REPUBLIC/PRINCIPALITY OF ZEON - THE ORIGIN ARMY LIST

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

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).

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.

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.



DFA-03 DOPP

I	NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
l	DFA-03	70 points	15"-36"	6+	4+	5	5	6	2	7	3+

This unit contains a single DFA-03 model. It may include an additional single DFA-03 (**Power Rating +4**) or an additional two DFA-03 (Power Rating +8). Each model is equipped with a Three Shot Missile Launcher and Twin Link 60mm Vulcans.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .
ABILITIES	and can of can Fly, a attacked is can Fly. Hard to Ha	: This model can only be charged b and can only attac in the Fight phase lit : Your opponer from hit rolls for a model in the Sh	y uni ck or e by u at mu attac	its that be units t st cks tha	t hat at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079	, Zeon-TO				
KEYWORDS	Flv. Vehic	le. Ground				



HT-01B-TOP **MAGELLA TOP**

NAME		М	ws	BS	S	Т	W	Α	Ld	Sv
HT-01B-Top	55	15"-30"	6+	4+	5	5	4	2	7	3+

This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (Power Rating +3) or an additional two HT-01B-Top (Power Rating +6). Each model is equipped with a 175mm Cannon.													
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
175mm Cannon	48"	Heavy 1	8	-3	2D6	-							
ABILITIES	and can on can Fly, an attacked in can Fly. Hard to Hit subtract 1 f	This model can ly be charged I do can only atta the Fight phas to Your opponed from hit rolls for model in the Sh	oy uni ck or e by u nt mu	its that be units t st cks th	at that at	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end of the phase - do not roll any dice. Vehicle Squadron (p. 1) Core Explosion (p. 1)							
FACTION KEYWORDS	UC, 0079, 2	Zeon-TO											
KEYWORDS Fly, Vehicle, HT-01B-Top, Ground													



ABILITIES

HT-01B MAGELLA TANK

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv
HT-01B	100	8"	6+	4+	5	6	6	2	7	3+

This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Triple Cannon	30"	Pistol 6	5	0	1	-
175mm Cannon	48"	Heavy 1	8	-3	2D6	-

Vehicle Squadron (p. 1)
Escape Vehicle - HT-01B-Top (p. 1)
Core Explosion (p. 1)

FACTION KEYWORDS UC, 0079, Zeon-TO

KEYWORDS Vehicle, Ground

FOME POWER				LD /IS-	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:							
NAME	М	WS E	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Calden 110	*	*	* 6	6	12	2	7	4+	6-12+	12"	4+	4+
Calden in a YMS-03 Waff Shield, a Heat Hawk, and your army.	-								3-5 1-2	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYF	PΕ	S	AP	D	ABIL	ITIES				
Bazooka	48"	Heavy	2D6	8	-2	1	Blast	.,,				
Heat Hawk	Melee	Mel	ee	+3	-3	6	-					
Titanic Feet	Melee	Mel	ee	User	-2	2	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0074	, Zeon-T)								•	
KEYWORDS	Titanic, Ve	ehicle, Mo	obile S	uit, Sp	ace, (Grou	ınd					

POWER			MS-(BUG		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
MS-04 140	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	3+
A MS-04 Bugu is a single	model eau	ipped with a	120mm N	/lachi	ne C	Sun, a	Combat	4-6	9"	5+	4+
Shield, a Heat Hawk, and						,		1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-					
Bazooka -5	48"	Heavy 2D	6 8	-2	1	Blast	t.				
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire I	D6 6	-1	1	Blast	t				
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may replac el may take ι						Bazooka. hers (Power Ratir	ng +1	each).	
ABILITIES		Shield: A mo s a 5+ invulne			bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077	, Zeon-TO									
KEYWORDS	Titanic, Ve	ehicle, Mobile	e Suit, Spa	ace, (Grou	ınd					

8 POWER		\mathbf{R}_{A}	AM M	BA [S-(A	L		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
MS-04 140	*	*	* 7	7	12	4	9	3+	7-12+	12"	3+	2+
Ramba Ral in a MS-04 Bu	•	_							4-6	9"	4+	3+
Gun, a Combat Shield, a Ral may be included in yo		, and T	itanic Fe	eet. On	lly on	e un	it with	Ramba	1-3	5"	5+	4+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Bazooka -5	48"	Heav	vy 2D6	8	-2	1	Blast	t.				
Heat Hawk	Melee	M	elee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid	Fire D6	6	-1	1	Blast	t				
Titanic Feet	Melee	M	elee	User	-2	2	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	•	•						Bazooka. hers (Power Ratir	ng +1	each).	
ABILITIES	Combat S shield has							ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0077,	Zeon-	ТО									
KEYWORDS	Titanic, Ve	ehicle, l	Mobile S	Suit, Spa	ace, (Grou	nd, C	haracter, F	Ramba Ral			

5 POWER			IS-0: AKU			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
MS-05B 100	*	* *	7 6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			nm Mach	ine (Gun,	Crack	er	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ITIES					
100mm Machine Gun	24"	Rapid Fire	6 6	-1	1	-					
120mm Machine Gun +5	30"	Assault 12	. 6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 6	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Cracker Grenades	12"	Grenade D	6 *	*	*	targe Gren	et. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must : t unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	Cannon, c	el may replac or a Bazooka. el may take a					120mm Machine (Gun, a	175mm	า	
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)		d <mark>+20</mark>: A model w nerable save.	ith a c	ombat	shield				
FACTION KEYWORDS	UC, 0078,	Zeon-TO									
KEYWORDS	Titanic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground									



KEYWORDS

DAMAGE

Some of this model's characteristics

POWER	\mathbf{Z}_{E}	4K	UI	VE	T		RA	N	change as it suffe shown below:	rs dar	mage, a	38
NAME	M	ws	BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-05B Vet	*	*	* 7	' 6	12	2	7	3+	7-12+	12"	4+	3+
A MS-05B Zaku I Veteran	-				a 10	0mm	Mach	ine Gun,	4-6 1-3	9" 5"	5+ 6+	4+ 5+
Cracker Grenades, a Hea	RANGE		YPE	S	AP	n	ΔRII	ITIES	1-3	5	0+	5+
100mm Machine Gun	24"		•• - d Fire 6	_	-1	1	-					
120mm Machine Gun +5		•	ault 12	6	-1	1	_					
175mm Cannon	48"		avy 1	8		2D3	_					
Bazooka	48"		avy 6	8	-2	1			g units with 5 or mo		odels, d	hange
Cracker Grenades	12"	Gren	ade D6	*	*	*	targe Gren	et. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must s t unit until the end	any C ubtra	racker ct 1 fror	
Heat Hawk	Melee	М	elee	+3	-3	6	-					
Titanic Feet	Melee	М	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode Cannon, o This mode	or a Ba	zooka.						120mm Machine G	iun, a	175mm	1
ABILITIES	Mobile So								d <mark>+20</mark>: A model wi nerable save.	th a c	ombat s	shield
FACTION KEYWORDS	UC, 0078	, Zeon-	то									

Titanic, Vehicle, Mobile Suit, Space, Ground



KEYWORDS

9 CHAR AZNABLE

DAMAGE

Some of this model's characteristics

POWER			M	S-0	5 S				change as it suffe shown below:	ers dar	mage, a	ıs
NAME	М	ws	BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Char Aznable 220	*	*	*	7 6	12	4	9	3+	7-12+	12"	2+	2+
Char Aznable in a MS-059			_			•			4-6	9"	3+	3+
-	ne Gun, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one unit Aznable may be included in your army. PON RANGE TYPE S AP D ABILITIES									5"	4+	4+
WEAPON	RANGE	TY	PE	S	AP							
120mm Machine Gun	30"	Assa	ult 12	6	-1	1	-					
Bazooka -5	48"	Heav	y 2D6	8	-2	1	Blast.					
Heat Hawk	Melee	Ме	lee	+3	-3	6	-					
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.
WARGEAR OPTIONS	This mode	l may re	eplace	its 120r	nm M	lach	ine Gu	n with a E	Bazooka.			
ABILITIES	Combat S shield has					bat		e Suit (p Explode	,			
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 point 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.											power
FACTION KEYWORDS	UC, 0078, Zeon-TO											

Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Char Aznable, Newtype, Psyker

7 POWER		MS ZA	S-0 KU			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	
MS-06C 140	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06C Zaku II is a sing	ale model e	equipped with a	a 120mı	m Ma	chir	e Gun	. a	4-6	9"	5+	5+	
Combat Shield, a Heat Ha							,	1-3	5"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 12	6									
Bazooka -5	48"	48" Heavy 2D6 8 -2 1 Blast.										
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ets tha	t can F	ly.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka. This model may take a Twin Link 60mm Vulcans.											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0078,	Zeon-TO										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											



7 MS-06C POWER ZAKU II VETERAN

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	M	ws	BS
MS-06C Vet 145	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	3+
A MS-06C Zaku II Veterar	ı is a sind	le mode	el equi	ipped	d with	a 12	0mn	n Mac	hine Gun.	4-6	9"	5+	4+
a Combat Shield, a Heat I	,	1-3	5"	6+	5+								
					_								

WEAPON	RANGE	TYPE	S	ΑP	D	ABILITIES						
120mm Machine Gun	30"	Assault 12	6	-1	1	-						
Anti-Ship Rifle	72"	Heavy 2	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.						
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.						
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.										
Twin Link 60mm Vulcans +10	12"	12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can Fly .										
WARGEAR OPTIONS		This model may replace its 120mm Machine Gun with an Anti-Ship Rifle or a Bazooka. This model may take a Twin Link 60mm Vulcans.										
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0078, Zeon-TO											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground											

		MS	S-06		K								
6 POWER													
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
MS-06CK 120	*	* *	7 7	12	2	7	3+	7-12+	12"	4+	4+		
A MS-06CK Zaku Half Ca a Combat Shield, Smoke		•		with	a 17	5mm (Cannon,	4-6 1-3	9" 5"	5+ 6+	5+ 6+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
75mm Gatling Cannon +25	30"	Assault 12	2 7	-1	1	-							
120mm Machine Gun +30	30"	Assault 12	2 6	-1	1	-							
175mm Cannon	48"	Heavy 1	8	-3	2D6	-							
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast							
Heat Hawk +20	Melee												
MMP-70C +40		hen attacking with this weapon, choose one or both of the profiles listed below. If you cose both, subtract 1 from all to hit rolls made with this weapon.											
90mm MMP-70C	30"	Assault 12	2 7	-1	1	-							
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon r	nay only be fired o	nce pe	er battle	€.		
Three Shot Missile Launcher +25	60"	Rapid Fire D	06 6	-1	1	Blast							
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit roll	s for each attack v	vith thi	s weap	on.		
WARGEAR OPTIONS	This model may replace its 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). This model may take a Heat Hawk (Power Rating +1).												
		s a 5+ invulne			nbat	Smoke Grenades: 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	Core Exp	olodes (p. 1)				vehic							
FACTION KEYWORDS	UC, 0079	, Zeon-TO											
KEYWORDS	Titanic, V	ehicle, Mobile	Suit, Sp	ace,	Grou	ınd							

7 POWER		MS-061 ZA				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	
MS-06F/MS-06J 140	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06F or MS-06J is a Combat Shield, Cracker G	•					hine G	iun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES					
120mm Machine Gun	30"											
175mm Cannon -5	48"	,										
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.						
Cracker Grenades	12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all 12" Grenade D6 * * * hit rolls for that unit until the end of the turn.										
Heat Hawk	Melee	Melee	+3	-3	6	-						
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.										
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).											
ABILITIES		Shield: A model s a 5+ invulneral			nbat		le Suit (p Explode					
FACTION KEYWORDS	UC, 0079	, Zeon-TO										
KEYWORDS	Titanic, Ve	ehicle, Mobile Si	uit, Spa	ace,	Grou	nd						

8 POWER		MS-06 ZAKUIIACE DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:									
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06 Ace 150	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Ace is a single n Shield, Cracker Grenades				achir	ne Gu	ın, a C	Combat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all 12" Grenade D6 * * * hit rolls for that unit until the end of the turn.									
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	t				
Titanic Feet	Melee	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon.									
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each).										
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079	, Zeon-TO									
KEYWORDS	Character	haracter, Titanic, Vehicle, Mobile Suit, Space, Ground									



MS-06R1-A ZAKU II HIGH MOBILITY TYPE

DAMAGE

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

POWER		ORIT		Y		YP		shown below:	is uai	nage, e	13
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06R1-A 160	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single	model equip	pped with a 120	mm M	lachi	ne G	un, a (Combat	4-6	9"	5+	5+
Shield, a Heat Hawk, and		•				·		1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 2	8	-3	2D3	the p	receding II. Each t	arrying the Anti-Shi movement phase, ime you select a ta can ignore the Loo	subtra	act 1 fro or this	om the
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Giant Heat Hawk	Melee	Melee	Sx2	-2	6		n attackin m the Hit	g with this weapor roll.	ı, you	must sı	ubtract

Heat Hawk Melee +3 -3 6
Titanic Feet Melee User -2 2 Make 3 hit rolls for each attack with this weapon.

This model may replace its 120mm Machine Gun with an Anti-Ship Rifle, a Bazooka, or a

WARGEAR OPTIONS Giant Heat Hawk.

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).

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

FACTION KEYWORDS UC, 0079, Zeon-TO

KEYWORDS Titanic, Vehicle, Mobile Suit, Space

9 POWER			GAI -06F		-A		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		
Gaia 165	*	* *	7 7	12	3	8	3+	7-12+	12"	4+	3+		
Gaia in a MS-06R1-A Zak								4-6	9"	5+	4+		
120mm Machine Gun, a Cunit with Gaia may be inc			lawk, and	l Tita	nic F	eet. (Only one	1-3	5"	6+	5+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES						
120mm Machine Gun	30"	Assault 12	2 6	-1	1	-	-						
Anti-Ship Rifle	72"	Heavy 2	8	-3	2D3	the p	receding of the contract of th	rrying the Anti-Sh movement phase, me you select a to an ignore the Loo	subtra arget f	act 1 fro or this	m the		
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.						
Heat Hawk	Melee	Melee	+3	-3	6	-							
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS		• •						Anti-Ship Rifle or nbat Shields.	a Baz	ooka.			
		hield: A mod a 5+ invulne			nbat			his unit can move (even if it has not		•	narge).		
		ibat Shields Combat Shie			I	Mobile Suit (p. 1)							
ABILITIES	invulnerab	le save.				Core	Explode	s (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon-TO											
KEYWORDS	Character,	Titanic, Veh	icle, Mob	ile S	uit, G	aia, S	pace						

11 POWER	C	HAR A	AZ S-0			BL	C	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable 195	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in the MS-0 with a 120mm Machine G Twin Link 60mm Vulcans.	un, a Comb	oat Shield, a He	eat Haw	∕k, T	itanic	Feet	, and	4-7	9"	3+	3+
your army.								1-3	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Anti-Ship Rifle	72"	Heavy 2	8	-3	2D3	the p	oreceding of the contract of t	arrying the Anti-Shi movement phase, ime you select a ta an ignore the Loo	subtra	act 1 fro	m the
Bazooka -5		72" Heavy 2 8 -3 2D3 weapon, you can ignore the Look Out, Sir rule. 48" Heavy 2D6 8 -2 1 Blast.									
Heat Hawk	Melee	Melee	+3	-3	6	-	ι.				
Titanic Feet	Melee	Melee	User	-2	2		e 3 hit rolls	s for each attack w	ith thi	s wean	on
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			rolls against targe		•	
WARGEAR OPTIONS		· ·	-					Anti-Ship Rifle or			· y ·
ABILITIES	Mobile Suit (p. 1) Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1)										
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, 0079,	Zeon-TO									

Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground

KEYWORDS

10 POWER		R		AB AS-				DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	ws	BS	S 1	Γ	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Ramba Ral 205	*	*	*	8 7	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the MS-07		_			•					4-6	9"	3+	3+
Cannon, a Combat Shield of this unit may be include			leat S	aber, a	nd	Litani	ic Fe	eet. O	nly one	1-3	5"	4+	4+
WEAPON	RANGE	Т	YPE	9	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"												
120mm Machine Gun +30	30"	30" Assault 12 6 -1 1 -											
Bazooka +25	48"	48" Heavy 2D6 8 -2 1 Blast											
Heat Rod	Melee	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This											
Heat Saber	Melee	M	lelee	+	3	-3	6	-					
Titanic Feet	Melee	M	lelee	Us	ser	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weap	on.
WARGEAR OPTIONS	This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079,	Zeon-	-TO										
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Ground, Ramba Ral											



MS-09/MS-09R DOM/RICK DOM

DAMAGE

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

MS-09/MS-09R 190 * * * 8 8 12 2 7 3+ 7-12+ 15" 4+ 4+ A MS-09/MS-09R is a single model equipped with a Giant Bazooka, a Heat Saber, a Diffuse Beam Gun, and Titanic Feet. 4-6 10" 5+ 5+ 6+ 6+	NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
A MS-09/MS-09R is a single model equipped with a Glant Bazooka, a Heat Saber,	MS-09/MS-09R	190 *	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
	A MS-09/MS-09R is a	at Saber.	4-6	10"	5+	5+								
a biliuse beam Gun, and manic reet.		•			1-3	6"	6+	6+						

- ,											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
260mm Ciant Baraska	0.4"	Haarry 2D6	0	2	_	Blast. This weapon can target units not visible to the					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	bearer.					
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		Vhen attacking with this weapon, choose one or both of the profiles listed below. If you hoose both, subtract 1 from all to hit rolls made with this weapon.									
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).										
ABILITIES	Mobile Su	it (p. 1)				Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space										



MS-09/MS-09R VETERAN

DAMAGE

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

NAME		M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	WS	BS
MS-09 Veteran	215	*	*	*	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a single model equipped with a Giant Bazooka, a Heat Saber,										4-6	10"	4+	4+	
a Diffuse Beam Gun,	_							,		· ,	1-3	6"	5+	5+
WEAPON	R	ANGE	Т	YPE		S	AP	D	ABIL	ITIES				

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
120mm Machine Gun -40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast. This weapon can target units not visible to the bearer.					
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Diffuse Beam Guns, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		_	•			one or both of the profiles listed below. If you smade with this weapon.					
90mm MMP-70C	30"	Assault 12	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS		This model may replace its Giant Bazooka with a 120mm Machine Gun (Power Rating -2), a MMP-70C (Power Rating -1), or a Bazooka (Power Rating -2).									
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079, Zeon-TO										
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Space									

8 POWER			GAI AS-(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
Gaia 210	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.								4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	ITIES				
120mm Machine Gun 40	30"	Assault 12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	6 9	-3	2	Blast bear		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtra hit until the end of t	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30	choose bo	th, subtract ′	from all	to hi	t rolls			the profiles listed by weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12		-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1			•	nay only be fired o	•		
Titanic Feet	Melee	Melee	User		2			s for each attack w		•	
WARGEAR OPTIONS		el may replac (Power Rat i						Machine Gun (Po i ng -2).	wer F	Rating -	2), a
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character,	, Titanic, Veh	icle, Mob	ile S	uit, G	aia, G	iround, Sp	pace			

8 POWER		RAM YMS		DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:							
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Ramba Ral 175	*	* * 8	7	12	5	9	3+	7-12+	12"	2+	2+
Ramba Ral in the YMS-07 model equipped with a 35 one unit with Ramba Ral	mm Hand C	annon, a Hea	t Rod, a					4-6 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
Heat Hawk	Melee	Melee	+3	-3	6	-					
Heat Rod	Melee	Melee	+3	-3	6	weap	oon, it also	roll a Wound roll on inflicts a Mortal Volle once	ound/	. This	
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may take a Combat Shield (Power Rating +1). This model may replace its Heat Rod with a Heat Hawk.										
ABILITIES		hield <mark>+20</mark>: A n eld has a 5+ i					ile Suit (p Explode				
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Character,	Titanic, Vehicl	e, Mob	ile Sı	uit, C	round	l, Ramba I	Ral			

8 POWER	\	VASILY YM		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
Vasily Bosch 210	*	* * 8	8	12	2	8	3+	7-12+	15"	3+	3+
Vasily Bosch in a YMS-08 Beam Bazooka, a Heat Sa included in your army.								4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Bazooka	48"	Heavy 2D6	8	-2	4	Blast					
Heat Saber	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079,	Zeon-TO									
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Gro	ound,	Spa	ice, Cł	naracter				