## **AEUG ARMY LIST 0087**

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

#### **ABILITIES**

The following abilities are common to several AEUG units:

#### **Mobile Suit**

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

### **Core Explodes**

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

#### **Titanic Presence**

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

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

#### Newtype

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

#### **NEWTYPE DISCIPLINE**

#### IT'S A GUNDAM!!

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

#### **Plot Armor**

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

#### **Combat Hypnosis**

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



## KATZ KOBAYASHI FXA-50D

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

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

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

MS-14A GELGOOG										
М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
nale mode	l equipped v	vith a Beaı	m Rif	le. a	Comb	oat	4-7	9"	4+	4+
•				,			1-3	5"	5+	5+
RANGE	TYPE	s	AP	D	ABIL	LITIES				
36"	Heavy 3	8	-3	4		-				i
Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Melee	Melee	+6	-3	6	weap	oon, it also earer figh	o inflicts a Mortal V ts with this weapo	Vound n, it ca	l. Each	time
				bat		٠.	,			
UC, 0087,	AEUG									
Titanic, Ve	hicle, Mobil	e Suit, Gro	ound,	, Spa	ace					
	mgle modela Twin Bear RANGE  36" Melee  Melee Combat S Shield hav	M WS BS  * * *  Ingle model equipped variants aber.  RANGE TYPE  36" Heavy 3  Melee Melee  Melee Melee  Combat Shield: Mode Shield have a 5+ invu	M WS BS S T  * * * 8 8  Ingle model equipped with a Bear Twin Beam Saber.  RANGE TYPE S  36" Heavy 3 8  Melee Melee User  Melee Melee User  Melee Melee +6  Combat Shield: Models with a Shield have a 5+ invulnerable saluc, 0087, AEUG	M WS BS S T W  * * * 8 8 15  Ingle model equipped with a Beam Rife TWIN Beam Saber.  RANGE TYPE S AP  36" Heavy 3 8 -3  Melee Melee User -2  Melee Melee +6 -3  Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  UC, 0087, AEUG	M WS BS S T W A  * * * 8 8 15 2  Ingle model equipped with a Beam Rifle, a a Twin Beam Saber.  RANGE TYPE S AP D  36" Heavy 3 8 -3 4  Melee Melee User -2 2  Melee Melee +6 -3 6  Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  UC, 0087, AEUG	M WS BS S T W A Ld  * * * 8 8 15 2 8  Ingle model equipped with a Beam Rifle, a Combat Shield: Models with a Beam Rifle, a Combat Shield Models with a Combat Shield save.	M WS BS S T W A Ld SV  * * * 8 8 15 2 8 3+  Ingle model equipped with a Beam Rifle, a Combat a Twin Beam Saber.  RANGE TYPE S AP D ABILITIES  Each time you weapon, it also the bearer figh additional attack.  Melee Melee LSer -2 2 Make 3 hit rolls Each time you weapon, it also the bearer figh additional attack.  Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  My A Ld Sv  A A Ld Sv  A Hea Shield Suit (possible Suit	GELGOOG  M WS BS S T W A Ld SV REMAINING W  * * * 8 8 15 2 8 3+ 8-15+  Ingle model equipped with a Beam Rifle, a Combat 4-7  In Twin Beam Saber.  RANGE TYPE S AP D ABILITIES  Each time you roll a Wound roll of weapon, it also inflicts a Mortal W Wapon, it also	GELGOOG  M WS BS S T W A Ld SV REMAINING W M  * * * 8 8 15 2 8 3+ 8-15+ 12"  Ingle model equipped with a Beam Rifle, a Combat 1-3 5"  RANGE TYPE S AP D ABILITIES  Each time you roll a Wound roll of 6+ v weapon, it also inflicts a Mortal Wound Melee Melee User -2 2 Make 3 hit rolls for each attack with this Each time you roll a Wound roll of 6+ v weapon, it also inflicts a Mortal Wound the bearer fights with this weapon, it also inflicts a Mortal Wound Melee Melee +6 -3 6 additional attack with this weapon.  Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  We spon, it also inflicts a Mortal Wound additional attack with this weapon.  Mobile Suit (p. 1)  Core Explodes (p. 1)	GELGOOG  M WS BS S T W A Ld SV REMAINING W M WS  * * * * 8 8 15 2 8 3+ 8-15+ 12" 3+  Ingle model equipped with a Beam Rifle, a Combat 4-7 9" 4+  Twin Beam Saber.  Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.  Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon, it also inflicts a Mortal Wound. Each the bearer fights with this weapon, it can make additional attack with this weapon.  Combat Shield: Models with a Combat Shield have a 5+ invulnerable save.  MWS BS S T W A Ld SV REMAINING W M WS  REMAINING W M WS  4-7 9" 4+  1-3 5" 5+  Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.  Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each the bearer fights with this weapon, it can make additional attack with this weapon.  Mobile Suit (p. 1)  Core Explodes (p. 1)  UC, 0087, AEUG

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

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

FACTION KEYWORDS

**KEYWORDS** 

UC, 0087, AEUG

Titanic, Vehicle, Mobile Suit, Space, Ground

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

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

13 POWER	R	ECC(	OA I			DAMAGE Some of this model's character change as it suffers damage, a shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	S	WS	BS
Reccoa Londe 270	15"-30"	* *	7 7	15	3	7	4+	8-15+	7	3+	3+
Reccoa Londe in a MSA-( Cockpit, two Beam Guns, Reccoa Londe may be in included in your army.	Beam Sabe	ers, and Titar	nic Feet.	Only	y one	unit v	with	1-3	5	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Gun	24"	Pistol 2D3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack w	ith thi	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	1 4	0	2	Add	1 to all to	hit rolls against tai	gets t	hat can	Fly.
	360° Cock per turn.	<b>xpit</b> : May rero	oll a hit ro	oll on	ce			our opponent mus k this model in the			
	the game a each Move it is transfo Its Movem 12", and it	it Mode: At t and before th ement phase, ormed into Mo ent character loses Supers ard to Hit.	is unit m you car obile Sui istic bec	oves decl t Mod omes	in lare de. s	it on how forwa initia move	the spot ufar it has ards. Note I pivot. Wement cha	Each time this modup to 90° (this does moved), then move that it cannot pive the this model ad aracteristic by 15° (roll a dice.	s not one the lot against the second	contribut model s in after t es, incre	te to traight the ase its
ADII ITIEO	Mobile Su	,				char	ged by un	s model cannot chaits that can <b>Fly</b> , ar	nd car	only at	tack or
ABILITIES FACTION KEYWORDS	-	odes (p. 1)				be a	ilacked in	the Fight phase by	y units	s mai ca	ııı <b>rıy</b> .
	UC, 0087,		olo Mak	ilo C	uit C	`nass	Cround	Doggo Londo Ma	thus		
KEYWORDS	Character,	manic, veni	cie, ivion	ile ol	uit, S	pace,	Ground,	Reccoa Londe, Me	ะแนรร	1	

13 POWER		FA MS						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
Fa Yuiri 260	*	* * 7	7	15	2	7	4+	8-15+	12"	4+	3+
Fa Yuiri in a MSA-005 Me two Beam Guns, Beam Sa be included in your army.	abers, and	Titanic Feet.(	Only on	e unit	t with	Fa Yı	u <b>iri</b> may	4-7 1-3	9" 5"	5+ 6+	4+ 5+
army. WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	1-3	5	0+	5+
WEAPON	KANGE	ITPE	3	AP	U			roll a Wound roll	of 6± v	vith this	
Beam Gun	24"	Pistol 2D3	8	-3	4		•	inflicts a Mortal V			
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
	360° Cock per turn.	<b>cpit</b> : May rerol	l a hit ro	oll on	се			our opponent mus			
	the game a each Move it is transfo Its Movem 12", and it	it Mode: At the and before this ement phase, your med into Molent characteristoses Supers lard to Hit.	s unit m you car bile Sui stic bed	oves decl t Mod omes	in are de.	it on how to forward initial	the spot u far it has r ards. Note pivot. W ement cha	each time this mode p to 90° (this does noved), then move that it cannot pive hen this model ad racteristic by 15" roll a dice.	s not o e the r ot agai lvance	ontribut model s n after s, incre	te to traight the ase its
	Mobile Su	iit (p. 1)						model cannot ch ts that can <b>Fly</b> , ar			
ABILITIES		lodes (p. 1)				be at	tacked in	the Fight phase b	y units	that ca	ın <b>Fly</b> .
FACTION KEYWORDS	UC, 0087,	AEUG									
KEYWORDS	Character,	Titanic, Vehic	le, Mob	ile Su	uit, S	pace,	Ground, F	a Yuiri, Methuss			

16 POWER	QU.	ATTRO	NA	DAMAGE Some of this mod change as it suffor shown below:							
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Quattro Bajeena 340	*	* * 8	7	18	5	9	3+	10-18+	15"	2+	2+
Quattro Bajeena in a MSN 360° Cockpit, a Heavy Be with <b>Quattro Bajeena</b> ma <b>Shiki</b> may be taken for you a unit with <b>Char Aznable</b>	am Rifle, Ď ly be taken our army. Ti	eam Sabers, a for your army.	nd Tita Only o	nic Fo	eet. nit wi	Only or th <b>Hyal</b>	ne unit <b>ku</b>	5-9 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Bazooka -55	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll o inflicts a Mortal \			
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal \			
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	s weap	on.
WARGEAR OPTIONS	This mode	l may replace i	ts Hea	vy Be	eam	Rifle wi	th a Bazo	ooka ( <b>Power Rat</b> i	ing -3)	<u>.</u>	
		un: This unit m arge phase, ev charge.				360° (	Cockpit:	May reroll a hit ro	oll once	per tur	'n.
ABILITIES	subtract 1	it: Your oppone from hit rolls fo model in the S	r attac	ks tha		save a	against B	eating This unit hat eam and Laser sl . 1); Core Explod	hooting	attack	
PSYKER	Newtype: psychic po in each en	This model is ower in each friemy psychic plg. Note - New	conside endly p hase.	ered a sychi	a psy ic ph y use	ker. Thase, and	nis mode nd can at ower fror	I can attempt to n tempt to deny a s in the Newtype Dis	nanifes ingle p scipline	t a sing sychic p when	power
FACTION KEYWORDS	UC, 0087,	AEUG					-				
KEYWORDS	Titanic, Ve Newtype,		uit, Gro	ound,	Spa	ice, Cha	aracter, (	Quattro Bajeena, l	Hyaku	Shiki,	

Kamille Bidan in a MSZ-006 Zeta Gundam is a single model Cockpit, two Beam Guns, a Combat Shield, a Grenade Laur Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one umay be included in your army. Only one unit with <b>Zeta</b> may army.  WEAPON RANGE TYPE S  Beam Gun 24" Pistol 2D3 8  Beam Sabers Melee Melee +6	nche unit	er, a l with l	Heavy Beam Kamille Bid ded in your  ABILITIES Each time y weapon, it a This weapor Each time y weapon, it a A model ca remained s phase. Sul	o° m dan  you rol also in on may you rol also in an only stationa	10-18+  5-9  1-4  Il a Wound roll offlicts a Mortal offlicts a Mortal of the Wound roll offlicts a Mortal of the Wound roll offlicts a Mortal of the Hyper of the	of 6+ v Wound of 6+ v Wound once po of 6+ v Wound of Mega	vith this  er battle  vith this  Launch	er if it
Kamille Bidan in a MSZ-006 Zeta Gundam is a single model Cockpit, two Beam Guns, a Combat Shield, a Grenade Laur Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one umay be included in your army. Only one unit with Zeta may army.  WEAPON RANGE TYPE S  Beam Gun 24" Pistol 2D3 8  Beam Sabers Melee Melee +6  Grenade Launcher 30" Assault 1 6  Heavy Beam Rifle 36" Assault 3 8	AP  -3  -3	uippeer, a lewith lendud	ed with a 360 Heavy Beam Kamille Bid ded in your  ABILITIES Each time y weapon, it a This weapon Each time y weapon, it a A model ca remained s phase. Sul	o° m dan  you rol also in on may you rol also in an only stationa	5-9  1-4  Il a Wound roll ifflicts a Mortal ifflicts a Mortal y only be fired ifflicts a Mortal ifflic	of 6+ v Wound of 6+ v Wound once po of 6+ v Wound r Mega	3+  vith this  vith this  er battle  vith this  Launch	3+ 4+ er if it
Cockpit, two Beam Guns, a Combat Shield, a Grenade Laur Rifle, Titanic Feet, and Twin Link 60mm Vulcans. Only one used may be included in your army. Only one unit with <b>Zeta</b> may army.  WEAPON RANGE TYPE S  Beam Gun 24" Pistol 2D3 8  Beam Sabers Melee Melee +6  Grenade Launcher 30" Assault 1 6  Heavy Beam Rifle 36" Assault 3 8  Hyper Mega Launcher	AP  -3  -3	er, a l with l nclud	Heavy Beam Kamille Bid ded in your  ABILITIES Each time y weapon, it a This weapor Each time y weapon, it a A model ca remained s phase. Sul	you roll also in may you roll also in also in also in also in an only stational	1-4 Il a Wound roll offlicts a Mortal Il a Wound roll offlicts a Mortal	of 6+ v Wound of 6+ v Wound once po of 6+ v Wound	vith this vith this er battle vith this Launch	4+ er if it
WEAPON RANGE TYPE S  Beam Gun 24" Pistol 2D3 8  Beam Sabers Melee Melee +6  Grenade Launcher 30" Assault 1 6  Heavy Beam Rifle 36" Assault 3 8  Hyper Mega Launcher	-3 -3 -1	4 6 D3	Each time y weapon, it a weapon, it a This weapon it a A model caremained s phase. Sul	you rol also in you rol also in on may you rol also in an only stationa	II a Wound roll inflicts a Mortal II a Wound roll inflicts a Mortal y only be fired II a Wound roll inflicts a Mortal of fire the Hyper ary in the precent	of 6+ v Wound of 6+ v Wound once po of 6+ v Wound	vith this vith this cer battle vith this vith this	e. er if it
Beam Gun 24" Pistol 2D3 8  Beam Sabers Melee Melee +6  Grenade Launcher 30" Assault 1 6  Heavy Beam Rifle 36" Assault 3 8  Hyper Mega Launcher	-3 -3 -1	4 6 D3	Each time y weapon, it a weapon, it a This weapon it a A model caremained s phase. Sul	you rol also in you rol also in on may you rol also in an only stationa	offlicts a Mortal II a Wound roll offlicts a Mortal offlicts a Mortal II a Wound roll offlicts a Mortal offlicts in the Hyper offire the Hyper offlicty in the precent	Wound of 6+ v Wound once pe of 6+ v Wound r Mega	vith this  er battle  vith this  Launch	er if it
Beam Sabers Melee Melee +6 Grenade Launcher 30" Assault 1 6 Heavy Beam Rifle 36" Assault 3 8 Hyper Mega Launcher	-3 -1	6 D3	weapon, it a Each time y weapon, it a This weapon Each time y weapon, it a A model ca remained s phase. Sul	also in you rol also in may you rol also in an only stationa	offlicts a Mortal II a Wound roll offlicts a Mortal offlicts a Mortal II a Wound roll offlicts a Mortal offlicts in the Hyper offire the Hyper offlicty in the precent	Wound of 6+ v Wound once pe of 6+ v Wound r Mega	vith this  er battle  vith this  Launch	er if it
Grenade Launcher 30" Assault 1 6  Heavy Beam Rifle 36" Assault 3 8  Hyper Mega Launcher	-1	D3	weapon, it a This weapon Each time y weapon, it a A model ca remained s phase. Sul	also in may you rol also in also in an only stationa	offlicts a Mortal  y only be fired  Il a Wound roll  offlicts a Mortal  y fire the Hyper  ary in the prece	Wound once po of 6+ v Wound r Mega	er battle vith this Launch	e. er if it
Heavy Beam Rifle 36" Assault 3 8  Hyper Mega Launcher			Each time y weapon, it a A model caremained s phase. Sul	you rol also in an only stationa	Il a Wound roll officts a Mortal office the Hyper ary in the precent	of 6+ v Wound r Mega	vith this Launch	er if it
Hyper Mega Launch <u>er</u>	-3	4	weapon, it a A model ca remained s phase. Sul	also in an only stationa	oflicts a Mortal of fire the Hyper ary in the prece	Wound r Mega	Launch	er if it
			remained s phase. Sul	station	ary in the prece	-		
	-4	4	of 6+ with the Wound. The	le Save this we his wea	2 from any tarone. Each time yeapon, it also ir Eapon may only S a Beam wea	get unit you roll nflicts a v be fire	a Wour Mortal	nd roll
Ancillary Targets 72" Heavy 1 9	-4	3	within 1" of automatica including fri can <b>Fly</b> . Ea	f a line ally hit la riendly ach tine a	Mega Launched drawn from the by the edges of units but exclusive me you roll a Wo so inflicts a Mo	ne firer to of the m uding m Vound r	o the ta assive l odels th oll of 6+	rget is beam, nat with
, ,	-2	2		•	or each attack	with thi	s weap	on.
Twin Link 60mm Vulcans 12" Rapid Fire 4 4	0	2			rolls against ta		•	
This model may take a Grenade This model may replace its Heave WARGEAR OPTIONS +6).			e ( <b>Power R</b> a	ating -	+1).			

Continued next page

	Grenade Magazine +15: A model equipped with a Grenade Magazine may fire its Grenade Launcher every turn, not just once per battle.  360° Cockpit: May reroll a hit roll once per turn.	Supersonic: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 9" until the end of the phase - do not roll any dice.
	Biosensor: A model equipped with a biosensor may reroll a save die once per turn.	<b>Airborne</b> : This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .
ABILITIES	Combat Shield A model with a Combat Shield gains a 5+ Invulnerable save.  Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.  Mobile Suit (p. 1), Core Explodes (p. 1)	Mobile Suit Mode: At the beginning of the game and before this unit moves in each Movement phase, you can declare it is transformed into Mobile Suit Mode. Its Movement characteristic becomes 15", its two Beam Guns are replaced by Beam Sabers, and it loses Supersonic, Airborne, and Hard to Hit.
PSYKER	Powerful Newtype This model is consider to two psychic powers in each friendly psychic powers in each enemy psychic pholiscipline when manifesting. This unit materials	ered a psyker. This model can attempt to manifest up ychic phase, and can attempt to deny up to two hase. It may use any power from the Newtype ay reroll a die when attempting to manifest or deny mining if Perils of the Warp apply. Note - Newtypes ther models from Perils of the Warp.
FACTION KEYWORDS	UC, 0087, AEUG	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Spa Newtype, Psyker, Zeta, Gundam	ice, Character, Kamille Bidan, Newtype, Powerful

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

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

10 POWER		M	RG CU	ST(	ON				DAMAGE Some of this mod change as it suffe shown below:	ers dar	nage, a	as
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-79N Ace 195	*	*	* (	3 7	15	3	8	3+	8-15+	15"	3+	3+
A RGM-79N GM Custom	Ace is a sir	ngle mo	odel equ	uipped v	vith a	120	mm M	lachine	4-7	10"	4+	4+
Gun, Beam Sabers, Titani	c Feet, Tw	in Link	60mm \	√ulcans	, and	a C	ombat	Shield.	1-3	6"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assa	ault 12	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Rifle +45	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Beam Sabers	Melee	М	elee	+6	-3	6		•	roll a wound roll o inflicts a mortal v			
Titanic Feet	Melee	М	elee	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add	1 to all hit	rolls against targe	ts tha	t can <b>F</b> l	ly.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka or a Beam Rifle ( <b>Power Rating +2</b> ).											
ABILITIES	Combat S shield has					bat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0087	, AEUG	<del></del>		_		_					
KEYWORDS	Titanic, Ve	ehicle, l	Mobile 9	Suit, Sp	ace, (	Grou	ınd, C	haracter				

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

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

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

**KEYWORDS** 

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

change as it suffers damage, as

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

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

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

15 POWER		AN		LE X-1			A	N	DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS	BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Kamille Bidan 305	*	*	*	8 7	18	4	9	3+	10-18+	12"	2+	3+
Kamille Bidan in a RX-178 Cockpit, a Beam Rifle, Be unit with <b>Kamille Bidan</b> n	am Sabers	, a Coı	mbat Šł	nield, and					5-9 1-4	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	vy 2D6	8	-2	1	Blas	t.				
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll of inflicts a mortal v			
Beam Sabers	Melee	М	elee	+6	-3	6			roll a wound roll of inflicts a mortal v			
Titanic Feet	Melee	М	elee	User	-2	2	Make	e 3 hit roll	s for each attack v	with thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapi	d Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This mode								Power Rating -2).			
PSYKER	to two psy psychic po Discipline psychic po	chic po wers i when wers;	owers in n each manifes this is c	n each fr enemy p sting. Th done bef	iendl sych is un ore d	y psy nic pl nit ma leter	ychic   nase. ay rero mining	ohase, an It may us oll a die w g if Perils o	This model can at d can attempt to c e any power from hen attempting to of the Warp apply. m Perils of the Wa	the Ne the Ne manife Note	o to two ewtype est or de	eny
	Mobile Su	uit (p. 1	1)					ibat Shiel invulnera	<b>d</b> : A model with a ble save.	comba	at shield	d has
ABILITIES	Core Exp	lodes	(p. 1)				360°	Cockpit:	May reroll a hit ro	oll once	per tur	n.
FACTION KEYWORDS	UC, 0087,	AEUG	3									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Ground, Kamille Bidan, Gundam, Newtype, Powerful Newtype, Psyker, RX-178, Defenser											

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

2
POWER

## FLYING ARMOR / DODAI KAI

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

14

**POWER** 

## **G-DEFENSER PARTS**

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

+235

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

# 17 POWER

## MEGA BAZOOKA LAUNCHER

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

+330

						+330
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Beam Launcher	96"	Heavy 5	10	-4	4	The Heavy Beam Launcher may only be fired after 4 CHARGE THE LASER Actions are taken to charge it up. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once per battle. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.
	Transformation: A unit equipped with the Mega Bazooka Launcher may transform to or from a Carrier Mode at the beginning of any of your Movement phases. When in the Carrier Mode, the model cannot fire any weapons, but it gains Fly and its Movement Characteristic is increased by 6".  Mega Bazooka Launcher A model				at ent ehe	CHARGE THE LASER (Action): One Mobile Suit unit equipped with a Mega Bazooka Launcher can start to perform this action at the end of your Movement phase if it Remained Stationary in the preceding Movement phase. This action is completed at the end of your turn.
ABILITIES	equipped with the Mega Bazooka Launcher may eject it at any time, returning all values to their printed numbers.					Charginging Assistance: A single friendly Mobile Suit unit may also take up to two CHARGE THE LASER Actions.
FACTION KEYWORDS	UC, 0087, AEUG					
KEYWORDS	Extra Equipment, Space					