one unit with cluded in your army. Only one unit with Methuss may be RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 12", and it loses Supersonic, Airborne, Fly, and Hard to Hit. Mobile Suit (p. 1) Airborne: This model cannot charge, can only charged by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly, and can only at be attacked in the Fight phase by units that can Fly.

13 POWER				YU A-					DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W		WS	BS
Fa Yuiri 260	*	* *	7	7	15	2	7	4+	8-15+	12-24"	4+	3+
Fa Yuiri in a MSA-005 Me two Beam Guns, Beam Sabe included in your army. army.	abers, and	Titanic Fe	et. Ö	nly one	e unit	with	Fa Yu	ı iri may	4-7 1-3	12-18" 12"	5+ 6+	4+ 5+
WEAPON	RANGE	TYP		S	AP	D	ABIL	ITIES	. 0	12		
Beam Gun	24"	Pistol 2		8	-3	4	Each	time you	roll a Wound roll inflicts a Mortal		th this	
Beam Sabers	Melee	Mele	е	+6	-3	6		•	roll a wound roll inflicts a mortal		this	
Titanic Feet	Melee	Mele	е	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid F	re 4	4	0	2	Add 1	to all to	hit rolls against t	argets the	at can	Fly.
	360° Cock per turn.	pit : May	reroll	a hit ro	oll one	ce			our opponent mu this model in th			
	Mobile Su the game a each Move it is transfo Its Movem 12", and it Fly, and H	and beforement phate brmed into ent chara loses Su	e this ase, you Mob cterist perso	unit mou can ile Suit tic bec	oves decl Mod omes	in are le.	it on the how forward initial move	he spot u ar it has r rds. Note pivot. W ment cha	each time this more to 90° (this does noved), then mo that it cannot pix hen this model a racteristic by 15° roll a dice.	es not co ve the mo ot again dvances	ntribut odel st after t increa	te to traight the ase its
ADII ITIES	Mobile Su	,	4)				charg	ed by uni	s model cannot clits that can Fly , a	and can c	only at	tack or
ABILITIES FACTION KEYWORDS	UC, 0087,		1)				ne att	acked in	the Fight phase	by units t	пат са	II FIY.
KEYWORDS	•		/objek	Mah	ilo Sı	ıit C	naaa /	Cround F	Eo Vuiri Mothusa			
VE I MOKD9	Character,	ritanic, \	enicle	e, IVIOD	iie St	ıιι, δ	pace,	Giouria, F	a Yuiri, Methuss	•		

16 POWER	QU.	ATTRO					NA	DAMAGE Some of this mod change as it suffor shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Quattro Bajeena 340	*	* * 8	7	18	5	9	3+	10-18+	15"	2+	2+	
Quattro Bajeena in a MSN 360° Cockpit, a Heavy Be with Quattro Bajeena ma Shiki may be taken for you a unit with Char Aznable	am Rifle, Ď ly be taken our army. Ti	eam Sabers, a for your army.	nd Tita Only o	nic Fo	eet. nit wi	Only or th Hyal	ne unit ku	5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Bazooka -55	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal \				
Heavy Beam Rifle	36"	Each time you roll a Wound roll of 6+ with this										
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	s weap	on.	
WARGEAR OPTIONS	This mode	l may replace i	ts Hea	vy Be	eam	Rifle wi	th a Bazo	ooka (Power Rat i	ing -3)	<u>.</u>		
		un: This unit m arge phase, ev charge.				360° (Cockpit:	May reroll a hit ro	oll once	per tur	'n.	
ABILITIES	subtract 1	it: Your oppone from hit rolls fo model in the S	r attac	ks tha		save a	against B	ating This unit hateam and Laser sl	hooting	attack		
PSYKER	Newtype: psychic point each en manifestin	lewtype: This model is considered a psyker. This model can attempt to manifest a single sychic 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 nanifesting. Note - Newtypes do not know Smite, and do not damage other models from terils of the Warp.										
FACTION KEYWORDS	UC, 0087,	AEUG					-					
KEYWORDS		Fitanic, Vehicle, Mobile Suit, Ground, Space, Character, Quattro Bajeena, Hyaku Shiki, Newtype, Psyker										

KAMILLE BIDAN DAMAGE Some of this model's characteristics **MSZ-006** change as it suffers damage, as **POWER** shown below: **REMAINING W NAME** М WS BS Ld Sv М WS BS Kamille Bidan 645 8 18 5 9 2+ 10-18+ 15-30" 2+ 2+ Kamille Bidan in a MSZ-006 Zeta Gundam is a single model equipped with a 360° Cockpit, two Beam Guns, a Combat Shield, a Grenade Launcher, a Heavy Beam 5-9 15-21" 3+ Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with Kamille Bidan may be included in your army. Only one unit with **Zeta** may be included in your army. 1-4 15" 4+ 4+ **WEAPON RANGE TYPE** AP D **ABILITIES** Each time you roll a Wound roll of 6+ with this Beam Gun 24" Pistol 2D3 8 -3 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this Beam Sabers -3 weapon, it also inflicts a Mortal Wound. Melee Melee +6 Grenade Launcher 30" Assault 1 6 -1 This weapon may only be fired once per battle. Each time you roll a Wound roll of 6+ with this 36" Assault 3 -3 4 weapon, it also inflicts a Mortal Wound. Heavy Beam Rifle A model can only fire the Hyper Mega Launcher if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired three times Hyper Mega Launcher 72" Heavy 3D3 in a battle. This is a Beam weapon. +120 9 When the Hyper Mega 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 Flv. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is --- Ancillary Targets 72" Heavy 1 -4 a Beam weapon. Titanic Feet Melee Melee User -2 Make 3 hit rolls for each attack with this weapon. 12" Twin Link 60mm Vulcans Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets that can **Fly**. This model may take a Grenade Magazine (**Power Rating +1**). This model may replace its Heavy Beam Rifle with a Hyper Mega Launcher (Power Rating WARGEAR OPTIONS

Continued next page

	Grenade Magazine +15: A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle. 360° Cockpit: May reroll a hit roll once per turn.	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.							
	Biosensor: A model equipped with a biosensor may reroll a save die once per turn.	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 .							
ABILITIES	Combat Shield A model with a Combat Shield gains a 5+ Invulnerable save. 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)	Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 15", its two Beam Guns are replaced by Beam Sabers, and it loses Supersonic, Airborne, and Hard to Hit.							
PSYKER	Powerful Newtype This model is consider to two psychic powers in each friendly psychic powers in each enemy psychic pholiscipline when manifesting. This unit materials	ered a psyker. This model can attempt to manifest up ychic phase, and can attempt to deny up to two hase. It may use any power from the Newtype ay reroll a die when attempting to manifest or deny mining if Perils of the Warp apply. Note - Newtypes ther models from Perils of the Warp.							
FACTION KEYWORDS	UC, 0087, AEUG	UC, 0087, AEUG							
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kamille Bidan, Newtype, Powerful Newtype, Psyker, Zeta, Gundam								

13 POWER	(RO GM CA	GC-			l II		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	6 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGC-83 255	*	* * 7	7 7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-83 GM Cannon II two Beam Cannons, Bean and Twin Link 60mm Vulc	n Sabers, (4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI [*]	LIEG	1-5	<u> </u>	01	01
120mm Machine Gun	30"	Assault 12	6	-1	1	ADILI	ILO				
Beam Cannon	36"	Heavy 1	8	-3	6		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all hit	rolls against targe	ts tha	t can F l	ly.
ABILITIES	Chobham characteri characteri Chobham resorting a values. A	Armor: A modern Armor increasestic by 6, while stic is reduced may be ejected in characteristic by wounds lost Chobham Armore.	es their M their M by 3. I d at any cs to th t are firs	· Wou love The y time e prir	e, nted	Shield Mobile		,		th a Co	mbat
FACTION KEYWORDS	UC, 0087,		••			30.01	p.o.do	(F. 1)			
KEYWORDS		hicle, Mobile S	Suit, Sp	ace.	Grou	nd					

POWER			RG M (M		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS :	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N 185	*	*	*	8 7	15	2	8	3+	8-15+	15"	4+	3+
A RGM-79N GM Custom i	s a single i	model	equippe	ed with a	a 120ı	mm l	Machi	ne Gun,	4-7	10"	5+	4+
Beam Sabers, Titanic Fee									1-3	6"	6+	5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Ass	ault 12	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blast	t.				
Beam Rifle +45	36"	He	eavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	N	1elee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	M	1elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapi	id Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can FI	y.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle (Power Rating +2).											
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087,	AEUC	3									
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Space, Ground										

10 POWER		M	RG CU	ST(ON				DAMAGE Some of this mod change as it suffe shown below:	ers dar	nage, a	as
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N Ace 195	*	*	* (3 7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom	Ace is a sir	ngle mo	odel equ	uipped v	vith a	120	mm M	lachine	4-7	10"	4+	4+
Gun, Beam Sabers, Titani	c Feet, Tw	in Link	60mm \	√ulcans	, and	a C	ombat	Shield.	1-3	6"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Rifle +45	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	М	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	М	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can F l	ly.
WARGEAR OPTIONS	This mode		replace	its 120r	mm N	/lach	ine Gı	ın with a E	Bazooka or a Bear	n Rifle	(Powe	er
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087	, AEUG			_		_					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character											

15 POWER	R	MS-09 RIC					9	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rick Dias 300	*	* * 7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias is a	single model ed	quipped	d with	a 3	60° C	ockpit,	4-7	10"	4+	4+
two Beam Guns, Beam S	abers, and	Titanic Feet.					·	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast	i.				
Beam Gun	24"	Pistol 2D3	8	-3	4		•	roll a Wound roll o inflicts a Mortal W			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal W			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This unit r	nay take a Baz	ooka (F	owe	r Ra	ting +	· 1).				
	Mobile Su	uit (p. 1)						This unit may move even if it has not o			
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit rol	l once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG			-						
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Gro	ound,	Spa	ice, Fl	у				

16 POWER		MS-09 RICK I						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Rick Dias Ace 310	*	* * 7	8	15	3	8	3+	8-15+	15"	3+	3+
A RMS-099/MSA-099 Ric	k Dias Ace	is a single mod	del equi	pped	d with	n a 360)°	4-7	10"	4+	4+
Cockpit, two Beam Guns,								1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast					
Beam Gun	24"	Pistol 2D3	8	-3	4		_	ı roll a Wound roll o o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6		-	ı roll a Wound roll o o inflicts a Mortal V			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This unit n	nay take a Baz	ooka (F	owe	r Ra	ting +	1).				
	Mobile Su	uit (p. 1)						This unit may move e, even if it has not			
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit	: May reroll a hit rol	l once	per tui	n.
FACTION KEYWORDS	UC, 0087,	AEUG									

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

KEYWORDS

17 QUATTRO BAJEENA Some of this model's characteristics DMC 000/MCA 000

change as it suffers damage, as

POWER	K		S-U :	99	/[V	15	\mathbf{A}	-05	99	shown below:	is uai	nage, a	15
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quattro Bajeena 330	*	*	*	7	8	15	5	9	3+	8-15+	15"	2+	2+
Quattro Bajeena in a RM3 a 360° Cockpit, two Bean with Quattro Bajeena ma	n Guns, Bea	am Sa	bers, a	and Ti	itanio	Fee	t. O	nly or	ie model	4-7	10"	3+	3+
an army that has a unit w	•		•	y	1110	ai ii C 11	ilay i	101 50	tanon in	1-3	6"	4+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka +25	48"	Hea	vy 2D6	6	8	-2	1	Blast	t.				
Beam Gun	24"	Pis	tol 2D3	3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	N	/lelee		+6	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	N	/lelee	L	Jser	-2	D3	Make	e 3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This unit r	nay ta	ke a B	azool	ka (P	owe	r Ra	ting +	· 1).				
PSYKER	psychic po in each er	ower in nemy p ng. No	n each osychic ote - Ne	friend phas	dly p	sychi t may	ic ph y use	ase, a e any l	and can at power fror	I can attempt to m tempt to deny a si n the Newtype Dis o not damage othe	ngle pa	sychic when	power
	Mobile Su	uit (p.	1)							This unit may mov even if it has not		-	
ABILITIES	Core Exp	lodes	(p. 1)					360°	Cockpit:	May reroll a hit ro	ll once	per tur	'n.
FACTION KEYWORDS	UC, 0087,	AEU	G										
KEYWORDS	Titanic, Ve Bajeena	ehicle,	Mobile	Suit	, Gro	ound,	Spa	ce, Fl	y, Charact	ter, Newtype, Psyl	ker, Qu	ıattro	

11 POWER	RI	MS-179 G	P/R		M-	-79	PR	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-179/RGM-79R 220	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A RMS-179 or RGM-79R Rifle, Beam Sabers, a Col								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast	t.				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace it Power Rating -						hine Gun (Power l 2).	Rating	g -3), 18	30mm
	Mobile Su	uit (p. 1)				_	ibat Shiel	d : A model with a cole save.	comba	at shield	l has
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit rol	l once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Spa	ace,	Grou	nd					

12 POWER	RN	MS-179 GM					PR	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RMS-179/RGM-79R Ace	*	* * 7	7	12	2	8	3+	7-12+	12"	3+	3+
A RMS-179 Ace or RGM-1 a Beam Rifle, Beam Sabe Vulcans.								4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm Machine Gun -60	24"	Rapid Fire 4	6	0	1	-					
180mm Cannon -50	48"	Heavy 1	8	-3	2D6	-					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast	t.				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tai	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace i Power Rating -						hine Gun (Power 2).	Ratin	g -3), 18	80mm
	Mobile Su	uit (p. 1)				_	bat Shiel invulneral	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Character,	Titanic, Vehicle	e, Mobi	ile S	uit, S	pace,	Ground				

15 POWER		AN		LE X-1			A	N	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kamille Bidan 305	*	*	*	8 7	18	4	9	3+	10-18+	12"	2+	3+
Kamille Bidan in a RX-178 Cockpit, a Beam Rifle, Be unit with Kamille Bidan n	am Sabers	, a Coı	mbat Šł	nield, and					5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll of inflicts a mortal v			
Beam Sabers	Melee	М	elee	+6	-3	6			roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	М	elee	User	-2	2	Make	e 3 hit roll	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapi	d Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This mode								Power Rating -2).			
PSYKER	to two psy psychic po Discipline psychic po	chic po wers i when wers;	owers in n each manifes this is c	n each fr enemy p sting. Th done bef	iendl sych is un ore d	y psy nic pl nit ma leter	ychic nase. ay rero mining	ohase, an It may us oll a die w g if Perils o	This model can at d can attempt to c e any power from hen attempting to of the Warp apply. m Perils of the Wa	the No the No manife Note	o to two ewtype est or de	eny
	Mobile Su	uit (p. 1	1)					ibat Shiel invulnera	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG	3									
KEYWORDS	Character, Powerful N							Ground, I	Kamille Bidan, Gu	ndam,	Newtyp	pe,

12 POWER		EM		IA RX-				EN	-	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Emma Sheen	*	*	*	8	7	18	3	9	3+	10-18+	12"	3+	3+
Emma Sheen in a RX-178										5-9	9"	4+	4+
Cockpit, a Beam Rifle, Be unit with Emma Sheen ma					, an	d lita	inic I	-eet.	Only one	1-4	5"	5+	5+
WEAPON	RANGE	Т	YPE	;	S	AP	D	ABI	LITIES				
Bazooka -50	48"	Hea	vy 2D	6	8	-2	1	Blas	st.				
Beam Rifle	36"	Не	avy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	N	lelee	+	+6	-3	6		,	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	M	lelee	U	ser	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapi	d Fire	4	4	0	2	Add	1 to all to	hit rolls against ta	rgets tl	nat can	Fly.
WARGEAR OPTIONS	This mode									Power Rating -2).			
	Mobile Su	uit (p.	1)						nbat Shiel · invulneral	d : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)					360	Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0087	AEUC	3										
KEYWORDS	Character Defenser	, Titani	ic, Veł	nicle, M	/lobi	ile Su	ıit, S	pace	, Ground, E	Emma Sheen, Gui	ndam,	RX-178	3,

2
POWER

FLYING ARMOR / DODAI KAI

This must be taken as an	option for a Mobile Suit unit. A unit may	only have one Extra Equipment option. +30
ABILITIES	Flying Armor A model equipped with a Flying Armor gains +3" to its Speed Characteristic.	Hard to Hit : Your opponent must subtract 1 from hit rolls for attacks that target the model this is equipped to in the Shooting phase.
FACTION KEYWORDS	UC, 0087, AEUG	
KEYWORDS	Extra Equipment, Ground	
GRANTED KEYWORDS	Fly	

14

POWER

G-DEFENSER PARTS

This model is equipped with a Long Beam Rifle and two Missile Launchers. This model must be taken as an option for a unit with the **Defenser** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

+235

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle 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. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Missile Launcher	72"	Heavy D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy D6.
ABILITIES	the G Defe Speed Char model has Toughness Wounds (v Defenser I Armor, the ejected at to their print Hard to subtract 1 target the Shooting p has Hard s subtract 2	enser A model edenser Parts gains aracteristic (Max & Supersonic), + & , +1 to its armony wounds are lost in Parts first). Like a G-Defenser parany time, returning the numbers. Hit: Your opporter hit rolls for model this is equiphase. If the moto Hit, the opporter from hit rolls that he Shooting pha	s +6" s Spe 1 to s save from Chol ts ma ing al ent m attac uippe del a nent i t targ	to its ed if the ses, and the Goham ay be all value the sed to ir lready must	ne d +3 es	keyword are within 3" at the beginning of one of your movement phases, the two models may transfer the G Defenser Parts from one model to the other. Keep track of the Wounds the G Defenser Parts have taken, as those transfer with the parts. If the Parts have taken 3 Wounds or have been ejected, they may no longer be transferred. G Transport If the FXA-50D G Defenser Core has
FACTION KEYWORDS	UC, 0087,	<u> </u>				
KEYWORDS	Extra Equi	ipment, Space				
GRANTED KEYWORDS	Fly					

17 POWER

MEGA BAZOOKA LAUNCHER

This model is equipped with a Heavy Beam Launcher. This model must be taken as an option for a unit with the **Hyaku Shiki** keyword. Only one of these units may be taken for your army. A unit may only have one **Extra Equipment** option.

+330

						+330
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	The Heavy Beam Launcher may only be fired after 4 CHARGE THE LASER Actions are taken to charge it up. 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 per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the Fly keyword. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
	the Mega B transform to the beginning phases. W model cannagains Fly a Characteris	ation: A unit estazooka Laundo or from a Cang of any of yohen in the Cang of fire any wend its Movementic is increase	cher marrier Mour Mour Mour Mour Mour Mour Mour apons ent ed by 6	ay lode a oveme ode, t , but i ".	at ent ehe	CHARGE THE LASER (Action): One Mobile Suit unit equipped with a Mega Bazooka Launcher can start to perform this action at the end of your Movement phase if it Remained Stationary in the preceding Movement phase. This action is completed at the end of your turn.
ABILITIES	Launcher m	rith the Mega I nay eject it at a I values to the	any tim	ne,		Charginging Assistance: A single friendly Mobile Suit unit may also take up to two CHARGE THE LASER Actions.
FACTION KEYWORDS	UC, 0087, A	AEUG				
KEYWORDS	Extra Equip	ment, Space				