NEO ZEON ARMY LIST 0093-0096

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

PRIOR INDICES

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

ABILITIES

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

Escape Vehicle - <Unit Type>

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

Mobile Suit

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

Core Explodes

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

Titanic Presence

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

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

Newtype

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

NEWTYPE DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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

12 POWER		AN GEAR	IS-I			SA		DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: REMAINING W M WS BS			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 235	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
An AMS-119 Geara Doga Machine Gun, a Beam Sw Titanic Feet.								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Sword-Ax	Melee	weapon, it also inflicts a mortal wound.									
Grenade Launcher +5	30"	Fach of these weapons may only be fired once per									e per
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fi	red once	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode	l may take an l may replace l may take up	two Gre	enade	e Lau	ıncher		noke Grenades.			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next										
A DU ITIEO	roll once per turn. Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.										
ABILITIES		** /*	-	ies (p. 1)	venic	ie.				
FACTION KEYWORDS	UC, 0093, 0096, Neo Zeon Titanic, Vehicle, Mobile Suit, Space, Ground										
KEYWORDS	ritanic, Ve	nicie, iviobile S	suit, Spa	ace,	Grou	na					

12 POWER		GEAF	IS-1 RA I ΓER)()(DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 Veteran 240	*	* *	7 7	12	2	7	3+	7-12+	12"	3+	4+
An AMS-119 Geara Doga a Beam Machine Gun, a E Launchers, and Titanic Fe	Beam Swoi						Cockpit,	4-6 1-3	9" 5"	4+ 5+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Sword-Ax	Melee	Fach time you roll a wound roll of 6+ for this									
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	be fir	ed onc	e per
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	be fir	ed onc	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may take an el may replace el may take up	two Gre	nad	e Laı	unchers		noke Grenades.			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Smoke Grenades -10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this									this r next 1	
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.										
FACTION KEYWORDS	UC, 0093	, 0096, Neo Ze	eon								

Titanic, Vehicle, Mobile Suit, Space, Ground

KEYWORDS

12 POWER	GE	AN ARA	IS- DO			A	CE	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S		W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-119 Ace 250	*	* * 7		12	3	8	3+	7-12+	12"	3+	3+
An AMS-119 Geara Doga Beam Machine Gun, a Be Launchers, and Titanic Fe	eam Sword- <i>i</i>						κpit, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3			ı roll a Wound roll o o inflicts a Mortal V			
Beam Sword-Ax	Melee	weapon, it also inflicts a mortal wound.									
Grenade Launcher +5	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle.								e per	
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fir	ed once	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack w	ith this	s weapo	on.
WARGEAR OPTIONS	This mode		two Gre	enad	e Lau	uncher		noke Grenades.			
	This model may take up to four Sturm Fausts. Heat Bayonet: When this unit is charged, add 1 to its attack characteristic until the end of that phase. Combat Shield: A model with a combat										
		a 5+ invulnera pit: This unit ler turn.			hit	shoot mode Shoo	ing any v I can use ting phas	ades -10: Once per weapons in the Sho e its Smoke Grenace, your opponent r s for ranged weapo	ooting des; ui nust s	phase, ntil your ubtract	this next 1
ABILITIES	Mobile Su	it (p. 1); Core	Explod	les (p. 1)	vehic					
FACTION KEYWORDS	UC, 0093,	0096, Neo Ze	on								
KEYWORDS	Character,	aracter, Titanic, Vehicle, Mobile Suit, Space, Ground									

13 POWER	RE	ZIN S	SCH IS-1			DR	ZR .	DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Rezin Schnyder 260	*	* * 7	7	12	4	8	3+	7-12+	12"	2+	3+	
Rezin Schnyder in an AM 360° Cockpit, a Beam Ma Grenade Launchers, and your army.	chine Gun,	a Beam Swor	d-Ax, a	Com	bat S	hield,	two	4-6 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V				
Beam Sword-Ax	Melee He +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.											
Grenade Launcher +5	30"	Assault 1	6 -1 D3 Each of these weapons may only be fired once per battle.									
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fir	ed once	e per	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
WARGEAR OPTIONS	This mode	may take an may replace may take up	two Gre	enad	e Lau	uncher	s with Sm	noke Grenades.				
								: When this unit is acteristic until the e				
	combat Shield: A model with a combat shield has a 5+ invulnerable save. Smoke Grenades 10: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this											
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.											
FACTION KEYWORDS	UC, 0093, Neo Zeon											
KEYWORDS	Character,	Titanic, Vehic	le, Mob	ile Sı	uit, S	pace,	Ground					

15	\mathbf{F}	ULL F	R	ON	T	ΊΑL	1	DAMAGE Some of this mod	lel's ch	naracte	rietice	
POWER		AMS	S-1	19	C			change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Full Frontal 305	*	* * 7	7	15	5	9	3+	8-15+	15"	2+	2+	
Full Frontal in an AMS-119 equipped with a 360° Coc Shield, two Grenade Laur may be taken for your arm Aznable .	kpit, a Bean chers, and ⁻	n Machine Gur Fitanic Feet. (n, a Be Only or	am S ne un	Sword it with	l-Ax, a n Full f	Combat Frontal	4-7 1-3	10" 5"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Beam Machine Gun	36"	Heavy 5	8	-3	3		-	roll a Wound roll o inflicts a Mortal V				
Beam Sword-Ax	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w				
Grenade Launcher +5	30"	pattie.										
Sturm Faust +5	48"	,										
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This model	may take an a may replace t may take up t	wo Gr	enad	e Laı	ınchers		oke Grenades.				
	Ace: This r in each Pha	nodel may reroase.	oll a fa	iled s	ave		-	: When this unit is	-			
		nield : A model a 5+ invulnera			bat	Smok	e Grena	acteristic until the order of the desired of the desired of the short	r game	e, instea	ad of	
	360° Cock roll once pe	pit : This unit m er turn.	nay rer	oll a	hit	mode Shoot	l can use ing phas	its Smoke Grena e, your opponent i for ranged weap	des; ui must s	ntil you ubtract	r next 1	
ABILITIES	Mobile Sui	t (p. 1); Core	Explo	des (p. 1)			s for ranged weap	0115 1116	at targe	:t ti 115	
PSYKER	Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0096, I	Neo Zeon										
KEYWORDS	Character, Frontal	UC, 0096, Neo Zeon Character, Titanic, Newtype, Cyber Newtype, Psyker, Vehicle, Mobile Suit, Space, Ground, Full Frontal										

12 POWER		AM GEAR				JU		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129 250	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	4+
An AMS-129 Geara Zulu i Machine Gun, a Beam Toi Titanic Feet.								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Tomahawk	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	be fii	red onc	e per
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		l may take an a l may replace i						nbat Shields (Pow	er Ra	ting +1).
	• •						•	This unit may rero	ll a hi	t roll on	ce per
	Twin Combat Shields +20: A model with twin combat shields has a 4+						il e Suit (p	. 1)			
ABILITIES	invulnerable save.						Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0096,	Neo Zeon									
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground									

13 POWER	G	EA				12 JL		VE	
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
AMS-129 Veteran 255	*	*	*	7	7	13	2	7	3+

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

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS			
AMS-129 Veteran 255	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	4+			
An AMS-129 Geara Zulu		_							Cockpit, a	4-6	9"	4+	5+			
Beam Machine Gun, a Be Launchers, and Titanic Fe		awk, a	Coml	bat S	Shield,	four	Gre	nade		1-3	5"	5+	6+			
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES							
Beam Machine Gun	36"	He	avy 5		8	-3	3		•	roll a Wound roll o inflicts a Mortal V						
Beam Tomahawk	Melee	M	lelee		+6	-3	6	weapon, it also inflicts a mortal wound.								
Grenade Launcher +5	30"	Ass	sault 1		6	-1	D3		Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	M	lelee		User	-2	2	Make	e 3 hit rolls	for each attack w	ith this	s weap	on.			
WARGEAR OPTIONS	This mode									nbat Shields (Pow	er Rat	ing +1).			
	Combat S shield has						bat	360° turn.	•	This unit may rero	ll a hit	roll on	ce per			
ABILITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.								ile Suit (p	,						
FACTION KEYWORDS	UC, 0096,							Core	Explode	5 (p. 1)						
KEYWORDS	Titanic, Ve			a Su	it Sna	are (Grou	nd								
AL I IIONDO	mamo, ve	Thore,	IVIODIIV		iii, Ope	۰, ۱		IIG								

13 POWER	GF	AM EARA				AC	CE	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129 Ace 265	*	* * 7	7	13	3	8	3+	7-13+	12"	3+	3+
An AMS-129 Geara Zulu			•				oit, a	4-6	9"	4+	4+
Beam Machine Gun, a Be Launchers, and Titanic Fe		awk, a Combat	Shield	, foui	r Gre	nade		1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			;
Beam Tomahawk	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle.		weapons may only	/ be fi	red onc	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may take an a el may replace i						nbat Shields (Pow	er Ra	ting +1).
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. 360° Cockpit: This unit may reroll a hit respectively.								t roll on	ce per	
ADU ITIEO	Twin Combat Shields +20: A model with twin combat shields has a 4+							,			
ABILITIES	invulnerab					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0096,	Neo Zeon									

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

KEYWORDS

14 POWER		GILBO AN				DAMAGE Some of this mod change as it suffe shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Gilboa Sant 275	*	* * 7	7	13	4	8	3+	7-13+	12"	2+	3+	
Gilboa Sant in an AMS-12 Cockpit, a Beam Machine Grenade Launchers, and your army.	Gun, a Bea	am Tomahawk	, a Com	nbat :	Shiel	d, four		4-6 1-3	9" 5"	3+ 4+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	ITIES							
Beam Machine Gun	36"	Each time you roll a Wound roll of 6+ with this 36" Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound.										
Beam Tomahawk	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w				
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fir	ed onc	e per	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS		l may take an l may replace						nbat Shields (Pow	er Rat	ting +1).	
	Combat Shield: A model with a combat 3						at 360° Cockpit: This unit may reroll a hit roll once peturn.					
ABU ITIEO	with twin c	bat Shields ± ombat shields			I		le Suit (p	,				
ABILITIES	invulnerab					Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0096,	UC, 0096, Neo Zeon										
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Character, Space, Ground										

		AV	IS-1	12	9						
14 POWER		GEAR GUAF						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129 Guard Type 275	*	* * 7	7	13	3	7	3+	7-13+	15"	3+	3+
An AMS-129 Geara Zulu (Cockpit, a Beam Machine Grenade Launchers, and	Gun, a Bea	ım Tomahawk,						4-6 1-3	10" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	. •	-		
Beam Machine Gun	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Beam Tomahawk	Melee	Fach time you roll a wound roll of 6+ for this									
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fir	ed once	e per
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fir	ed once	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith this	s weapo	on.
WARGEAR OPTIONS	This model	l may take an a l may replace i may take up t	its Com	bat S	Shiel	d with		nbat Shields (Pow e	er Rat	ing +1)	١.
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. 360° Cockpit: This unit may reroll a hit roll once putturn.								ce per		
	with twin co	bat Shields <u>t</u> ombat shields					le Suit (p	•			
ABILITIES	invulnerabl					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0096, Neo Zeon										
KEYWORDS	Titanic, Vel	hicle, Mobile S	Suit, Spa	ace, (Grou	nd					

14 POWER		CU.						DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Cuarón 280	*	* * 7	7	13	3	8	3+	7-13+	15"	3+	3+
Cuarón in an AMS-129 Ge 360° Cockpit, a Beam Ma Grenade Launchers, and your army.	chine Gun,	a Beam Toma	hawk, a	Cor	nbat	Shield,	four	4-6 1-3	10" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Machine Gun	36"	, , , , , , , , , , , , , , , , , , , ,									
Beam Tomahawk	Melee	Fach time you roll a wound roll of 6+ for this									
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fii	red once	e per
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle.		weapons may only	y be fii	red once	e per
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take an l may replace t may take up	its Com	bat S	Shiel	d with 1		nbat Shields (Pow	er Ra	ting +1)).
		hield : A mode a 5+ invulnera			bat	at 360° Cockpit: This unit may reroll a hit roll once peturn.					ce per
	with twin co	bat Shields + ombat shields				Mobile Suit (p. 1)					
ABILITIES	invulnerabl					Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0096, Neo Zeon										
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground, Character									

14 POWER		AN GEAR JARD	RAZ	Zl	JL		CE	DAMAGE Some of this mod change as it suffe shown below:					
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS		
AMS-129 GT Ace 285	*	* * 7	7	13	4	8	3+	7-13+	15"	2+	3+		
An AMS-129 Geara Zulu Guard Type Ace is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade Launchers, and Titanic Feet. 4-6 10" 3+ 4+ 1-3 5" 4+ 5+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Beam Machine Gun	36"	Each time you roll a Wound roll of 6+ with this Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound.											
Beam Tomahawk	Melee	Melee Helee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.											
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	be fir	ed once	e per		
Sturm Faust +5	48"	Heavy 1	8	-2	D6			weapons may only	be fir	ed once	e per		
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.		
WARGEAR OPTIONS	This mode	l may take an a l may replace i t may take up t	its Com	bat \$	Shiel	d with		nbat Shields (Pow e	er Rat	ting +1)).		
		hield : A mode a 5+ invulnera	Cockpit:	This unit may rero	ll a hit	roll on	ce per						
	with twin c	bat Shields ombat shields	. 1)										
ABILITIES	invulnerab					Core	Explode	s (p. 1)					
FACTION KEYWORDS	UC, 0096, Neo Zeon												
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd, Cl	haracter						

,											
18 POWER	Al	NGELO AM				PIC	R	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Angelo Sauper 360	*	* * 7	7	13	4	8	3+	7-13+	15"	2+	3+
Angelo Sauper in an AMS equipped with a 360° Coo Launchers, a Large Brund	kpit, a Bea Gun Plus,	m Tomahawk, a and Titanic Fee	Comb	at Sl	hield	, four (Grenade	4-6	10"	3+	4+
Sauper may be included	•	•						1-3	5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D		ITIES		• •		
Beam Machine Gun -70	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Shot Rifle -65		cking with this voll of 6+ with th						For both profiles, al Wound.	each	time yo	u roll
Heavy Beam Rifle	36"	Assault 3	8	-3	4	-					
Scatter Beam Rifle	18"	Assault 2D6	8	-1	1	Blast	. This wea	apon automatically	hits i	ts targe	t.
Beam Tomahawk	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fii	red onc	e per
Large Bruno Gun Plus	84"	Heavy 3D3	9	-4	4	station Subtr Each weap weap time	nary in the ract 2 from time you on, it also on may o you selec	nly fire this weapo e preceding move n any target unit's roll a Wound roll of inflicts a Mortal V nly be fired 3 time t a target for this work Out, Sir rule.	ment Invuln of 6+ v Vound s in a	phase. erable vith this . This battle.	Save. Each
Titanic Feet	Melee	Melee	User	-2	2			s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may replace t	ne Lar	ge Bı r Rat	runo t ing	Gun P - 3). If	lus with a	Beam Shot Rifle e Beam Machine	(Powe	er Ratir	ng -3)
ABILITIES		Shield: A model a 5+ invulneral			bat	•	This unit may rero			ce per	
FACTION KEYWORDS	UC, 0096, Neo Zeon										
KEYWORDS		ehicle, Mobile Si	uit, Spa	ace,	Grou	nd, Ch	naracter, <i>i</i>	Angelo Sauper			

10 POWER			AM ZER				DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	ws	BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-129M 210	*	*	* 7	7	13	3	7	3+	7-13+	10"	3+	4+
An AMS-129M Zee Zulu is	s a single m	nodel e	equippe	d with a	360°	Coc	kpit, a	a Beam	4-6	8"	4+	5+
Machine Gun, two Heat K	_						. ,		1-3	5"	5+	6+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	LITIES				
Beam Machine Gun	36"	He	eavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal W			;
Heat Knives	Melee	M	1elee	+3	-3	6	-					
Iron Nails +20	Melee	M	1elee	Sx2	-3	6		n attackin։ m the Hit ւ	g with this weapon oll.	, you	must sı	ubtract
Titanic Feet	Melee	M	1elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may	take Iro	n Nails	(Pow	ver R	ating	+1).				
ABILITIES	Mobile Suit (p. 1) 360° Coo Core Explodes (p. 1) turn.								This unit may rero	ll a hi	t roll on	ce per
FACTION KEYWORDS	UC, 0096,	Neo Z	Zeon									
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Ground, Aquatic										

11 POWER	7	AM ZEE Z		DAMAGE Some of this mod change as it suffe shown below:							
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMS-129M Ace 220	*	* *	7 7	13	3	7	3+	7-13+	10"	2+	3+
An AMS-129M Zee Zulu A	Ace is a sinc	ale model eau	ipped w	ith a	360°	Cock	pit. a	4-6	8"	3+	4+
		leat Knives, and Titanic Feet.							5"	4+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Machine Gun	Each time you roll a Wound roll of 6+ with this 36" Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound.										5
Heat Knives	Melee	Melee	+3	-3	6	-					
Iron Nails +20	Melee	Melee	Sx2	-3	6		n attackin m the Hit	g with this weapor roll.	ı, you	must s	ubtract
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may take Iro	n Nails	(Pow	er F	ating	+1).				
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1) 360° Cockpit: This unit may reroll a hit roll once per turn.										ice per
FACTION KEYWORDS	UC, 0096, Neo Zeon										
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound,	, Aqı	ıatic, C	Character				

D 10 POWER			AM GA						DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS E	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
AMX-003 185	*	*	* 8	7	12	2	7	3+	7-12+	12-24"	4+	4+
An AMX-003 Gaza C is a Sabers, two Beam Canno	-			h a 36	0° Co	ckpi	t, Bear	n	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+
WEAPON	RANGE	TYF	PE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Mel	ee	+6	-3	6		-	roll a Wound roll inflicts a Mortal		th this	
Beam Cannon	36" Heavy 1 8 -3 6								roll a Wound roll inflicts a Mortal		th this	
Knuckle Buster +90	48"	Heavy	2D6	8	-2	2	Woun		n Weapon. Blast. 6+ with this weap			
Titanic Feet	Melee	Mel	ee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.
WARGEAR OPTIONS	This mode	el may ta	ke a Kr	nuckle	Buste	er (P	ower I	Rating +	5).			
	Airborne: and can o can Fly, a attacked in can Fly.	nly be ch nd can c	narged only atta	by unit	ts tha be	t	turn.	le Suit M	This unit may rel ode: At the beging ases, this unit ma	nning of	each o	f its
	Superson moves, firsthen move Note that initial pivo	st pivot it the mod it cannot	on the del stra pivot a	spot ι ight fo igain a	up to rward fter th	ls. ne	Mobil to Hit Move	e Suit Mo :, Airborr ment Cha	ode. When Transi ne, Supersonic, aracteristic becor b Beam Cannons	formed, i and AIR nes 12" :	t loses CRAF	Hard T. Its
	of 15" eac Advances characteri phase - do	When the its Mo e its Mo 5" until	nis mod ove the en	del		phase may l Airbo	es, if this Hover. Wi erne, and	beginning of each unit is in its Mobi hen Hovering, it I Supersonic . Its becomes 12" and	le Armor oses Ha s Movem	mode rd to F ent	, it lit,	
ABILITIES	Hard to H subtract 1 target this	from hit	rolls fo	r attac	ks tha		with it	s ranged	weapons if it Re . 1); Core Explo	mains S	tationa	
FACTION KEYWORDS	UC, 0096,	Sleeves	3									
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft										

11 POWER			MX- ZA C			E		DAMAGE Some of this mo change as it sut shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMX-003 Ace 195	*	* *	8 7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace Sabers, two Beam Canno	-		ipped with	a 360	0° Co	ockpit,	Beam	4-6 1-3	12-18" 12"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6	weap	oon, it als	ı roll a Wound rol o inflicts a Mortal	Wound.		
Beam Cannon	36"	Each time you roll a Wound roll of 6+ with this 36" Heavy 1 8 -3 6 weapon, it also inflicts a Mortal Wound.									
Knuckle Buster +90	This is a Beam Weapon. Blast. Each time you roll Wound roll of 6+ with this weapon, it also inflicts a 48" Heavy 2D6 8 -2 2 Mortal Wound.										
Titanic Feet	Melee	Melee	Use	r -2	2	Make	3 hit roll	ls for each attack	with this	weapo	on.
WARGEAR OPTIONS	This mode	el may take	a Knuckle	Bust	er (P	ower	Rating +	5).			
	and can o can Fly, a attacked in can Fly. Supersor moves, first then move Note that initial pivo	This mode nly be char nd can only n the Fight nic: Each tirest pivot it or the model it cannot pit, and it mu	ged by un y attack or phase by me this mo n the spot I straight fo vot again a st move a	its that be units to be units to be up to borward after to minir	at that 90°, ds. he	Mobi Move Mobi to Hi Move not fi	ile Suit Nement phote Suit Moreover (Aurobor Chement C	This unit may re flode: At the beginster, this unit may ode. When Transine, Supersonic, paracteristic become one managements.	nning of ay transfo formed, and AIR mes 12"	each o orm to a it loses CRAF and it r	f its a Hard T. Its may
ABILITIES	Advances characteri phase - do Hard to H subtract 1	h turn. Wh, increase is stic by 15" onot roll and it: Your opport from hit roll model in the	ts Move until the en y dice. conent mu lls for attac	nd of t est cks th	at	phas may Airb e Char with	es, if this Hover. W orne, and acteristic its ranged	beginning of eac unit is in its Mob /hen Hovering, it d Supersonic . Its becomes 12" and d weapons if it Re p. 1); Core Explo	ile Armor loses Ha s Movem d it gains emains S	mode rd to F ent +1 to tationa	, it lit, hit
FACTION KEYWORDS	UC, 0096, Sleeves										
KEYWORDS		itanic, Vehicle, Mobile Suit, Space, Ground, Fly, Aircraft, Character									

12 POWER		AM GA						DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMX-006 250	*	* * 8	7	13	2	7	3+	7-12+	12-24"	4+	4+
An AMX-006 Gaza D is a Sabers, two Beam Canno							n	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+
WEAPON	RANGE	ABIL	ITIES								
Beam Sabers	Melee	Melee	+6	-3	6	-	roll a Wound roll inflicts a Mortal		ith this		
Beam Cannon	36"	Heavy 1	8	-3		roll a Wound roll inflicts a Mortal		ith this			
Knuckle Buster +90	48"	Heavy 2D6	8	-2	2		n Weapon. Blast 6+ with this weap				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	n.
WARGEAR OPTIONS	This mode	el may take a K	nuckle	Buste	er (P	ower I	Rating +	5).			
	and can of can Fly, a attacked in can Fly.	This model can nly be charged nd can only atta n the Fight phas i c : Each time t	by unitack or lack or	ts tha be inits t	t hat	turn. Mobi Move Mobil	le Suit M ment pha e Suit Mo	This unit may re ode: At the begin ases, this unit ma ode. When Trans	nning of ny transfo formed,	each of orm to a it loses	f its a Hard
ABILITIES	then move Note that i initial pivo		aight fo again a nove a	rward fter th minim	ls. ne	Move not fir	ment Chare the two	ne, Supersonic, aracteristic becor b Beam Cannons	mes 12"	and it n	nay
	initial pivot, and it must move a minimum of 15" each turn. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice.						es, if this Hover. Wi orne, and	beginning of each unit is in its Mobi hen Hovering, it I Supersonic . Its becomes 12" and	le Armoi loses Ha s Movem	mode, rd to H ent	it lit,
	subtract 1	it: Your oppone from hit rolls fo model in the S	r attac	ks tha		ts ranged	weapons if it Re o. 1); Core Explo	mains S	tationa		
FACTION KEYWORDS	UC, 0096, Sleeves										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace, (Grou	nd, Fly	, Aircraft				

37 POWER		GYUN M:		DAMAGE Some of this mod change as it suffe shown below:									
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Gyunei Guss 745	*	* * 7	7	15	4	8	2+	8-15+	12"	2+	2+		
Gyunei Guss in a MSN-03 Cockpit, a Beam Machine Missile Pods, and Titanic I	Gun, Bear	two Me	edium	4-7 1-3	9" 5"	3+ 4+	3+ 4+						
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES						
Beam Machine Gun	36"	, , , , , , , , , , , , , , , , , , , ,											
Beam Sabers	Melee	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.												
Quad Mega Particle Cannon	Each time you roll a wound roll of 6+ for this 48" Heavy 4 8 -3 4 weapon, it also inflicts a mortal wound. Subtract 1 from all hit rolls with this weapon.												
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This unit r	may take 6 Fun	nels.										
	Doga Shi	armed with a Q	/ulnera	ble sa		its atta	ack chara	: When this unit is acteristic until the	end of	that ph	ase.		
ABILITIES	reroll a die	ame Cockpit: e roll of 1 for an nifesting or den	y psyk			turn.		This unit may rero			ce pei		
PSYKER	either manifesting or denying. Mobile Suit (p. 1); Core Explodes (p. 1) Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0093	, Neo Zeon											
KEYWORDS	Character	, Psyker, Newty	/pe, Cy	/ber N	lewt	ype, Tit	anic, Veh	nicle, Mobile Suit,	Space	, Grour	nd		

39 POWER		QUESS M:	S PA			DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Quess Paraya 780	*	* * 7	8	15	4	8	2+	8-15+	12"	2+	2+		
Quess Paraya in a MSN-0 Cockpit, a Beam Mega M Medium Missile Pods, and your army.	4-7 1-3	9" 5"	3+ 4+	3+ 4+									
WEAPON	RANGE	RANGE TYPE S AP D ABILITIES											
Beam Mega Machine Cannon	36"	' '											
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v					
Medium Missile Pod	60" Rapid Fire D6 6 -1 1 Blast. Each of these weapons may only be fired once per battle.												
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	weap	on, it also	roll a wound roll on the roll of the roll	vound.		act 1		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith this	s weapo	on.		
WARGEAR OPTIONS	This unit r	may take 6 Fun	nels.										
	Doga Shi	ga Shield: A mo eld has a 5+ inv armed with a Q un.	/ulneral	ble sa		its att	ack chara	: When this unit is	end of	that ph	ase.		
ABILITIES	Psychoframe Cockpit: This unit may reroll a hit roll once per turn. reroll a die roll of 1 for any psyker test,												
PSYKER	either manifesting or denying. Mobile Suit (p. 1); Core Explodes (p. 1) 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	, Neo Zeon											
KEYWORDS	Character	, Psyker, Newty	ype, Tit	anic,	Veh	cle, Mo	obile Suit	, Space, Ground					

45 POWER		СНА		AZ				E	DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Char Aznable 895	*	*	* 8	8	21	5	9	2+	11-21+	15"	2+	2+		
Char Aznable in a MSN-0 Beam Axes, Beam Saber Pod, a Scattering Mega P Char Aznable may be tak	s, a Beam ^p article Car	Shot Rit non, an	le, a Co	mbat S	Shield	d, a N	1edium	n Missile	5-10 1-4	10" 6"	3+ 4+	3+ 4+		
WEAPON	RANGE	TY	PΕ	S	AP	D	ABIL	ITIES						
Beam Axes									For both profiles, al Wound.	each	time yo	u roll		
Twin Axe	Melee	weapon, subtract 1 from the hit roll.												
Heavy Axe	Melee	the hit roll.												
Beam Sabers	Melee	Melee Helee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.												
Beam Shot Rifle		When attacking with this weapon, choose a profile below. For both profiles, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.												
Heavy Beam Rifle	36"	Assa	ault 3	8	-3	4	-							
Scatter Beam Rifle	18"	Assau	ılt 2D6	8	-1	1	Blast.	This wea	apon automatically	hits it	s targe	t.		
Medium Missile Pod	60"	Rapid	Fire D6	6	-1	1	Blast. battle		apon may only be	fired c	nce pe	r		
Scattering Mega Particle Cannon	30"	Heav	y 2D6	8	-2	2	Each		apon automatically roll a Wound roll o d.					
Titanic Feet	Melee	Мє	elee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This unit	may tak	e 6 Fun	nels.										
	Ace: This in each P	hase.	·					oat Shiel nvulneral	d : A model with a ble save.	Comb	at Shie	ld has		
	360° Coc roll once	-		nay rer	oll a I	hit			Cockpit: This uni					
ABILITIES	Mobile S	uit (p. 1); Core	Explod	les (p. 1)		•	, ,,		9			
PSYKER	Mobile Suit (p. 1); Core Explodes (p. 1) denying. 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	, Neo Z	eon											
KEYWORDS	Characte Char Azn		r, Newty	/pe, Po	werfu	ıl Ne	wtype,	Titanic, \	√ehicle, Mobile Su	it, Spa	ice, Gro	ound,		

26 POWER	F	ULL F				ΆI		DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Full Frontal 530	*	* * 8	8	21	5	9	2+	11-21+	15"	2+	2+		
Full Frontal in a MSN-06S Beam Axes, Beam Sabers Feet. Only one unit with F not be taken in the same a	s, a Comba F ull Fronta	it Shield, a Hea I may be taken	vy Bea	m Ri	fle, a	nd Tita	anic ·	5-10 1-4	10" 6"	3+ 4+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast							
Beam Axes	a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.												
Twin Axe	Melee	weapon, subtract 1 from the hit roll.											
Heavy Axe	Melee	the nit roll.											
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 +5	30"	Assault 1	6	-1	D3	battle) .	weapons may only			e per		
Heavy Beam Rifle	36"	Assault 3	8	-3	4	weap	on, it also	roll a wound roll o inflicts a mortal w	ound.				
Titanic Feet	Melee	Melee	User	-2	D3			s for each attack w		•			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			hit rolls against tar	gets t	hat can	Fly.		
WARGEAR OPTIONS		el may take a Ba el may take a G		•		_	j +1).						
		Shield: A model s a 5+ invulnera			nbat	Inten	ition Auto	omation System:	This r	nodel m	nav		
	360° Cock roll once p	kpit : This unit mer turn.	nay rero	oll a l	hit	reroll	a failed s	ave in each Phase	€.		·		
ABILITIES	Mobile Su	uit (p. 1); Core	Explod	les (p. 1)						JIT OT		
PSYKER	Psychoframe: This unit may add 1 to the result of Mobile Suit (p. 1); Core Explodes (p. 1) any psyker test, manifesting or denying. Cyber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0096,	Neo Zeon											
KEYWORDS	Character, Frontal, Si	•	pe, Cyl	ber N	lewt	ype, Ti	tanic, Vel	nicle, Mobile Suit,	Space	, Grour	nd, Full		

75 POWER			NZ-6	66				DAMAGE Some of this mod change as it suffe shown below:	ers dar	mage, a	ıs		
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Marida Cruz 2000	*	* *	12 9	24	4	10	3+	19-24+	12"	2+	2+		
Marida Cruz in a NZ-666 Beam Sabers, a Quad Be Cannons. Only one mode	am Cannor	ı, Titanic St	ride, and fo	our 1	win E	Beam	Cockpit,	6-11 1-5	6" 4"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE	S s	AP		ABIL	ITIES	1-5	4	J+	J+		
WLAFON						Each		roll a wound roll o	of 6+ fo	or this			
Beam Sabers	Melee	Melee	+3	-3	2D3			inflicts a mortal v					
							-	roll a Wound roll					
Quad Beam Cannon	36"	Heavy 4		-3	6			inflicts a Mortal V					
Titanic Stride	Melee	Melee Melee User -3 3 Make 3 hit rolls for each attack with this weapon.											
Twin Beam Cannon	36"	Each time you roll a Wound roll of 6+ with this 36" Heavy 2 8 -3 6 weapon, it also inflicts a Mortal Wound.											
WARGEAR OPTIONS	This unit m	nay take 16	Funnels.										
	Giant Mot control of a Cataclysn from the b	This unit may take 16 Funnels. 360° Cockpit: May reroll a hit roll once per turn. Giant Mobile Suit - As Mobile Suit (p. 1), but counts as 20 models when when determining control of an objective marker Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds. Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying.											
ABILITIES	attacks eq Wounds re	ual to this n eceived fron	nodel's cur n ranged E	rent Bean	BS. and	This ma	ay also bo attacks.	against ranged B e used to save ag	ainst N	/lortal			
PSYKER	Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0096,	Neo Zeon											
KEYWORDS	Character,	Titanic, Ve	hicle, Mob	ile S	uit, S	pace, I	Psyker, G	iant Mobile Suit, F	ly, Ma	rida Cr	uz		

FULL FRONTAL DAMAGE Some of this model's characteristics change as it suffers damage, as N7_999 **POWER** shown below: **NAME** М WS BS Ld Sv **REMAINING W** М WS Full Frontal 2400 12 10 60 5 10 3+ 50-60+ 20" 35-49 18" Full Frontal in a NZ-999 Neo Zeong is a single model equipped with a 360° Cockpit, two Bazookas, Beam Sabers, Crushing Arms, a Large High Caliber Mega 20-34 15" Particle Cannon, six Large Mega Particle Shoulder Cannons, and four Twin Beam 10-19 12" Cannons. Only one unit with **Full Frontal** may be taken for your army. This unit may not be taken in the same army as Char Aznable. 1-9 10" **WEAPON RANGE TYPE** S AP D **ABILITIES** 48" -2 Bazooka Heavy 2D6 8 1 Blast. Each time you roll a wound roll of 6+ for this Melee Melee +6 -3 weapon, it also inflicts a mortal wound. Beam Sabers Crushing Arms Melee User -3 Make 3 hit rolls for each attack with this weapon. Melee A model can only fire the Large High Caliber Mega Particle Cannon if that model remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also Large High Caliber Mega inflicts a Mortal Wound. This weapon may only be Particle Cannon 60" Heavy 2D3 fired 3 times in a battle. When the Large High Caliber Mega Particle Cannon is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a 60" Mortal Wound. --- Ancillary Targets Heavy 2 Each time you roll a Wound roll of 6+ with this Large Mega Particle 48" Heavy 4 -3 weapon, it also inflicts a Mortal Wound. Shoulder Cannon Each time you roll a Wound roll of 6+ with this 36" Twin Beam Cannon 8 -3 weapon, it also inflicts a Mortal Wound. Heavy 2 **WARGEAR OPTIONS** This unit may take 8 units of Wired Large Funnel Bits. **Escape Unit - Full Frontal MSN-06S** Psychoframe Cockpit: This unit may

reroll a die roll of 1 for any psyker test, either manifesting or denying. 360° Cockpit: May reroll a hit roll once per turn.

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

ABILITIES

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

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

BS

2+

3+

4+

5+

6+

2+

3+

4+

5+

6+

PSYKER	Cyber Newtype : A model that is a Cyber Newtype counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.
FACTION KEYWORDS	UC, 0096, Neo Zeon
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Psyker, Giant Mobile Suit, Fly, Full Frontal



ANGELO SAUPER YMS-132

DAMAGE

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

NAME		M	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Angelo Sauper	645	*	*	*	7	7	18	4	8	3+	10-18+	15"	2+	3+
Angelo Sauper in a YMS-132 Rozen Zulu is a single model equipped with a 360° Cockpit, Iron Nails, a Mega Beam Shield, Psycho Jammers, Titanic Feet, and two											5-9	10"	3+	4+
Triple Beam Cannons. Only one model with Angelo Sauper may be included in your army.											1-4	5"	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Iron Nails	Melee	Melee	Sx2	-3	6	When attacking with this weapon, you must subtract 1 from the Hit roll.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Triple Beam Cannon	•	this weapon, f 6+, it also ir				ne profiles below. In both modes, each time you roll a ound.
Straight Fire	36"	Heavy 3	8	-3	6	-
INCOM Mode	18"	Heavy 3	8	-3	6	This weapon can target units not visible to the bearer, and the targeted units do not gain the benefit of cover for this attack.
Triple Mega Particle Cannon	48"	Heavy 6	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.

Mega Beam Shield: A model with a Mega Beam Shield has a 5+ invulnerable save, an I Field Generator, and a Triple Mega Particle Cannon.

I Field Generator: This model has a 4+ invulnerable save against ranged **Beam** and **Laser** attacks. This may also be used to save against Mortal Wounds received from ranged **Beam** and **Laser** attacks.

INCOM Arms: The Triple Beam Cannons are mounted on wired INCOM relays, allowing it a measure of All Range Attack. These weapons ignore cover, and may fire at targets within 18" without requiring line of sight. When this unit drops to its second damage level, then one Triple Beam Cannon is lost for the remainder of the battle. When this unit drops to its lowest damage level, then both Triple Beam Cannons are lost for the remainder of the battle.

Psycho Jammers: Any **Psyker** unit within 18" suffers a -3 to any Psyker test. This system also prevents Destroy Mode from activating on RX-0 units, or ends an active Destroy Mode, unless that unit can succeed on a LD test (this counts as a Psyker Test, but with a -3 penalty to their LD score instead). However, if a unit passes an NTD test to take over a Remote Unit, then the Psycho Jammers shut down and are lost for the remainder of the battle.

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

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

FACTION KEYWORDS UC, 0096, Neo Zeon

KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Character, Angelo Sauper

` \	2 POWER							R	UN	NEL			
No	NAME	M	WS	BS	S	Т	W	Α	Ld	Sv			
1-10	Funnel 45	12"	6+	4+	5	6	1	1	6	4+			
For e	each model past the t	irst, it has I	Power	Ratir	ng +2	. Ev	ery m	ode	is e	pped with a Funnel E	Beam Gun.		
WEA	APON	RANGE	Т	YPE		S	AP	D	AB	TIES			
Funr	nel Beam Gun	12"	Pi	stol 1		8	-3	2		time you roll a Wound on, it also inflicts a Mo			
								ets if t the	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 if 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 coherence with the Controlling Unit to join.				
Determining this unit's Toughness characteristic, if it also contains									ed Parameters: If this models, this unit can	annot perform actions,			

characteristic, if it also contains models without the DRONE

keyword.

UC, 0093, Neo Zeon

Funnel, Space, Fly

ABILITIES

KEYWORDS

FACTION KEYWORDS

and loses the Objective Secured ability if it has it,

and cannot gain it through any means.

	12									
\	POWER			W]	IR		D	ŀ	A F	RGE FUNNEL
No	NAME	M	WS	BS	S	Т	W	Α	Ld	l Sv
5	Funnel 50	12"	6+	4+	5	6	1	1	6	4+
Every	model is equipped	with a Bear	n Can	non.						
WEA	PON	RANGE	Т	YPE		S	AP	D	AB	BILITIES
Bean	n Cannon	36"	Нє	eavy 1		8	-3	6		ach time you roll a wound roll of 6+ for this eapon, it also inflicts a mortal wound.
		Limited P only Funn perform ac Secured a gain it thro Valued Sa model in ti ignored fo this unit al Funnel ke Keywords Funne keywords For th terrair count keywords	el mo ctions, bility i bugh a acrific his uni r the p so con eyword s: el mod ords of e purp n featu as hav	dels, ti and lo f it has ny me e: Eac it is de burpos ntains l. dels do any u boses o res, Fo	his ur poses to sit, ar sans. ch time estroye e of N mode o not g nits the of inte	hit ca the (nd ca e a I ed, i Mora gain hat c	Funnet t is le tes rithout the contain	el ts if the	•	This unit must begin the game docked to a Psyker unit that can take Funnels (the Controlling Unit), and must remain within 12" of the Controlling Unit at all times. If at the end of any phase this unit is more than 12" 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. The Controlling Unit can only have up to 2 units of Funnels active at a time. To launch new units of Funnels, the Controlling unit may destroy the remainder of one or both active units, reduce their Attacks Value by 1, and launch a new unit. The Controlling Unit begins the game with 2 active units
ABIL	ITIES	Artificial I ignored fo The L Detern Streng below Detern charae model keywo	r the pook Omining oth, an Half-s mining cteristi	ourpos ut, Sir this u id whe strengt this u ic, if it	es of: rule. nit's S ther t h. nit's l also d	Start this u	ing unit is hness ains			ocked Funnel: If this model is docked with other: 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.
FAC1	TION KEYWORDS	UC, 0096,	Neo 2	Zeon						

KEYWORDS

Funnel, Space, Fly