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 mod change as it suffe shown below:					
NAME	M	WS BS S	8 T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
AMS-119 235pts	*	* * 7	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"	Each time you rall a wound rall of 6+ for this											
Beam Sword-Ax	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	Each battle		weapons may only	/ be fii	red once	e per		
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ 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 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.					
		hield : A mode a 5+ invulner	c.		bat			des -10: Once per					
	360° Cock roll once p	pit: This unit er turn.	may rero	oll a l	hit	mode Shoo	el can use ting phas	its Smoke Grenace, your opponent references for ranged weaponent references for ranged weaponent references.	des; u nust s	ntil your subtract	next		
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.												
FACTION KEYWORDS	UC, 0093, 0096, Neo Zeon												
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Spa	ace,	Grou	nd							

12 POWER			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-119 Veteran 240pts	*	* * 7	7	12	2	7	3+	7-12+	12"	3+	4+	
An AMS-119 Geara Doga Veteran is a single model equipped with a 360° Cockpit, a Beam Machine Gun, a Beam Sword-Ax, a Combat Shield, two Grenade Launchers, and Titanic Feet. 4-6 9" 4+ 5+ 1-3 5" 5+ 6+												
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
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 Sword-Ax	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 once	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	e 3 hit rolls	for each attack w	ith thi	s weapo	on.	
WARGEAR OPTIONS	This mode	l may take an a l may replace t l may take up t	two Gre	enade	e Laı	ınche		oke Grenades.				
	Combat S shield has	ıble sav	e.		shoo mode	ting any w el can use	des -10: Once per reapons in the Sho its Smoke Grenac	ooting des; u	phase, ntil your	this next		
ABILITIES	roll once p	er turn. lit (p. 1); Core	Explo	des (p. 1)	from	all hit rolls	e, your opponent r s for ranged weapo				

FACTION KEYWORDS UC, 0093, 0096, Neo Zeon

Titanic, Vehicle, Mobile Suit, Space, Ground

12 POWER		AN ARA				DAMAGE Some of this mod change as it suffe shown below:		nage, a	ıs				
NAME	M	WS BS S		W	Α	Ld	Sv	REMAINING W	M	WS	BS		
AMS-119 Ace 250pts	*	* * 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>						pit, a	4-6 1-3	9" 5"	4+ 5+	4+ 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 Sword-Ax	Melee	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 pe												
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each of battle.	of these	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 this	s weapo	on.		
WARGEAR OPTIONS	This mode	l may take an l may replace l may take up	two Gre	enad	e Lau	unchers		noke Grenades.					
	O a mala a t O	 			L-4			: When this unit is acteristic until the e					
		hield: A mode a 5+ invulnera	des <mark>-10</mark> : Once per reapons in the Sho	game	e, instea	ad of this							
	360° Cockpit : This unit may reroll a hit roll once per turn. model can use its Smoke Grenades; until you Shooting phase, your opponent must subtract from all hit rolls for ranged weapons that target												
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.												
FACTION KEYWORDS	UC, 0093,	0096, Neo Ze	on										
KEYWORDS	Character,	Titanic, Vehic	le, Mob	ile S	uit, S	pace, G	Fround						

13 POWER	RE	ER .	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		
Rezin Schnyder 260pts	*	* *	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	Shield,	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	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v		or this			
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	y be fir	ed once	e per		
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weapo	on.		
WARGEAR OPTIONS	This mode	l may take an l may replace l may take up	two Gre	enad	e Laı	uncher usts.	s with Sm	noke Grenades.					
								: When this unit is acteristic until the					
	shield has	hield : A mode a 5+ invulner: pit : This unit er turn.	able sav	e.		Smoon shoon mode Shoon	ke Grena ting any v el can use ting phas	des -10: Once pe yeapons in the Sho its Smoke Grena e, your opponent i	r game ooting des; u must s	e, instea phase, ntil your ubtract	ad of this next 1		
ABILITIES	from all hit rolls for ranged weapons that target this Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.												
FACTION KEYWORDS	UC, 0093,	Neo Zeon											
KEYWORDS	Character,	Titanic, Vehic	le, Mobi	ile Sı	uit, S	pace,	Ground						

15	F	ULL F	R		I	ΊAL	1	DAMAGE						
POWER		AMS						Some of this mod change as it suffer shown below:						
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS			
Full Frontal 305pts	*	* * 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 Laun may be taken for your arm Aznable .	kpit, a Bean chers, and	n Machine Gur Titanic Feet. C	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"	Assault 1	6	-1	D3	Each battle.		weapons may only	y be fir	ed onc	e per			
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle.		weapons may only	y be fir	ed onc	e per			
Titanic Feet	Melee													
WARGEAR OPTIONS	This model	his model may take an additional Grenade Launcher. his model may replace two Grenade Launchers with Smoke Grenades. his model may take up to four Sturm Fausts.												
	Ace: This rin each Pha	model may rero ase.	oll a fa	iled s	ave		•	: When this unit is	_					
		nield : A model a 5+ invulnera			bat	Smok	e Grena	des <mark>-10</mark>: Once pe l	r game	e, instea	ad of			
	360° Cock roll once pe	pit : This unit m er turn.	nay rer	oll a	hit	model Shoot	l can use ing phase	reapons in the Sho its Smoke Grena e, your opponent i	des; ui must s	ntil you ubtract	r next :1			
ABILITIES	from all hit rolls for ranged weapons that target this Mobile Suit (p. 1); Core Explodes (p. 1) vehicle.													
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, Frontal	Character, Titanic, Newtype, Cyber Newtype, Psyker, Vehicle, Mobile Suit, Space, Ground, Full												

12 POWER		AM GEAR			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 250pts	*	* * 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"	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 Each time you roll a wound roll of weapon, it also inflicts a mortal wo												
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battl		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 Rat	ting +1).		
		hield : A mode a 5+ invulnera			bat	360° turn.	•	This unit may rero	ll a hi	t roll on	ce per		
		bat Shields ±	I	i le Suit (p	. 1)								
ABILITIES	invulnerab					Core	Explode	s (p. 1)					
FACTION KEYWORDS	UC, 0096,	Neo Zeon											
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground											



AMS-129 GEARA ZULU VET

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		
AMS-129 Vet 255pts	*	*	*	7 7	13	2	7	3+	7-13+	12"	3+	4+		
An AMS-129 Geara Zulu		-			-			•	4-6	9"	4+	5+		
Beam Machine Gun, a Be Launchers, and Titanic Fe		awk, a	Comb	oat Shie	eld, fou	ır Gr	enade	•	1-3	5"	5+	6+		
WEAPON	RANGE	Т	YPE	S	AF	D	ABI	LITIES						
Beam Machine Gun	36"	Нє	eavy 5	8	-3	3		-	roll a Wound roll o inflicts a Mortal V					
Beam Tomahawk	Melee	M	lelee	+6	s -3	weapon, it also inflicts a mortal wound.								
Grenade Launcher +5	30"	As	sault 1	6	-1	D3	Each of these weapons may only be fired once per battle.							
Titanic Feet	Melee	N	1elee	Us	er -2	2	Mak	ke 3 hit rolls	s for each attack w	ith thi	s weap	on.		
WARGEAR OPTIONS	This mode	•							nbat Shields (Pow	er Rat	ing +1).		
	Combat S shield has					nbat	360 turn	-	This unit may rero	oll a hit	roll on	ce per		
ABILITIES	Twin Con with twin of invulnerab	omba	t shield			el		oile Suit (p re Explode	·					
FACTION KEYWORDS	UC, 0096, Neo Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground													

AMS-129 Ace 265pts * * * * 7 7 13 3 8 3+ 7-13+ 12" 3+ 3+ An AMS-129 Geara Zulu 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. RANGE TYPE S AP D ABILITIES Beam Machine Gun 36" Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound. Beam Tomahawk Melee Melee +6 -3 6 Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a mortal wound. Bream Tomahawk Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields 220: A model with win combat shields has a 4+ invulnerable save. Core Explodes (p. 1)	13 POWER	GF	CE	DAMAGE Some of this mod change as it suffe shown below:								
An AMS-129 Geara Zulu 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. 1-3 5" 5+ 5+ 1-3	NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Beam Machine Gun, a Beam Tomahawk, a Combat Shield, four Grenade 1-3 5" 5+ 5+ MEAPON RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Beam Tomahawk Melee Melee Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound. Beam Tomahawk Melee Melee Heavy 5 8 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Tomahawk Grenade Launcher Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield with Twin Combat Shields (Power Rating +1). Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)	AMS-129 Ace 265pts	*	* * 7	7	13	3	8	3+	7-13+	12"	3+	3+
RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each of these weapons may only be fired once per battle. This model may take an additional Grenade Launcher. This model may replace its Combat Shields Twin Combat Shields 1900: A model with a combat shields has a 5+ invulnerable save. Torre Explodes (p. 1) ABILITIES To ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each of these weapons may only be fired once per battle. Each of these weapons may only be fired once per battle. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shields has a 4+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)				•				pit, a	4-6	9"	4+	4+
Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Melee Melee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beam Tomahawk Grenade Launcher 5 30" Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle. Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield with a combat shield has a 5+ invulnerable save. Twin Combat Shields 120: A model with twin combat shields has a 4+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)			awk, a Combat	Shield	, foui	r Gre	nade		1-3	5"	5+	5+
Beam Machine Gun 36" Heavy 5 8 -3 3 weapon, it also inflicts a Mortal Wound. Beam Tomahawk Melee Melee Melee 46 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. Beach of these weapons may only be fired once per battle. Titanic Feet Melee Mel	WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
ABILITIES Melee Melee Melee Ho -3 6 weapon, it also inflicts a mortal wound. Each of these weapons may only be fired once per battle. Wake 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with as a 4+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)	Beam Machine Gun	36"	•									;
Assault 1 6 -1 D3 battle. Titanic Feet Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. Core Explodes (p. 1)	Beam Tomahawk	Melee	Melee	+6	-3	6		•				
This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. ABILITIES This model may take an additional Grenade Launcher. This model may replace its Combat Shields with Twin Combat Shields (Power Rating +1). Twin Combat Shields +20: A model Mobile Suit (p. 1) With twin combat shields has a 4+ invulnerable save. Core Explodes (p. 1)	Grenade Launcher +5	30"	Assault 1	6	-1	D3			weapons may only	/ be fi	red onc	e per
This model may replace its Combat Shield with Twin Combat Shields (Power Rating +1). Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with Twin Combat Shields (Power Rating +1). Twin Combat Shields +20: A model with Twin Combat Shields (Power Rating +1). Mobile Suit (p. 1) With twin combat shields has a 4+ invulnerable save. Core Explodes (p. 1)	Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
shield has a 5+ invulnerable save. turn. Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. Core Explodes (p. 1)	WARGEAR OPTIONS		•						nbat Shields (Pow	er Ra	ting +1).
with twin combat shields has a 4+ ABILITIES invulnerable save. Core Explodes (p. 1)		Combat Shield: A model with a combat						Cockpit:	This unit may rero	ll a hi	t roll on	ice per
· \ \ \ \ /	ADII ITIES	with twin combat shields has a 4+							,			
	FACTION KEYWORDS						core	⊏xpioae	s (p. 1)			

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

14 POWER		GILBO AM				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			
Gilboa Sant 275pts	*	* * 7	7	13	4	8	3+	7-13+	12"	2+	3+			
Cockpit, a Beam Machine	9 Geara Zulu Ace is a single model equipped with a 360° Gun, a Beam Tomahawk, a Combat Shield, four Fitanic Feet. Only one of this unit may be included in 1-3 5" 4+													
WEAPON	RANGE	TYPE	S	AP	D	ABIL	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	•	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).			
		hield : A mode a 5+ invulnera			bat	360° turn.	Cockpit:	This unit may rero	oll a hit	roll on	ce per			
ABU ITIEO	with twin c	bat Shields ± ombat shields					le Suit (p	,						
ABILITIES	invulnerab					Core	Explode	s (p. 1)						
FACTION KEYWORDS	UC, 0096, Neo Zeon													
KEYWORDS	Titanic, Ve	hicle, Mobile S	Suit, Ch	aract	er, S	pace,	Ground							

AMS-129											
М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
*	* *	7	7	13	3	7	3+	7-13+	15"	3+	3+
Gun, a Bea	am Tomaha							4-6 1-3	10" 5"	4+ 5+	4+ 5+
RANGE	TYPE		S	AP	D	ABIL	ITIES				
36"	Heavy :	5	8	-3	3		•				
Melee Helee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.											
30"	Assault	1	6	-1	D3			weapons may only	/ be fii	red onc	e per
48"	Heavy	1	8	-2	D6			weapons may only	/ be fii	red onc	e per
Melee	Melee		User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
This mode	l may repla	ace its	Com	nbat \$	Shiel	d with		nbat Shields (Pow	er Ra	ting +1).
Combat Shield: A model with a combat shield has a 5+ invulnerable save. 360° Cock turn.								This unit may rero	oll a hi	t roll on	ce per
Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save Core Explodes (p. 1)											
						3010	xpiode	C (P. 1)			
			t, Spa	ace,	Grou	nd					
	M * Guard Type Gun, a Bea Titanic Fee RANGE 36" Melee 30" 48" Melee This mode If it does, i Combat S shield has Twin Com with twin of invulnerab UC, 0096,	M WS BS * * * Guard Type is a single Gun, a Beam Tomaha Titanic Feet. RANGE TYPE 36" Heavy Seed	GEAR GUAR M WS BS S * * * 7 Guard Type is a single mode Gun, a Beam Tomahawk, a Titanic Feet. RANGE TYPE 36" Heavy 5 Melee Melee 30" Assault 1 48" Heavy 1 Melee Melee This model may take an act This model may replace its If it does, it may take up to Combat Shield: A model with twin combat shields had invulnerable save. UC, 0096, Neo Zeon	GEARA GUARD M WS BS S T * * 7 7 Guard Type is a single model equal Gun, a Beam Tomahawk, a Committanic Feet. RANGE TYPE S 36" Heavy 5 8 Melee Melee +6 30" Assault 1 6 48" Heavy 1 8 Melee Melee User This model may take an addition This model may replace its Committed it does, it may take up to 4 Stuce Combat Shield: A model with a shield has a 5+ invulnerable save. Twin Combat Shields +20: A m with twin combat shields has a 4 invulnerable save. UC, 0096, Neo Zeon	GEARA Z GUARD T M WS BS S T W * * 7 7 13 Guard Type is a single model equipper Gun, a Beam Tomahawk, a Combat STitanic Feet. RANGE TYPE S AP 36" Heavy 5 8 -3 Melee Melee +6 -3 30" Assault 1 6 -1 48" Heavy 1 8 -2 Melee Melee User -2 This model may take an additional Gount of the standard of t	GEARA ZUI GUARD TYP M WS BS S T W A * * 7 7 13 3 Guard Type is a single model equipped wit Gun, a Beam Tomahawk, a Combat Shiel Titanic Feet. RANGE TYPE S AP D 36" Heavy 5 8 -3 3 Melee Melee +6 -3 6 30" Assault 1 6 -1 D3 48" Heavy 1 8 -2 D6 Melee Melee User -2 2 This model may take an additional Grena This model may replace its Combat Shield If it does, it may take up to 4 Sturn Fausts Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. UC, 0096, Neo Zeon	GEARA ZULU GUARD TYPE M WS BS S T W A Ld * * * 7 7 13 3 7 Guard Type is a single model equipped with a 36 Gun, a Beam Tomahawk, a Combat Shield, four Titanic Feet. RANGE TYPE S AP D ABIL Sach Weap Melee Melee +6 -3 6 Each Weap 30" Assault 1 6 -1 D3 Each battle 48" Heavy 1 8 -2 D6 battle 48" Heavy 1 8 -2 D6 battle Melee Melee User -2 2 Make This model may take an additional Grenade Lau This model may replace its Combat Shield with If it does, it may take up to 4 Sturn Fausts. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save. Core	GEARA ZULU GUARD TYPE M WS BS S T W A Ld Sv * * 7 7 13 3 7 3+ Guard Type is a single model equipped with a 360° Gun, a Beam Tomahawk, a Combat Shield, four Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you weapon, it also weapon, it also weapon, it also battle. Melee Melee +6 -3 6 Each time you weapon, it also battle. 30" Assault 1 6 -1 D3 Each of these weapon, it also battle. Heavy 1 8 -2 D6 battle. Melee Melee User -2 2 Make 3 hit rolls This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Com If it does, it may take up to 4 Sturn Fausts. Combat Shield: A model with a combat shield with Twin Com If it does, it may take up to 4 Sturn Fausts. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields 1-20: A model with twin combat shields has a 4+ invulnerable save. Core Explode UC, 0096, Neo Zeon	GEARA ZULU GUARD TYPE M WS BS S T W A Ld SV REMAINING W * * * 7 7 13 3 7 3+ 7-13+ Guard Type is a single model equipped with a 360° Gun, a Beam Tomahawk, a Combat Shield, four Titanic Feet. RANGE TYPE S AP D ABILITIES Beach time you roll a Wound roll of weapon, it also inflicts a Mortal weapon, it also inf	GEARA ZULU GUARD TYPE M WS BS S T W A Ld SV REMAINING W M * * * 7 7 13 3 7 3+ 7-13+ 15" Guard Type is a single model equipped with a 360° Gun, a Beam Tomahawk, a Combat Shield, four Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ row weapon, it also inflicts a Mortal Wound Melee Melee +6 -3 6 Each time you roll a wound roll of 6+ foweapon, it also inflicts a mortal wound. 30" Assault 1 6 -1 D3 Each of these weapons may only be find battle. Each of these weapons may only be find battle. Each of these weapons may only be find battle. Each of these weapons may only be find battle. This model may take an additional Grenade Launcher. This model may replace its Combat Shield with Twin Combat Shields (Power Ratifit does, it may take up to 4 Sturn Fausts. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Twin Combat Shields *20** A model with twin combat shields has a 4+ invulnerable save. UC, 0096, Neo Zeon	GEARA ZULU GUARD TYPE M WS BS S T W A Ld SV REMAINING W M WS * * * 7 7 13 3 7 3+ 7-13+ 15" 3+ Guard Type is a single model equipped with a 360° Gun, a Beam Tomahawk, a Combat Shield, four Titanic Feet. RANGE TYPE S AP D ABILITIES Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Melee Melee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. 30" Assault 1 6 -1 D3 Each of these weapons may only be fired oncobattle. Melee Melee User -2 D6 battle. Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may take an additional Grenade Launcher. This model may take an additional Grenade Launcher. This model may take up to 4 Sturn Fausts. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Wobile Suit (p. 1) Core Explodes (p. 1) UC, 0096, Neo Zeon

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 280pts	*	* * 7	7	13	3	8	3+	7-13+	15"	3+	3+	
Cuarón in an AMS-129 Go 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	Melee	+6	•	roll a wound roll o inflicts a mortal v							
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fii	red onc	e per	
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	y be fii	red onc	e per	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	ith thi	s weap	on.	
WARGEAR OPTIONS	This mode	may take an may replace may take up	its Com	bat S	Shiel	d with ⁻		nbat Shields (Pow	er Ra	ting +1).	
		hield : A mode a 5+ invulnera			bat	360° (turn.	Cockpit:	This unit may rero	oll a hi	t roll on	ce per	
	with twin co	bat Shields t ombat shields			l		e Suit (p	•				
ABILITIES	invulnerabl					Core	Explode	s (p. 1)				
FACTION KEYWORDS	UC, 0096, Neo Zeon											
KEYWORDS	Titanic, Ve	hicle, Mobile S	Buit, Spa	ace,	Grou	nd, Ch	aracter					

AMIS-129 14 GEARA ZULU POWER GUARD TYPE ACE 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		
AMS-129 GT Ace 285pts	*	* *	7	7	13	4	8	3+	7-13+	15"	2+	3+		
An AMS-129 Geara Zulu (4-6	10"	3+	4+		
Cockpit, a Beam Machine Grenade Launchers, and			awk, a	Com	ıbat S	Shiel	d, fou	r	1-3	5"	4+	5+		
WEAPON	RANGE	TYPE		S	AP	D	ABII	LITIES						
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 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	Eacl battl		weapons may only	be fir	ed once	e per		
Sturm Faust +5	48"	Heavy	1	8	-2	D6	Eacl battl		weapons may only	be fir	ed once	e per		
Titanic Feet	Melee	Melee)	User	-2	2	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.		
WARGEAR OPTIONS			ace its	Com	bat S	Shiel	d with		nbat Shields (Pow e	er Rat	ting +1)).		
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						360° turn.	-	This unit may rero	ll a hit	roll on	ce per		
ADII ITIES	Twin Combat Shields +20: A model with twin combat shields has a 4+ invulnerable save.							oile Suit (p	,					
ABILITIES FACTION KEYWORDS	UC, 0096,		<u> </u>				Core	Explode	s (p. 1)					

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

18 POWER	Al	NGEL AM				PE	R	DAMAGE Some of this mod change as it suffer shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Angelo Sauper 360pts	*	* * 7	7	13	4	8	3+	7-13+	15"	2+	3+
Angelo Sauper in an AMS equipped with a 360° Coc Launchers, a Large Brund Sauper may be included in	kpit, a Bea Gun Plus,	m Tomahawk, a and Titanic Fe	a Comb	at S	hield	, four C	Grenade	4-6 1-3	10" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES		-		-
Beam Machine Gun -70	36"	Heavy 5	8	-3	3	Each	time you	roll a Wound roll o inflicts a Mortal V			
Beam Shot Rifle -65		ocking with this roll 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	y hits i	ts targe	t.
Beam Tomahawk	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fii	red onc	e per
Large Bruno Gun Plus	84"	Heavy 3D3	9	-4	4	statio Subtr Each weap weap time	nary in th act 2 fron time you on, it also on may o you selec	nly fire this weapone preceding move any target unit's roll a Wound roll of inflicts a Mortal Worly be fired 3 time to a target for this work Out, Sir rule.	ement Invuln of 6+ v Vound es in a	phase. erable vith this . This battle.	Save. Each
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
WARGEAR OPTIONS	This model may replace the Large Bruno Gun Plus with a Beam Shot Rifle (Power Rating -3) or a Beam Machine Gun (Power Rating -3). If it takes the Beam Machine Gun, then this model may take an additional Grenade Launcher.										
ADII ITIES		Shield: A model			ıbat	turn.	•	This unit may rero			ce per
ABILITIES EACTION KEYWORDS		a 5+ invulnera	pie sav	e.		MODI	ie Suit (p	. 1); Core Explod	ies (p.	1)	
FACTION KEYWORDS KEYWORDS		Neo Zeon	uit Sna	200	Grav	and Ch	naractor /	Angelo Souper			
KE I WORDS	manic, ve	tanic, Vehicle, Mobile Suit, Space, Ground, Character, Angelo Sauper									

POWER		7	AN ZE	E		IJĹ				DAMAGE Some of this mod change as it suffe shown below:	rs dar	mage, a	as
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
AMS-129M 210pts	*	*	*	7	7	13	3	7	3+	7-13+	10"	3+	4+
An AMS-129M Zee Zulu is	s a single m	nodel e	equipp	oed w	∕ith a	360°	Coc	kpit, a	Beam	4-6	8"	4+	5+
Machine Gun, two Heat K	•							,		1-3	5"	5+	6+
WEAPON	RANGE	T	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			;
Heat Knives	Melee	М	elee		+3	-3	6	-					
Iron Nails +20	Melee	М	elee		Sx2	-3	6		n attackin։ m the Hit ւ	g with this weapon ⁻ oll.	, you	must sı	ubtract
Titanic Feet	Melee	М	elee	ı	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may	take I	Iron N	lails ((Pow	er R	ating	+1).				
ABILITIES	Mobile Su Core Expl		,					360° turn.	Cockpit:	This unit may rero	ll a hit	t roll on	ce per
FACTION KEYWORDS	UC, 0096,	Neo Z	Zeon					_					
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Sui	t, Gro	ound,	Aqu	atic					

11 POWER	7	AMS ZEE Z						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-129M Ace 220pts	*	* * 7	7	13	3	7	3+	7-13+	10"	2+	3+
An AMS-129M Zee Zulu A	ce is a sind	ale model equi	oped w	ith a	360°	Cocki	oit. a	4-6	8"	3+	4+
Beam Machine Gun, two I		-	-			<u>'</u>	,	1-3	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			i
Heat Knives	Melee	Melee	+3	-3	6	-					
Iron Nails +20	Melee	Melee	Sx2	-3	6		n attacking n the Hit i	g with this weapor roll.	ı, you	must sı	ubtract
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 Iror	n Nails	(Pow	er R	ating	+1).				
ABILITIES	Mobile Su Core Exp	uit (p. 1) lodes (p. 1)				360° turn.	Cockpit:	This unit may rero	ll a hit	t roll on	ce per
FACTION KEYWORDS	UC, 0096,	Neo Zeon									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Ground, Aquatic, Character									

10 POWER				1X- 4Z/					DAMAGE Some of this mo change as it suff shown below:					
NAME	M	WS	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
AMX-003 185pts	*	*	*	8 7	12	2	7	3+	7-12+	12-24"	4+	4+		
An AMX-003 Gaza C is a Sabers, two Beam Canno	-	-		vith a 36	0° Cc	ckpi	t, Bear	n	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+		
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES						
Beam Sabers	Melee	М	elee	+6	-3	6		-	roll a Wound roll inflicts a Mortal		ith this			
Beam Cannon	36"	36" Heavy 1 8 -3 6							roll a Wound roll inflicts a Mortal		ith this			
Knuckle Buster +90	48"	48" Heavy 2D6 8 -2 2						This is a Beam Weapon. Blast. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	•						3 hit rolls	s for each attack	with this	weapo	on.		
WARGEAR OPTIONS	This mode	el may	take a	Knuckle	Bust	er (P	ower I	Rating +	5).					
	Airborne: and can o can Fly, a attacked in can Fly.	nly be nd can	charge only a	d by uni ttack or	ts tha be	t	360° Cockpit: This unit may reroll a hit roll once p turn.Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a							
	Superson moves, first then move Note that initial pivo	st pivote the m it cann	t it on t lodel st ot pivo	he spot raight fo t again a	up to orward after th	is. ne	Mobile Suit Mode. When Transformed, it loses Hard of to Hit , Airborne , Supersonic , and AIRCRAFT . Its Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.					Hard T. Its		
	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.						phase may l Airbo	es, if this Hover. Wi orne, and	beginning of each unit is in its Mobi hen Hovering, it l Supersonic . Its becomes 12" and	le Armor oses Ha s Movem	mode rd to F ent	, it lit,		
ABILITIES	subtract 1	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that arget this model in the Shooting phase						ts ranged	weapons if it Re	mains S	tationa			
FACTION KEYWORDS	UC, 0096,	Sleev	es											
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit, Sp	ace,	Grou	ınd, Fly	, Aircraft						

11 POWER		AN GAZ	IX- A C			E		DAMAGE Some of this mo change as it su shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	/ M	WS	BS
AMX-003 Ace 195pts	*	* * {	3 7	12	3	8	3+	7-12+	12-24"	3+	3+
An AMX-003 Gaza C Ace Sabers, two Beam Canno	-		ed with	a 360)° Co	ckpit,	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	on, it also	roll a Wound rol inflicts a Mortal roll a Wound rol	Wound.			
Beam Cannon	36"	36" Heavy 1 8 -3 6 weap						inflicts a Mortal			
Knuckle Buster +90	48"	Heavy 2D6	2		n Weapon. Blast 6+ with this weap		-				
Titanic Feet	Melee	,						s for each attack	with this	weapo	on.
WARGEAR OPTIONS	This mode	el may take a l	Knuckle	Bust	er (P	ower l	Rating +	5).			
	and can or can Fly , a	This model canny be charged nd can only at the Fight pha	d by unit ttack or l	ts tha	t	360° Cockpit: This unit may reroll a hit roll once poturn.Mobile Suit Mode: At the beginning of each of its Movement phases, this unit may transform to a					
	moves, first then move Note that i	nic: Each time est pivot it on the the model str it cannot pivot t, and it must r	ne spot u raight fo again a	up to rward fter th	is. ne	Mobile Suit Mode. When Transformed, it loses Ha to Hit, Airborne, Supersonic, and AIRCRAFT. Movement Characteristic becomes 12" and it may not fire the two Beam Cannons.					Hard T. Its
	of 15" eac Advances characteris	h turn. When, increase its Netic by 15" unto not roll any d	this mod Move il the en	del		Hover: At the beginning of each of its Movement phases, if this unit is in its Mobile Armor mode, it may Hover. When Hovering, it loses Hard to Hit, Airborne, and Supersonic. Its Movement Characteristic becomes 12" and it gains +1 to hit					, it lit,
ABILITIES	subtract 1	it: Your oppor from hit rolls f model in the	for attac	ks tha		with its ranged weapons if it Remains Stationary.					
FACTION KEYWORDS	UC, 0096,	, 0096, Sleeves									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Sp	ace, (Grou	nd, Fly	, Aircraft	, Character			

12 POWER		AM GA						DAMAGE Some of this mo change as it suf shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
AMX-006 250pts	*	* * 8	7	13	2	7	3+	7-12+	12-24"	4+	4+	
An AMX-006 Gaza D is a Sabers, two Beam Canno							m	4-6 1-3	12-18" 12"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a Wound roll inflicts a Mortal				
Beam Cannon	36"	Heavy 1	8	-3	6			roll a Wound roll inflicts a Mortal				
Knuckle Buster +90	48"	•								-		
Missile Launcher	72"	•										
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	k with this weapon.			
WARGEAR OPTIONS	This mode	l may take a K	nuckle	Buste	er (P	ower l	Rating +	5).				
ABILITIES	and can or can Fly, are attacked in can Fly. Superson moves, first then move Note that initial pivot	s model may take a Knuckle Buster (Power Rating +5). borne: This model cannot charge, I can only be charged by units that a Fly , and can only attack or be acked in the Fight phase by units that a Fly . Mobile Suit Mode: At the beginning of each of Movement phases, this unit may transform to a Mobile Suit Mode. When Transformed, it loses House, first pivot it on the spot up to 90°, In move the model straight forwards. The that it cannot pivot again after the all pivot, and it must move a minimum								f its a • Hard T . Its may		
	of 15" each Advances, characteris phase - do Hard to His subtract 1 target this	ove the ence. ent muser attac	nd of t st ks tha	at	phase may I Airbo Chara with it	es, if this Hover. Whorne, and acteristic ts ranged	beginning of each unit is in its Mobi hen Hovering, it I Supersonic. Its becomes 12" and weapons if it Re	le Armoroses Ha Movement it gains mains S	r mode Ird to F nent is +1 to itationa	, it lit, hit		
FACTION KEYWORDS	UC, 0096,	C, 0096, Sleeves										
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sp	ace, (Grou	ınd, Fly	, Aircraft					

37 POWER		GYUN MS				SS		DAMAGE Some of this mod change as it suffe shown below:		mage, a	
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gyunei Guss 745pts	*	* * 7	7	15	4	8	2+	8-15+	12"	2+	2+
Gyunei Guss in a MSN-03 Cockpit, a Beam Machine Jagd Doga Shield, two Me unit may be included in yo	Gun, Bea	m Sabers, one ເ	unit of	six Fu	ınne	ls (p.2	7), a	4-7 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES	<u>'</u>			
Beam Machine Gun	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	weapon, it also inflicts a mortal wound.									
Medium Missile Pod	60"	0" 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 inflicts a mortal was with this weapon	vound.		act 1
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
	Doga Shi	ga Shield: A mo eld has a 5+ inv armed with a Qu sun.	ulnera	ble sa	_	its att	ack chara	: When this unit is acteristic until the o	end of	that ph	ase.
ABILITIES	reroll a di	360° Cockpit : This unit may reroll a hit roll once per turn. Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or denying. 360° Cockpit : This unit may reroll a hit roll once per turn. Mobile Suit (p. 1); Core Explodes (p. 1)									
PSYKER	psyker. H Newtype is success fails, this own. This	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	0093, Neo Zeon									
KEYWORDS	Characte	aracter, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground									

39 POWER		QUESS MS	S PA			YA		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	A	Ld	Sv	REMAINING W	M	WS	BS
Quess Paraya in a MSN (no load Da		8	15	4	8	2+ 260°	8-15+	12"	2+	2+
Quess Paraya in a MSN-(Cockpit, a Beam Mega M (p.27), a Jagd Doga Shiel of this unit may be included	achine Car ld, two Med	nnon, Beam Sal lium Missile Po	oers, or	ne un	it of	six Fu	nnels	4-7 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Mega Machine Cannon	36"	Fach time you roll a wound roll of 6+ for this									
Beam Sabers	Melee	weapon, it also inflicts a mortal wound.									
Medium Missile Pod	60"	Rlast Fach of these weapons may only be fired									
Quad Mega Particle Cannon	48"	Heavy 4	8	-3	4	weap	oon, it also	roll a wound roll o inflicts a mortal w with this weapon	ound.		act 1
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
	Doga Shi	ga Shield: A mo eld has a 5+ inv armed with a Qu sun.	ulneral	ole sa		its at	tack chara	: When this unit is acteristic until the e	end of	that ph	nase.
ABILITIES	reroll a di	Psychoframe Cockpit: This unit may reroll a hit roll once per turn. reroll a die roll of 1 for any psyker test, either manifesting or denying. 360° Cockpit: This unit may reroll a hit roll once per turn. Mobile Suit (p. 1); Core Explodes (p. 1)									
PSYKER	psychic point each end manifesting	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 n 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	, 0093, Neo Zeon									
KEYWORDS	Character	aracter, Psyker, Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground									

45 POWER		HAR M	AZ SN-			BL]	5	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M		S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Char Aznable 895pts	*		8 8	21	5	9	2+	11-21+	15"	2+	2+
Char Aznable in a MSN-0 Beam Axes, Beam Saber Funnels (p.27), a Medium Titanic Feet. Only one un	s, a Beam s Missile Po	Shot Rifle, a C d, a Scattering	ombat S g Mega	Shield Partid	d, on cle C	e unit annor	of six ı, and	5-10 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Axes		cking with this oll of 6+ with						r. For both profiles, tal Wound.	each	time yo	ou roll
Twin Axe	Melee	weapon, subtract 1 from the hit roll.									
Heavy Axe	Melee	the hit roll.									rom
Beam Sabers	Melee	weapon, it also inflicts a mortal wound.									
Beam Shot Rifle		ten attacking with this weapon, choose a profile below. For both profiles, each time you roll Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.									
Heavy Beam Rifle	36"	Assault 3	8	-3	4	-					
Scatter Beam Rifle	18"	Assault 2D6	8	-1	1	Blast	. This we	apon automatically	/ hits it	ts targe	t.
Medium Missile Pod	60"	Rapid Fire D	6 6	-1	1	Blast battle		apon may only be	fired c	nce pe	r
Scattering Mega Particle Cannon	30"	Heavy 2D6	8	-2	2	Each		apon automatically roll a Wound roll o d.			
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit roll	s for each attack w	ith thi	s weap	on.
	in each Ph							l d : A model with a ble save.	Comb	at Shie	ld has
	360° Cockpit: This unit may reroll a hit roll once per turn. Psychoframe Cockpit: This unit may reroll a die roll of 1 for any psyker test, either manifesting or										
ABILITIES		uit (p. 1); Core									
PSYKER	two psych powers in when mar powers; th	ic powers in e each enemy p ifesting. This iis is done bef	ach frier osychic p unit ma ore dete	ndly p phase y rere rmini	osycle. It oll a ing if	nic pha may u die wh Perils	ase, and onese any postern attemnates of the W	r. This model can can attempt to den ower from the New pting to manifest oarp apply. Note - New the Warp.	y two i type D r deny	psychic Disciplin psychi	; ne ic
FACTION KEYWORDS	UC, 0093,	Neo Zeon									
KEYWORDS		naracter, Psyker, Newtype, Powerful Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, nar Aznable									

26 POWER	F	ULL F				ΊΑΙ		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 530pts	*	* * 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	t 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		cking with this voll of 6+ with the	•			•		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	weapon, it also inflicts a mortal wound.									
Grenade Launcher +5	30"	Assault 1	6	-1	D3	Each battle		weapons may only	/ be fi	red onc	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 has	Shield: A model s a 5+ invulnera	ble sav	/e.				omation System:		nodel m	nay
	360° Cockpit: This unit may reroll a hit reroll a failed save in each Phase.roll once per turn.Psychoframe: This unit may add 1 to the result of										
ABILITIES	Mobile Suit (p. 1); Core Explodes (p. 1) any psyker test, manifesting or denying.										
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									
Character, Psyker, Newtype, Cyber Newtype, Titanic, Vehicle, Mobile Suit, Space, Ground, Full Frontal, Sinanju											

75 POWER			Z-6	66				DAMAGE Some of this mode change as it suffer shown below:	ers dar	mage, a	as
NAME	M		S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Marida Cruz 2000pts			2 9	24	4	10	3+	19-24+	12"	2+	2+
Marida Cruz in a NZ-666 Beam Sabers, two units o and four Twin Beam Canr	f 8 Funnels	(p.27), a Qua	ad Beam	Car	nnon,	Titanio	Stride,		6"	4+	4+
your army.				_	_			1-5	4"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL					
Beam Sabers	Melee	Melee	+3	-3	2D3	weap	on, it also	roll a wound roll on inflicts a mortal v	vound.		
Quad Beam Cannon	36"	Heavy 4	8	-3	6		•	roll a Wound roll o inflicts a Mortal V			
Titanic Stride	Melee	Melee	User	-3	3	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Cannon	36"	Heavy 2	8	-3	6			roll a Wound roll o inflicts a Mortal V			
ABILITIES	Giant Mok control of a Cataclysn from the ba Psychofra manifesting I Field Ger attacks eq Wounds re	nic Explosion attlefield. On a arme Cockpit: g or denying. nerators: This ual to this mo	Mobile S narker 1: If this a 5+ it e: This un s model del's cur	mod xploo iit ma has rrent Bean	p. 1), el is i des, a ny rer an in BS.	reduce and ead oll a di vulnera This ma Laser	d to 0 wo ch unit wi e roll of 1 able save ay also by attacks.	20 models when wounds, roll a D6 be thin 3D6" receives for any psyker tease against ranged Be used to save ag	efore rest of the st, eith	emoving nortal we her and Las Mortal	g it ounds. ser
PSYKER	psyker. Ho Newtype F is success fails, this n own. This	yber Newtype: A model that is a Cyber Newtype counts as a Newtype, and is considered a syker. However, this model must attempt to only manifest Combat Hypnosis from the ewtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check ils, this model must attack the closest model with every possible weapon, even if it is your wn. This model can attempt to deny a single psychic power in each enemy psychic phase. ote - 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, Vehic	cle, Mob	ile S	uit, S	pace, I	Psyker, G	Giant Mobile Suit, F	∃ly, Ma	ırida 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 2400pts 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

NAME Angelo Sauper 645pts Angelo Sauper in a YMS-132 Roz Cockpit, Iron Nails, a Mega Beam Triple Beam Cannons. Only one n your army. WEAPON RANG

ANGELO SAUPER YMS-132

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
Angelo Sauper 645pts	*	*	*	7	7	18	4	8	3+	10-18+	15"	2+	3+
Angelo Sauper in a YMS-13 Cockpit, Iron Nails, a Mega		5-9	10"	3+	4+								
Triple Beam Cannons. Only 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 in				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.

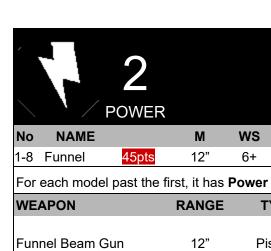
INCOM Arms: The Triple Beam Cannons are mounted on wired INCOM relays, allowing it a measure of All Range Attack. These weapons ignore cover, and may fire at targets within 18" without requiring line of sight. When this unit drops to its second damage level, then one Triple Beam Cannon is lost for the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

FACTION KEYWORDS UC, 0096, Neo Zeon

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



FUNNEL

No	NAME		M	WS	BS	S	Т	W	Α	Ld	Sv	
1-8	Funnel	45pts	12"	6+	4+	5	6	1	1	6	4+	

For each model past the first, it has **Power Rating +2**. Every model is equipped with a Funnel Beam Gun.

WEAPOI	ı	RANGE	TYPE S		AP	D	ABILITIES		
Funnel B	eam Gun	12"	Pistol 1	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		

Psycommu:

- This unit must begin the game docked to a Psyker unit that can take Funnels (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining Funnel models in this unit are destroyed.
- A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.
- ignored for the purpose of Morale tests if The Controlling Unit can only have 1 unit of Funnels active at a time. To launch new units of Funnels, the Controlling unit may destroy the remainder of the active unit, reduce their Attacks Value by 1, and launch a new unit.
 - The Controlling Unit begins the game with 1 active units

Keywords:

Funnel keyword.

Funnel models do not gain the keywords of any units that contain

Valued Sacrifice: Each time a Funnel

this unit also contains models without the

model in this unit is destroyed, it is

For the purposes of interacting with terrain features, Funnel models count as having the INFANTRY keyword.

Artificial Helpers: Funnel models are ignored for the purposes of:

- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic. if it also contains models without the DRONE keyword.

Docked Funnel: If this model is docked with another:

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

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

ABILITIES

FACTION KEYWORDS UC, 0093, Neo Zeon

KEYWORDS Funnel, Space, Fly

/	1									
	POWE	/		W	ſR	E	D 1		4 R	RGE FUNNEL
No	NAME	M	WS	BS	S	T	W	A	Ld	
5	Funnel 50p	ts 12"	6+	4+	5	6	1	1	6	4+
Every	y model is equippe	ed with a Bear	n Can	non.						
WEA	PON	RANGE	T	YPE		S	AP	D	ABI	BILITIES
Bean	n Cannon	36"	He	eavy 1		8	-3	6		ach time you roll a wound roll of 6+ for this eapon, it also inflicts a mortal wound.
		only Funr perform a Secured a gain it thro Valued Sa model in t ignored fo this unit a Funnel ke Keyword Funn keywo them. For th terrair count keywo	el moctions ability in bugh a crific his un reference words of the purports of	dels, to and lot and l	his unoses sit, and earns. The stroy e of I mode on the stroy end of interestroy end of i	nit ca the (nd ca ne a l ved, i Wora gain hat ca eractel mo	annot Object annot Funnot It is alle test without the contait ting wodels TRY	el ts if t 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
Artificial Helpers: Funnel models are ignored for the purposes of: The Look Out, Sir rule. Determining this unit's Starting Strength, and whether this unit is below Half-strength. Determining this unit's Toughness characteristic, if it also contains models without the DRONE keyword.									ano•	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.

FACTION KEYWORDS UC, 0096, Neo Zeon

Funnel, Space, Fly