LONDO BELL ARMY LIST 0093-0096

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

PRIOR INDICES

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

ABILITIES

The following abilities are common to several Londo Bell 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).

Vist Foundation

Vist Foundation units included in a **Londo Bell** Detachment without preventing other units in that Detachment from gaining an **Army Tactic**. Note, however, that the **Vist Foundation** units themselves do not benefit from any **Army Tactics** unless every unit in that Detachment is from the **Vist Foundation** (in which case they may choose an **Army Tactic** as normal).

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.

![crown] 9 POWER	D-50C LOTO	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
D-50C 185pts	*	*	*	7	6	12	3	7	3+

REMAINING W	M	WS	BS
7-12+	10"	4+	4+
4-6	7"	5+	5+
1-3	4"	6+	6+

A D-50C Loto unit contains a single D-50C model. It may include up to two other D-50C models (**Power Rating +9 each**). Each model is equipped with Beam Knives, Crushing Treads, a Machine Cannon, two Missile Launchers, and a Searchlight.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Low Recoil Cannon Pair +105	96"	Heavy 2D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.
Beam Knives	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Crushing Treads	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack with this weapon.
Machine Cannon	30"	Assault 12	6	-1	1	-
Mega Machine Cannon -5	48"	Heavy 2D3	7	-1	3	-
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.

WARGEAR OPTIONS	Any model may replace its Machine Cannon and Searchlight with a 120mm Low Recoil Cannon pair (**Power Rating +5**) or a Mega Machine Cannon. Any model may replace its two Missile Launchers with two Three Shot Missile Launchers.

ABILITIES	**Searchlight**: If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for its shooting or overwatch attacks. **Transformation**: This model begins in Tank Mode at the beginning of the game. At the beginning of any of your Movement phases it may transform to Mobile Suit mode, or back. When in Mobile Suit Mode, this model loses **Mobile Tank** and gains **Mobile Suit** (p. 1). **Core Explodes** (p. 1)	**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. **Mobile Tank:** Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain 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 (p. 1).**

FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground, Space

MACKLE/ HAAGENSEN D-50C

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NAME		M	WS	BS	S	T	W	A	Ld	Sv
Tank Bros	205pts	*	*	*	7	6	12	4	97	3+

Daguza Mackle and Conroy Haagensen in a D-50C Loto is a single model equipped with two Beam Knives, Crushing Treads, a Machine Cannon, two Missile Launchers, and a Searchlight. You may only have one unit with **Conroy Haagensen** in your army.

REMAINING W	M	WS	BS
7-12+	10"	4+	2+
4-6	7"	5+	3+
1-3	4"	6+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Low Recoil Cannon Pair +105	96"	Heavy 2D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.
Beam Knives	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Crushing Treads	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack with this weapon.
Machine Cannon	30"	Assault 12	6	-1	1	-
Mega Machine Cannon -5	48"	Heavy 2D3	7	-1	3	-
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.

WARGEAR OPTIONS	This model may replace its Machine Cannon and Searchlight with a 120mm Low Recoil Cannon pair (**Power Rating +5**) or a Mega Machine Cannon.
	This model may replace its two Missile Launchers with two Three Shot Missile Launchers.

ABILITIES	**Searchlight**: If this model did not move in the previous movement phase, it may reroll hit rolls of 1 for its shooting or overwatch attacks.	**Core Explodes** (p. 1)
	Transformation: This model begins in Tank Mode at the beginning of the game. At the beginning of any of your Movement phases it may transform to Mobile Suit mode, or back. When in Mobile Suit Mode, this model loses **Mobile Tank** and gains **Mobile Suit** (p. 1).	**Mobile Tank:** Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain 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 (p. 1).**

FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Tank, Ground, Space, Character, Conroy Haagensen

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POWER

FD-03
GUSTAV KARL

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
FD-03 265pts	*	*	*	7	8	13	2	7	2+

REMAINING W	M	WS	BS
7-13+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A FD-03 Gustav Karl is a single model equipped with a 360° Cockpit, Beam Sabers, a Grenade Launcher, a Gustav Karl Shield, a Jegan Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun -45	30"	Assault 12	6	-1	1	-
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jegan Beam Rifle	36"	Heavy 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 **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a 120mm Machine Gun (**Power Rating -1**).

ABILITIES	**Mobile Suit** (p. 1)	**Gustav Karl Shield**: A model with a Gustav Karl shield has a 5+ invulnerable save. This model may reroll an Invulnerable save roll of 1.
	Core Explodes (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.

FACTION KEYWORDS	UC, 0093, 0096, Londo Bell

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Riddhe Marcenas 350pts	*	*	*	8	7	18	3	8	3+

REMAINING W	M	WS	BS
10-18+	20-48"	3+	2+
5-9	20-48"	4+	3+
1-4	20"	5+	4+

Riddhe Marcenas in a MSN-001A1 Delta Plus is a single model equipped with a 360° Cockpit, three Beam Cannons, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Riddhe Marcenas** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.

Airborne: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

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

Limited Biosensor: This model may reroll a save die once per battle.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

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.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Aircraft,** and **Airborne**. Its Movement Characteristic becomes 15", and two of its Beam Cannons are replaced by Beam Sabers. While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1), **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Fly

MSZ-006A1 ZETA PLUS

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

REMAINING W	M	WS	BS
8-15+	20-48"	3+	3+
4-7	20-48"	4+	4+
1-3	20"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MSZ-006A1 340pts	*	*	*	8	8	15	2	7	3+

A MSZ-006A1 Zeta Plus is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls 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 **Fly**.

ABILITIES		
	Airborne: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **360° Cockpit**: May reroll a hit roll once per turn. **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)	**Combat Shield:** A model with a Combat Shield gains a 5+ Invulnerable save. **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. **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Aircraft,** and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Fly	

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MSZ-006A1 ZETA PLUS 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
MSZ-006A1 Ace 350pts	*	*	*	8	8	15	3	8	3+

REMAINING W	M	WS	BS
8-15+	20-48"	3+	2+
4-7	20-48"	4+	3+
1-3	20"	5+	4+

A MSZ-006A1 Zeta Plus Ace is a single model equipped with a 360° Cockpit, two Beam Cannons, Beam Sabers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls 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 **Fly**.

	Airborne: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **360° Cockpit**: May reroll a hit roll once per turn. **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)	**Combat Shield:** A model with a Combat Shield gains a 5+ Invulnerable save. **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. **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Aircraft,** and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.
ABILITIES	**Core Explodes** (p. 1)	
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Fly, Character	

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POWER

RAS-96 ANKSHA

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
RAS-96　300pts	*	*	*	7	7	15	2	8	3+

REMAINING W	WS	WS	BSv
8-15+	20-48"	3+	3+
4-7	20-48"	4+	4+
1-3	20"	5+	5+

A RAS-96 Anksha is a single model equipped with a 360° Cockpit, Anksha Combat Shields, two Beam Rifles, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.

Carrier: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional weight.

360° Cockpit: May reroll a hit roll 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**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Anksha Combat Shields: A model with Anksha Combat Shields has a 5+ Invulnerable save. This model may reroll an Invulnerable save roll of 1.

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.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Hard to Hit**, **Supersonic, Aircraft,** and **Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Fly

RGM-86R
GM III

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

REMAINING W	M	WS	BS
7-13+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

NAME		M	WS	BS	S	T	W	A	Ld	Sv
RGM-86R	220pst	*	*	*	7	7	13	2	7	3+

A RGM-86R GM III is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle		36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers		Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Large Missile Pod	+5	48"	Heavy 2D6	8	-2	2	Blast. Each of these weapons may only be fired once per battle.
Medium Missile Pod	+5	60"	Rapid Fire D6	6	-1	1	Blast. Each of these weapons may only be fired once per battle.
Small Missile Pod	+5	48"	Assault 2D6	5	-2	1	Blast. 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.
Twin Link 60mm Vulcans		12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take 2 Large Missile Pods. This model may take 2 Medium Missile Pods or 2 Small Missile Pods.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save. **360° Cockpit**: May reroll a hit roll once per turn.

FACTION KEYWORDS	UC, 0093, 0096, Londo Bell

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

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RGM-86R GM III ACE

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

REMAINING W	M	WS	BS
7-13+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-86R Ace 235pts	*	*	*	7	7	13	2	7	3+

A RGM-86R GM III Ace is a single model equipped with a 360° Cockpit, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Large Missile Pod +5	48"	Heavy 2D6	8	-2	2	Blast. Each of these weapons may only be fired once per battle.
Medium Missile Pod +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of these weapons may only be fired once per battle.
Small Missile Pod +5	48"	Assault 2D6	5	-2	1	Blast. 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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take 2 Large Missile Pods. This model may take 2 Medium Missile Pods or 2 Small Missile Pods.

ABILITIES	**Mobile Suit** (p. 1)	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.
	Core Explodes (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.

FACTION KEYWORDS	UC, 0093, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character

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POWER

RGM-89/RGM-89D JEGAN/JEGAN D

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
RGM-89/RGM-89D **250pts**	*	*	*	7	7	13	2	7	3+

REMAINING W	M	WS	BS
7-13+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A RGM-89 Jegan or RGM-89D Jegan D Type is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka **-50**	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan **+10**	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. **360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

RGM-89/RGM-89D JEGAN/JEGAN D VETERAN

13 POWER

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
RGM-89/D Vet `260pts`	*	*	*	7	7	13	2	7	3+

REMAINING W	M	WS	BS
7-13+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

A RGM-89 Jegan Veteran or RGM-89D Jegan D Type Veteran is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka `-50`	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan `+10`	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1)	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
	Core Explodes (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.

FACTION KEYWORDS	UC, 0093, 0096, Londo Bell

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

13 POWER — HATHAWAY NOA RGM-89

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hathaway Noa 260pts	*	*	*	7	7	13	3	8	3+

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

REMAINING W	M	WS	BS
7-13+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

Hathaway Noa in a RGM-89 Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. **360° Cockpit**: May reroll a hit roll once per turn.

PSYKER	**Newtype** This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0093, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Psyker

13

POWER

RGM-89/RGM-89D JEGAN/JEGAN D 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
RGM-89/D Ace `270pts`	*	*	*	7	7	13	2	7	3+

REMAINING W	M	WS	BS
7-13+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A RGM-89 Jegan Ace or RGM-89D Jegan D Type Ace is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka `-50`	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan `+10`	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1)	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
	Core Explodes (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.

FACTION KEYWORDS	UC, 0093, 0096, Londo Bell

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

| | 15 POWER | **KAYRA SU RGM-89** | | | | 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
Kayra Su	295pts	*	*	*	7	7	13	4	9	3+	7-13+	12"	2+	2+
											4-6	9"	3+	3+
											1-3	5"	4+	4+

Kayra Su in a RGM-89 Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet. You may only have one model with **Kayra Su** in your army.

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	-50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers		Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades		6”	Grenade 1	6	-1	D3	-
Jegan Beam Rifle		36”	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher		60”	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet		Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan	+10	12”	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.
ABILITIES	**Ace:** This model may reroll a failed save in each Phase. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. **360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0093, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Kayra Su

13
POWER

RGM-89DE
JEGAN ECOAS 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
RGM-89De 280pts	*	*	*	7	7	13	2	7	2+

REMAINING W	M	WS	BS
7-13+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

A RGM-89De Jegan ECOAS Type is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.	
ABILITIES	**Eye Sensor**: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
	Mobile Suit (p. 1); **Core Explodes** (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

13
POWER

RGM-89DE
JEGAN ECOAS 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
RGM-89De Ace 285pts	*	*	*	7	7	13	3	8	2+

REMAINING W	M	WS	BS
7-13+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A RGM-89De Jegan ECOAS Type Ace is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, a Jegan Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Grenades	6"	Grenade 1	6	-1	D3	-
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans.

	Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.	**Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character	

CONROY HAAGENSEN RGM-89DE

18 POWER

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
Conroy Haagensen 350pts	*	*	*	7	7	13	4	8	2+

REMAINING W	M	WS	BS
7-13+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Conroy Haagensen in a RGM-89De Jegan ECOAS Type is a single model equipped with a 360° Cockpit, Beam Sabers, a Dagger Knife, Fire Nut Grenades, a Jegan Beam Rifle, a Jegan Handgun, a Jegan Shield, and Titanic Feet. Only one model with **Conroy Haagensen** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Dagger Knife	Melee	Melee	+3	-3	3	Each time you fight, you may make an additional attack with this weapon.
Fire Nut Grenades	6"	Grenade 2D6	6	-1	1	Blast. This weapon automatically hits its target.
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Jegan Handgun	24"	Pistol 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. You may add 1 to the hit roll when attacking with this weapon.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -1**). This model may take Twin Link 60mm Vulcans.
ABILITIES	**Precision Eye Sensor**: This unit may reroll 1's to hit for ranged attacks. **Jegan Shield**: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. **Mobile Suit** (p. 1); **Core Explodes** (p. 1) **360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Conroy Haagensen

12 POWER

RGM-89S STARK JEGAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-89S **240pts**	*	*	*	7	7	13	2	7	3+

REMAINING W	M	WS	BS
7-13+	12"	4+	3+
4-6	9"	5+	4+
1-3	5"	6+	5+

A RGM-89S Stark Jegan is a single model equipped with a 360° Cockpit, Beam Sabers, Grenades, a Jegan Beam Rifle, two Medium Missile Pods, Stark Armor, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka **-50**	48"	Heavy 2D6	8	-2	1	Blast.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Double Grenade Launchers	30"	Assault 2	6	-1	D3	This weapon may only be fired once per battle.
Grenades	6"	Grenade 1	6	-1	D3	-
Heavy Missile Launcher **+0/+15**	48"	Heavy D3	8	-2	D6	Each of these weapons may only be fired twice per battle. Blast.
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Medium Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast. Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may replace its Jegan Beam Rifle with a Bazooka (**Power Rating -2**). This model may take Twin Link 60mm Vulcans. This model may take a Jegan Shield (**Power Rating +2**). This model may replace its Beam Sabers with Double Grenade Launchers (**Power Rating -1**). This model may upgrade to a Stark Jegan Prototype: it gains the **0093** Faction keyword for <Year> and two Heavy Missile Launchers, which may replace the Medium Missile Pods or be taken in addition to those pods (**Power Rating +1**).

ABILITIES	**Jegan Shield** +45: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. **360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Stark Armor:** A model with Stark Armor increases their Wound characteristic by 3, while their Move characteristic is reduced by 2. The Stark Armor may be ejected at any time, resorting all characteristics to the printed values, but also losing the Medium Missile Pods and/or Heavy Missile Launchers if they have not yet been fired. Any wounds lost are first lost from the Stark Armor.

FACTION KEYWORDS	UC, 0096, Londo Bell

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

15

POWER

RGM-96X JESTA

REMAINING W	M	WS	BS
8-15+	15"	4+	3+
4-7	10"	5+	4+
1-3	6"	6+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGM-96X 295pts	*	*	*	7	7	15	3	7	2+

A RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.						
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.
ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Jesta Shield**: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

DARYL McGUINNESS
RGM-96X

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
Daryl McGuinness **305pts**	*	*	*	7	7	15	3	7	2+

REMAINING W	M	WS	BS
8-15+	15"	4+	2+
4-7	10"	5+	3+
1-3	6"	6+	4+

Daryl McGuinness in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle		When making a shooting attack with this weapon, choose one of the profiles below.				
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans **+10**	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Jesta Shield**: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character	

WATTS STEPNEY
RGM-96X

15 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watts Stepney 305pts	*	*	*	7	7	15	4	7	2+

REMAINING W	M	WS	BS
8-15+	15"	3+	3+
4-7	10"	4+	4+
1-3	6"	5+	5+

Watts Stepney in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one unit with **Watts Stepney** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle		When making a shooting attack with this weapon, choose one of the profiles below.				
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.
ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1) **Jesta Shield**: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Watts Stepney

	15 POWER	RGM-96X JESTA ACE	DAMAGE

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
RGM-96X Ace 305pts	*	*	*	7	7	15	3	8	2+

REMAINING W	M	WS	BS
8-15+	15"	3+	3+
4-7	10"	4+	4+
1-3	6"	5+	5+

A RGM-96X Jesta Ace is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.					
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.
ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Jesta Shield**: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character

NIGEL GARRETT
RGM-96X

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nigel Garrett 315pts	*	*	*	7	7	15	4	8	2+

REMAINING W	M	WS	BS
8-15+	15"	3+	2+
4-7	10"	4+	3+
1-3	6"	5+	4+

Nigel Garrett in a RGM-96X Jesta is a single model equipped with a 360° Cockpit, Beam Sabers, two Grenade Launchers, a Jesta Beam Rifle, a Jesta Shield, and Titanic Feet. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.					
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Jesta Shield**: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character	

RGM-96X
JESTA CANNON

20 POWER

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
RGM-96X Cannon **395pts**	*	*	*	7	8	15	3	7	2+

REMAINING W	M	WS	BS
8-15+	15"	4+	3+
4-7	10"	5+	4+
1-3	6"	6+	5+

A RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers **+40/-70**	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle		When making a shooting attack with this weapon, choose one of the profiles below.				
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans **+10**	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers (**Power Rating +2**). This model may replace its Mega Particle Cannon and Missile Launcher with Beam Sabers (**Power Rating -3**). If it does so, it must replace its Jegan Shield with a Jesta Shield.

	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.	**Jesta Shield** +5: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0096, Londo Bell	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground	

20 POWER WATTS STEPNEY RGM-96X CANNON

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
Watts Stepney 405pts	*	*	*	7	8	15	4	7	2+

REMAINING W	M	WS	BS
8-15+	15"	3+	3+
4-7	10"	4+	4+
1-3	6"	5+	5+

Watts Stepney in a RGM-96X Jesta Cannon is a single model equipped with a 360° Cockpit, five Grenade Launchers, a Jesta Beam Rifle, a Jegan Shield, a Mega Particle Cannon, a Missile Launcher, and Titanic Feet. Only one unit with **Watts Stepney** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers +40/-70	Melee	Melee	+6	-3	6	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.
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.					
-- Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.
-- Machine Gun Mode	36"	Heavy 5	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers (**Power Rating +2**). This model may replace its Mega Particle Cannon and Missile Launcher with Beam Sabers (**Power Rating -3**). If it does so, it must replace its Jegan Shield with a Jesta Shield.
	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher. / **Jesta Shield** +5: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.
ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1) / **360° Cockpit**: May reroll a hit roll once per turn.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character

27
POWER

AMURO RAY
RGZ-91

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
Amuro Ray	535pts	20"-45"	*	*	8	8	18	*	9	2+

REMAINING W	WS	BS	A
10-18+	2+	2+	5
5-9	3+	3+	2+D3
1-4	4+	4+	2

Amruo Ray in the RGZ-91 Re-GZ is a single model equipped with a 360° Cockpit, a Back Weapon System (with two Beam Cannons and a Mega Particle Cannon), Beam Sabers, a Combat Shield, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Amuro Ray** may be included in your army. Only one unit with **Re-GZ** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls 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 **Fly**.

ABILITIES	**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**. **Ace:** This model may reroll a failed save in each Phase. **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)	**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. **Back Weapon System**: Whilst equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may not use the Heavy Beam Rifle or Twin Link 60mm Vulcans. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, **Airborne, Aircraft**, **Supersonic**, **Hard to Hit**, and **Fly** for the rest of the game; its movement is 15".

PSYKER	**Powerful Newtype** This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0093, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Re-GZ, Gundam, Fly

	25 POWER	KAYRA SU RGZ-91		DAMAGE

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
Kayra Su 505pts	20"-45"	*	*	8	8	18	*	9	2+

Kayra Su in the RGZ-91 Re-GZ is a single model equipped with a 360° Cockpit, a Back Weapon System (with two Beam Cannons and a Mega Particle Cannon), Beam Sabers, a Combat Shield, two Grenade Launchers, a Heavy Beam Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Kayra Su** may be included in your army. Only one unit with **Re-GZ** may be included in your army.

REMAINING W	WS	BS	A
10-18+	2+	2+	4
5-9	3+	3+	1+D3
1-4	4+	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls 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 **Fly**.

	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**. **Ace:** This model may reroll a failed save in each Phase. **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.	**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. **Back Weapon System**: Whilst equipped with the Back Weapon System, this model may ignore the first 6 points of damage it takes in a game, and may not use the Heavy Beam Rifle or Twin Link 60mm Vulcans. At any point, it may eject the Back Weapon System, losing the weapons equipped to it, **Airborne, Aircraft**, **Supersonic**, **Hard to Hit**, and **Fly** for the rest of the game; its movement is 15".
ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1)	

FACTION KEYWORDS	UC, 0093, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Ground, Space, Character, Kayra Su, Re-GZ, Gundam, Fly

18 POWER

RGZ-95 REZEL

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGZ-95 355pts	*	*	*	8	7	15	2	7	3+

REMAINING W	M	WS	BS
8-15+	20-48"	4+	3+
4-7	20-48"	5+	4+
1-3	20"	6+	5+

A RGZ-95 ReZEL is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, a Combat Shield, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Dual Grenade Launcher -30	30"	Assault 2	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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace its Box Pack with a Wing Pack (**Power Rating +2**), a Defenser A Unit (**Power Rating +8**), or a Defenser B Unit (**Power Rating +17**). This model may replace its Beam Sabers with Dual Grenade Launchers (**Power Rating -1**).

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.	**Carrier**: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass. **Combat Shield:** A model with a Combat Shield gains a 5+ Invulnerable save. **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Hard to Hit, Aircraft,** and **Airborne**. Its Movement becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

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

FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Space, Fly

18 POWER — RIDDHE MARCENAS RGZ-95

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
Riddhe Marcenas 355pts	*	*	*	8	7	15	2	7	3+

REMAINING W	M	WS	BS
8-15+	20-48"	4+	3+
4-7	20-48"	5+	4+
1-3	20"	6+	5+

Riddhe Marcenas in a RGZ-95 ReZEL is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle. Only one unit with **Riddhe Marcenas** may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace its Box Pack with a Wing Pack (**Power Rating +2**), a Defenser A Unit (**Power Rating +8**), or a Defenser B Unit (**Power Rating +17**).

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Limiter Off**: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge. **Carrier**: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass. **Combat Shield:** A model with a Combat Shield gains a 5+ Invulnerable save. **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Hard to Hit, Aircraft,,** and **Airborne**. Its Movement becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Space, Fly, Character, Riddhe Marcenas

18 POWER

RGZ-95C REZEL COMMAND

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
RGZ-95C 355pts	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	20-48"	3+	3+
4-7	20-48"	4+	4+
1-3	20"	5+	5+

A RGZ-95C ReZEL Commander Type is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace its Box Pack with a Wing Pack (**Power Rating +2**), a Defenser A Unit (**Power Rating +8**), or a Defenser B Unit (**Power Rating +17**).

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

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Airborne: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.

Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.

Carrier: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

Combat Shield: A model with a Combat Shield gains a 5+ Invulnerable save.

Transformation: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Hard to Hit, Aircraft,** and **Airborne**. Its Movement becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

ABILITIES	**Mobile Suit** (p. 1); **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Space, Fly, Character

NORM BASILICOCK RGZ-95C

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
Norm Basilicock 365pts	*	*	*	8	7	15	2	8	3+

REMAINING W	M	WS	BS
8-15+	20-48"	3+	3+
4-7	20-48"	4+	4+
1-3	20"	5+	5+

Norm Basilicock in a RGZ-95C ReZEL Commander Type is a single model equipped with a 360° Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 60mm Vulcans, and a Zeta Beam Rifle. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

WARGEAR OPTIONS	This model may replace its Box Pack with a Wing Pack (**Power Rating +2**), a Defenser A Unit (**Power Rating +8**), or a Defenser B Unit (**Power Rating +17**).

ABILITIES	**360° Cockpit**: May reroll a hit roll once per turn. **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)	**Limiter Off**: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge. **Carrier**: When in Mobile Armor Mode, an allied **Londo Bell Mobile Suit** may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass. **Combat Shield:** A model with a Combat Shield gains a 5+ Invulnerable save. **Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses **Fly**, **Supersonic, Hard to Hit, Aircraft,** and **Airborne**. Its Movement becomes 15". While in Mobile Armor mode, this unit may not use its Twin Link 60mm Vulcans.

FACTION KEYWORDS	UC, 0096, Londo Bell

KEYWORDS	Titanic, Vehicle, Aircraft, Mobile Suit, Space, Fly, Character

27 POWER — BANAGHER LINKS RX-0

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Banagher Links 540pts	*	*	*	8	8	18	5	9	2+

Banagher Links in the RX-0 Unicorn Gundam is a single model equipped with a 360° Cockpit, a Beam Magnum, Beam Sabers, a Unicorn Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.

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

REMAINING W	M	WS	BS
10-18+	15"	2+	2+
5-9	10"	3+	3+
1-4	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Gatling	30"	Assault 2D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.

Wargear Options

This model may take the Awakened Form upgrade (**Power Rating +2**).
This model may replace its Beam Magnum with a Bazooka (**Power Rating -3**) or a Beam Gatling (**Power Rating -1**).
This model may take the Full Armor Pack (**Power Rating +26**). Alternatively, if it takes the Awakened Form Upgrade, it may replace the Beam Magnum and Unicorn Shield with the Full Armor Plan B (**Power Rating +16**).

ABILITIES (CONTINUED ON NEXT PAGE)

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. Its movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional +1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Artificial Helpers** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Vist Foundation** faction keyword. These models will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.

Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase.

ABILITIES (CONTINUED)	**Awakened Form** +30 : A model that has taken this upgrade may make a LD check to either prevent Destroy mode from either activating or deactivating, or to activate Destroy mode at any time. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. **Unicorn Shield** A model with a Unicorn Shield has a 5+ Invulnerable save, and a 4+ invulnerable save against Beam and Energy shooting attacks. **360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)
PSYKER	**High Power Newtype** This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Banagher Links, Newtype, Powerful Newtype, Psyker, Gundam

| 27 POWER | MARIDA CRUZ RX-0 | | | | | | | | | 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 540pts	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
										5-9	10"	3+	3+
										1-4	6"	4+	4+

Marida Cruz in the RX-0 Unicorn Gundam 02 Banshee is a single model equipped with a 360° Cockpit, an Armed Armor BS, an Armed Armor VN, Beam Sabers, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Marida Cruz** may be included in your army. Only one unit with **Banshee** may be taken in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Armed Armor VN	When attacking with this weapon, choose one profile below.					
--- Claw	Melee	Melee	+3	-5	6	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Club	Melee	Melee	x2	-4	6	Any **VEHICLE** which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	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 **Fly**.

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. Its movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional +1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Artificial Helpers** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. These models will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.

ABILITIES (CONTINUED ON NEXT PAGE)

Full Psychoframe: This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase.

ABILITIES (CONTINUED)	**360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)
PSYKER	**Cyber Newtype** This model is considered a psyker. 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, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Marida Cruz, Newtype, Cyber Newtype, Psyker, Gundam, Banshee

31 POWER — RIDDHE MARCENAS RX-0 [N]

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
Riddhe Marcenas 625pts	*	*	*	8	8	18	5	9	2+

REMAINING W	M	WS	BS
10-18+	15"	2+	2+
5-9	10"	3+	3+
1-4	6"	4+	4+

Riddhe Marcenas in the RX-0 [N] Unicorn Gundam 02 Banshee Norn is a single model equipped with a 360° Cockpit, an Armed Armor DE, an Armed Armor XC, a Beam Magnum, Beam Sabers, a Revolving Launcher, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Riddhe Marcenas** may be included in your army. Only one unit with **Banshee** may be taken in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cracker Grenade Pod	12"	Grenade D6	-	-	-	This weapon does not inflict any damage on the target. 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 their next shooting phase. This weapon may only be fired once per battle.
Missile Launcher Pod	72"	Heavy D6	8	-2	2	Blast. 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.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

ABILITIES (CONTINUED ON NEXT PAGE)

Destroy Mode: When an enemy **Psyker** is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. Its movement is increased by 6", and it attempts to manifest Combat Hypnosis every psyker phase in addition to any other psyker actions. This unit may add an additional 1 to the result of any psyker test, either manifesting or denying. At the end of the third Battle Round after activation, the Destroy mode is deactivated. This unit takes 3 mortal wounds and is considered to be one row lower on the Damage Chart, regardless of how many wounds are actually remaining.

NTD: When this unit is in Destroy Mode, it may attempt to seize control of nearby disembarked enemy remote weaponry within 24". (In this case, Remote Weaponry refers to Funnels, Bits, DRAGOONS, or other similar models that embark on a unit and provide the **Artificial Helpers** ability.) This unit and the controlling unit each roll a die for each unit of remote weaponry within 24" and add their LD - if this unit ties or rolls higher, then that unit is taken over. Units that are taken over are taken until the end of this unit's next shooting phase, and those models are considered to gain the **Londo Bell** faction keyword. They provide this unit with **Saviour Protocols** as normal, and will fire on this unit's shooting phase under the control of this unit. At the end of the shooting phase, these units are considered destroyed.**Beam Tonfas**: This unit may make an additional attack with its Beam Sabers.

ABILITIES (CONTINUED)	**Revolving Launcher**: Each time this unit is charged, it gains an additional attack. **Full Psychoframe:** This unit may add 1 to the result of any psyker test, either manifesting or denying. This model may reroll a failed save in each Phase. **Armed Armor DE**: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. **Armed Armor XC**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1) **Core Explodes** (p. 1)
PSYKER	**Newtype:** This model is considered a psyker. This model can attempt to manifest a psychic power in each friendly psychic phase, and can attempt to deny a psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Riddhe Marcenas, Newtype, Psyker, Gundam, Banshee

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POWER

AMURO RAY
RX-93

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
Amuro Ray 965pts	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
										5-9	10"	3+	3+
										1-4	6"	4+	4+

Amuro Ray in the RX-93 Nu Gundam is a single model equipped with a 360° Cockpit, a Bazooka, Beam Sabers, a Heavy Beam Rifle, a Heavy Beam Saber, one unit of six Nu Funnels (p.40), a Nu Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with **Amuro Ray** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun +30	30"	Assault 12	6	-1	1	-
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
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.
Heavy Beam Saber	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can **Fly**.

WARGEAR OPTIONS	This model may upgrade to the RX-93-v2 Hi Nu Gundam; this model gains a 120mm Machine Gun (**Power Rating +1**). This model may replace a Nu Shield and all attached equipment with a Heavy Weapon System (**Power Rating +4**).

ABILITIES (CONTINUED)	**Psychoframe:** This unit may add 1 to the result of any psyker test, either manifesting or denying. **Nu Shield** A model with a Nu Shield has a 5+ Invulnerable save, a Three Shot Missile Launcher, and a Beam Cannon.	**Ace:** This model may reroll a failed save in each Phase. **360° Cockpit**: May reroll a hit roll once per turn. **Mobile Suit** (p. 1); **Core Explodes** (p. 1)

PSYKER	**High Power Newtype** 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.

FACTION KEYWORDS	UC, 0093, Londo Bell

KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Nu, Gundam

3
POWER

NU FUNNEL

No	NAME		M	WS	BS	S	T	W	A	Ld	Sv
1-6	Nu Funnel	55	12"	5+	3+	5	6	2	1	6	4+

For each model past the first, it has **Power Rating +3**. Every model is equipped with a Beam Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

ABILITIES

Shield Team: If at least 3 Nu Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase.

If 6 Nu Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase.

Valued Sacrifice: Each time a **Funnel** model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the **Funnel** keyword.

Artificial Helpers: **Funnel** models are ignored for the purposes of:
● The Look Out, Sir rule.
● Determining this unit's Starting Strength, and whether this unit is below Half-strength.
● Determining this unit's Toughness characteristic, if it also contains models without the **Funnel** keyword.

Keywords:
● **Funnel** models do not gain the keywords of any units that contain them.
● For the purposes of interacting with terrain features, **Funnel** models count as having the INFANTRY keyword.

Psycommu:
● This unit must begin the game docked to a **Psyker** unit that can take **Funnels** (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining **Funnel** models in this unit are destroyed.
● A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.

Docked Funnel: If this model is docked with another:
● Any weapons this model is equipped with are not considered to be equipped to the model it is docked with.
● Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
● If the model it is docked with is destroyed, this **Funnel** model is destroyed as well.

Limited Parameters: If this unit contains only **Funnel** models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.

FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Funnel, Space, Fly

7
POWER

UNICORN SHIELD FUNNEL

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Unicorn Shield Funnel 140	15"	6+	3+	5	6	2	1	6	4+

For each model past the first, it has **Power Rating +7**. Every model is equipped with a Twin Beam Gatling.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Beam Gatling	30"	Assault 4D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.

ABILITIES

Shield Team: If at least 3 Unicorn Shield Funnel models are in unit coherency, they can forgo their shooting phase that turn to form a Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 3+ Invulnerable save against all shooting attacks until your next shooting phase.

Valued Sacrifice: Each time a **Funnel** model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the **Funnel** keyword.

Keywords:
- **Funnel** models do not gain the keywords of any units that contain them.
- For the purposes of interacting with terrain features, **Funnel** models count as having the INFANTRY keyword.

Artificial Helpers: **Funnel** models are ignored for the purposes of:
- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic, if it also contains models without the **Funnel** keyword.

Psycommu:
- This unit must begin the game docked to a **Psyker** unit that can take **Funnels** (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining **Funnel** models in this unit are destroyed.
- A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.

Docked Funnel: If this model is docked with another:
- Any weapons this model is equipped with are considered to be equipped to the model it is docked with.
- Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
- If the model it is docked with is destroyed, this **Funnel** model is destroyed as well.

Limited Parameters: If this unit contains only **Funnel** models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.

FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Funnel, Space, Fly

0
POWER

BOX PACK

NAME	
Box Pack	0

ABILITIES	**Space Pack:** This unit may only be fielded in space. **Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Space

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POWER

WING PACK

NAME	
Wing Pack	30

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Ground

8
POWER

DEFENSER A UNIT

NAME	
Defenser A Unit	155

This equipment pack is armed with six Three Shot Missile Launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.

ABILITIES	**Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0096, Londo Bell

17
POWER

DEFENSER B UNIT

NAME		
Defenser B Unit	350	

This equipment pack is armed with a Mega Beam Launcher, two Mega Particle Cannons, and replaces the Zeta Beam Rifle with an additional Mega Beam Launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move 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 once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
ABILITIES	**Long Shot** If the unit that these parts are equipped to has **Supersonic**, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed. **Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit.						
FACTION KEYWORDS	UC, 0096, Londo Bell						

RX-0 FULL ARMOR PACK

The Full Armor Pack is equipped with two Bazookas, two Boost Pods, eight Grenade Launchers, two Three Shot Missile Launchers, and replaces a Unicorn Shield with one unit of three Unicorn Shield Funnels (p.41). `530`

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Javelin	`+50`	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.				
--- Bayonet	Melee	Melee	+6	-3	6	You may make an additional attack with this weapon.
--- Axe	Melee	Melee	x2	-4	6	You may make an additional attack with this weapon. When attacking with this weapon, subtract 1 from the hit roll.
--- Halberd	Melee	Melee	x2	-3	9	When attacking with this weapon, subtract 1 from the hit roll.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Twin Beam Gatling	30"	Assault 4D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.

WARGEAR OPTIONS	This model may take a Beam Javelin (**Power Rating +2**).
GRANTED ABILITIES (CONTINUED ON NEXT PAGE)	**Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit. **Boost Pods**: Each Boost Pod may be activated once per game at the beginning of any of your movement phases. When one or more Boost Pods are active, double this model's current Movement Score, and roll an additional die when advancing or making a charge move, and drop the lowest. This model may move up to 2D6" in the charge phase, even if it did not declare a charge. **Multiple Shields**: A model with more than one Unicorn Shield Funnel embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks.
FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Extra Equipment, space
GRANTED KEYWORDS	Fly

RX-0 FULL ARMOR PLAN B

The Full Armor Plan B is equipped with an Armed Armor BS, two Armed Armor DE, an Armed Armor HJ, an Armed Armor VN, an Armed Armor XC, and two Mega Particle Cannons.   330

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Armed Armor VN	When attacking with this weapon, choose one profile below.					
--- Claw	Melee	Melee	+3	-5	6	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
--- Club	Melee	Melee	x2	-3	6	Any **VEHICLE** which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Beam Javelin	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
--- Bayonet	Melee	Melee	+6	-3	6	You may make an additional attack with this weapon each time you Fight.
--- Axe	Melee	Melee	x2	-4	6	You may make an additional attack with this weapon each time you Fight. When attacking with this weapon, subtract 1 from the hit roll.
--- Halberd	Melee	Melee	x2	-4	9	When attacking with this weapon, subtract 1 from the hit roll.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

	Armed Armor HJ: This is a Beam Javelin.
	More Arms than Hands: The Mega Particle Cannons may not be fired while the Armed Armor DE units are embarked. This unit may not use the Beam Sabers unless in **Destroy Mode**, and loses the **Beam Tonfa** ability.
	Armed Armor DE: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. These count as Unicorn Shield Funnels (p.41), but are not equipped with Twin Beam Gatlings..
	Armed Armor XC: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
GRANTED ABILITIES (CONTINUED ON NEXT PAGE)	**Boosters**: When both Armed Armor DE units are embarked, this model may move up to 2D6" in the charge phase, even if it did not declare a charge.
FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Extra Equipment, space
GRANTED KEYWORDS	Fly

15
POWER

HEAVY WEAPON SYSTEM

NAME	
Heavy Weapon System	`300`

This equipment pack is armed with Chobham Armor, two Grenade Launchers, and a HWS Nu Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.

ABILITIES	**Chobham Armor**: A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor. **HWS Nu Shield:** A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon. **Equipment Pack:** This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0093, Londo Bell