## **LONDO BELL ARMY LIST 0093-0096**

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

### PRIOR INDICES

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

#### **ABILITIES**

The following abilities are common to several Londo Bell units:

#### **Mobile Suit**

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

### **Core Explodes**

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

#### Titanic Presence

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

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

#### Vist Foundation

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

### Newtype

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

#### **NEWTYPE DISCIPLINE**

#### IT'S A GUNDAM!!

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

#### **Plot Armor**

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

### **Combat Hypnosis**

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

9 POWER	M	WS	L		50 )T		A	Ld	Sv	DAMAGE Some of this mo change as it suff shown below: REMAINING W				
D-50C 185pts	*	*	*	7	6	12	3	7	3+	7-12+	10"	4+	4+	
A D-50C Loto unit contain D-50C models ( <b>Power Ra</b> Knives, Crushing Treads, Searchlight.	ting +9 ea	ch). E	ach mo	del	is e	quipp	ed w	ith Bea	am	4-6 1-3	7" 4"	5+ 6+	5+ 6+	
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES					
120mm Low Recoil Cannon Pair +105	96"	Heav	vy 2D6		9	-3	2		. This wea	apon may target ι	ınits no	ot visible	e to	
Beam Knives	Melee	М	elee		+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Crushing Treads	Melee	M	elee	ι	Jser	-2	2	Make 2 hit rolls for each attack with this weapon.						
Machine Cannon	30"	ault 12		6	-1	1	-							
Mega Machine Cannon -5	48"		vy 2D3		7	-1	3	-						
Missile Launcher	72"	Hea	vy D6		8	-2	2	Blast						
Three Shot Missile Launcher	60"	Rapid	Fire D	6	6	-1	1	Blast	-					
WARGEAR OPTIONS	Cannon pa	air ( <b>Po</b> ʻ	wer Ra	ting	g +5)	or a	Meg	a Mac	hine Can	ight with a 120mr non. o Three Shot Mis			<b>3</b> .	
ABILITIES	Searchlig in the prev reroll hit ro overwatch	vious m	noveme I for its	nt p	ohase	e, it m		all mo each indep	odels in th other. Fr	dron: The first time is unit must be point onverted as and is treated as ses.	aced v vards,	vithin 6' each op	of erates	
	Transform Tank Mode At the beg Movemen Mobile Su Mobile Su Mobile Ta 1).  Core Exp	e begini of any es it ma e, or ba e, this n d gains	ning of y y tr ck. nod	g of the court of	he ga orm to en in ses	me.	in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to							
FACTION KEYWORDS	UC, 0096,	Londo	Bell											
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Tank, Ground, Space												

10 POWER				NS		DAMAGE Some of this model's characteristic change as it suffers damage, as shown below:							
NAME	M		S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Tank Bros 205pts	*		7 6	12	4	97	3+	7-12+	10"	4+	2+		
Daguza Mackle and Conro equipped with two Beam I Launchers, and a Searchl Haagensen in your army.	rives, Crυ	ıshing Treads,	a Mach	ine C	anno	on, two	Missile	4-6 1-3	7" 4"	5+ 6+	3+ 4+		
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES						
120mm Low Recoil Cannon Pair +105	96"	Heavy 2D6	9	-3	2	Blast. This weapon may target units not visible to the bearer.							
Beam Knives	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.							
Crushing Treads	Melee	Melee	User	-2	2	Make	2 hit rolls	s for each attack w	vith thi	s weapo	on.		
Machine Cannon	30"	Assault 12	6	-1	1	-							
Mega Machine Cannon -5	48"	Heavy 2D3	7	-1	3	-							
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.							
Three Shot Missile Launcher	60"	Rapid Fire D6	6 6	-1	1	Blast.							
WARGEAR OPTIONS	Cannon p	air ( <b>Power Ra</b>	ting +5)	or a	Meg	a Macl	nine Canı	ight with a 120mn non. o Three Shot Mis			S.		
ABILITIES	in the prevent overwatch  Transforr Tank Mod At the beg Movemen Mobile Su Mobile Su	tht: If this mode vious movements of 1 for its and attacks.  mation: This material eat the beginning of any of the phases it may be it mode, or back it Mode, this mank and gains the violet of the phases it mode, the mode, the mank and gains the violet mode is the mode, the mank and gains the violet mode is the mode, the mank and gains the violet mode is the mode i	nt phase shooting nodel be ning of th of your y transfo ck. Whe nodel los	e, it m g or gins i ne ga orm to en in ses	n n ime.	Mobil the m in the turn ir unit m Advar the hit this un cover	ovement same turn which it nakes a ranced, that troll as if nit only gaif at leas	Models in this unit phase and still show. This unit is eliqued Advanced. Each anged attack in a stattack suffers the firing an Assault value and a bonus to its thalf of the model gains <b>Titani</b>	oot angible to time a turn in e pena weapo save for the tent of th	d/or change of shoot in the sho	arge in a in this t rred to els in in rom		

Titanic, Vehicle, Mobile Tank, Ground, Space, Character, Conroy Haagensen

FACTION KEYWORDS UC, 0096, Londo Bell

**KEYWORDS** 

13 POWER		GUS		D-0		<b>A</b> ]	RL	1	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B	s s	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
FD-03 <u>265pts</u>	*	* *	7	8	13	2	7	2+	7-13+	12"	4+	4+
A FD-03 Gustav Karl is a	•					•			4-6	9"	5+	5+
Sabers, a Grenade Laund Feet, and Twin Link 60mn		av Karl S	hield,	a Jega	ın Be	eam l	Rifle, ⊺	Γitanic	1-3	5"	6+	6+
WEAPON	RANGE	TYP	<b>■</b>	S	AP	D	ABIL	LITIES				
120mm Machine Gun -45	30"	Assault	:12	6	-1	1	-					
Beam Sabers	Melee	Mele	е	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assau	t 1	6	-1	D3	Each battle		weapons may only	/ be fii	ed onc	e per
Jegan Beam Rifle	36"	Heavy	3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Mele	е	User	-2	D3	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid F	ire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode	l may rep	lace i	ts Jega	an Be	eam I	Rifle w	/ith a 120r	nm Machine Gun	(Powe	er Ratin	ng -1).
	Mobile Suit (p. 1)							d has a 5+	shield: A model wi hinvulnerable save derable save roll of	e. Thi		
ABILITIES	Core Explodes (p. 1)						360°	Cockpit:	May reroll a hit rol	l once	per tur	n.
FACTION KEYWORDS	UC, 0093, 0096, Londo Bell											
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Gr											



# 18 RIDDHE MARCENAS MSN-001A1

**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
Riddhe Marcenas 350pts	*	*	*	8	7	18	3	8	3+	10-18+	20-48"	3+	2+
Riddhe Marcenas in a MSN- 360° Cockpit, three Beam C	annons	, two Gi	enad	e Lau	inche	ers, a	Hea	vy Be	am Rifle,	5-9	20-48"	4+	3+
Titanic Feet, and Twin Link 6 may be taken for your army.		′ulcans.	Only	one	unit	with <b>F</b>	Ridd	he Ma	ircenas	1-4	20"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

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

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

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

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

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

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

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

ABILITIES

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

FACTION KEYWORDS

UC, 0096, Londo Bell

**KEYWORDS** 

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



### **MSZ-006A1 ZETA PLUS**

#### DAMAGE

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

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSZ-006A1	340pts	*	*	*	8	8	15	2	7	3+	8-15+	20-48"	3+	3+
A MSZ-006A1 Z		_									4-7	20-48"	4+	4+
Cannons, Beam Vulcans.	i Sabers, a r	ieavy Б	eam Ki	ne, m	lanic	геец	, and	IWII	ı Lilik	OUTITI	1-3	20"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

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

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

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

Mobile Suit (p. 1)

Core Explodes (p. 1) **FACTION KEYWORDS** UC, 0096, Londo Bell

ABILITIES

**KEYWORDS** 

Titanic, Vehicle, Mobile Suit, Ground, Fly

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

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

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

### **MSZ-006A1 ZETA PLUS ACE**

#### DAMAGE

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

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSZ-006A1 Ace 350pts	*	*	*	8	8	15	3	8	3+	8-15+	20-48"	3+	2+
A MSZ-006A1 Zeta Plus Ad		_							•	4-7	20-48"	4+	3+
Beam Cannons, Beam Sab 60mm Vulcans.	егѕ, а п	еачу Бе	am r	ille,	manı	c ree	et, ar	ia iw	III LIIIK	1-3	20"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Heavy Beam Rifle	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

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

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

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

Mobile Suit (p. 1)

ABILITIES Core Explodes (p. 1)

**FACTION KEYWORDS** UC, 0096, Londo Bell

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Ground, Fly, Character

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

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

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

15 POWER	M WS BS S T W A Ld									DAMAGE Some of this mo change as it suff shown below:	fers dam	age, a	as	
NAME	M *	ws *	BS *		T -				Sv	REMAINING W	WS	WS	BSv	
RAS-96 300pts				-	7	15	2	8	3+	8-15+	20-48"	3+	3+	
A RAS-96 Anksha is a sin Shields, two Beam Rifles,	-					-			Combat	4-7 1-3	20-48"	4+ 5+	4+ 5+	
WEAPON	RANGE		YPE		S	AP	D	ABILI	ITIES					
Beam Rifle	36"	He	avy 3		8	-3	4		-	roll a Wound roll inflicts a Mortal		th this	3	
Titanic Feet	Melee	М	lelee	U	ser	-2	2	Make	3 hit rolls	s for each attack	with this	weap	on.	
Twin Link 60mm Vulcans	12"	Rapi	d Fire	4	4	0	2	Add 1	to all to	hit rolls against ta	argets the	at can	Fly.	
	unit may n mode whil and may n turn due to 360° Cocl per turn. Airborne:	or start or	Emba unit ma he sho nsform e is a u ve mon addition lay rere model o	rked) by fire boting into N unit Er re that hal we oll a h	on a si pha Nob mba n 30 ight it ro	this uingle ase. Tale Suarked, D' in at.	This uit a	Anksha Combat Shields: A model with Anksha Combat Shields has a 5+ Invulnerable save. This model may reroll an Invulnerable save roll of 1.  Supersonic: Each time this model moves, first pive 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.						
	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> . <b>Hard to Hit</b> : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. <b>Mobile Suit</b> (p. 1); <b>Core Explodes</b> (p. 1)						hat at se.	Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses <b>Hard to Hit</b> , <b>Supersonic,</b> and <b>Airborne</b> . Its Movement					from round obile Armor	
ABILITIES	. ,							Vulca	ns.					
FACTION KEYWORDS	UC, 0096,			0 "	_									
KEYWORDS	Titanic, Ve	hicle,	Mobile	Suit,	Gro	ound,	Spa	ice, Fly	<u>'</u>					

11 POWER		RGI GI	M-8		R			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	
RGM-86R 220pst	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	4+	
A RGM-86R GM III is a sir Beam Sabers, a Combat S								4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee Melee +6 -3 6 Each time weapon, it						•	ou roll a wound roll of 6+ for this so inflicts a mortal wound.				
Large Missile Pod +5	48"	Heavy 2D6	8	-2	2		. Each of per battle	these weapons m	nay on	ly be fire	ed	
Medium Missile Pod +5	60"	Rapid Fire D6	6	-1	1		Each of per battle	these weapons m	ay onl	y be fire	d	
Small Missile Pod +5	48"	Assault 2D6	5	-2	1		. Each of per battle	these weapons m	ay onl	y be fire	ed	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	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		el may take 2 La el may take 2 Me					2 Small N	nissile Pods.				
	Mobile S	uit (p. 1)					bat Shield invulneral	<b>d</b> : A model with a ble save.	comba	at shield	l has	
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per turi	n.	
FACTION KEYWORDS	UC, 0093	, 0096, Londo B	ell									
KEYWORDS	Titanic, Ve	itanic, Vehicle, Mobile Suit, Space, Ground										

12 power		RGI GM I				$\mathbf{E}$		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-86R Ace 235pts	*	* * 7	7	13	2	7	3+	7-13+	12"	3+	3+	
A RGM-86R GM III Ace is Rifle, Beam Sabers, a Co								4-6 1-3	9" 5"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES					
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w				
Beam Sabers	Melee Melee +6 -3 6 weapon,							roll a wound roll o inflicts a mortal w				
Large Missile Pod +5	Plast Each of those weapo								may only be fired			
Medium Missile Pod +5	60"	Rapid Fire D6	6	-1	1		Each of per battle	these weapons ma	ay only	y be fire	d	
Small Missile Pod +5	48"	Assault 2D6	5	-2	1		Each of per battle	these weapons ma	ay only	y be fire	d	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weapo	n.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tar	gets tl	hat can	Fly.	
WARGEAR OPTIONS		el may take 2 La el may take 2 Me					2 Small N	Missile Pods.				
	Mobile S	uit (p. 1)					oat Shiel nvulneral	<b>d</b> : A model with a ole save.	comba	at shield	has	
ABILITIES	Core Exp	lodes (p. 1)				360° (	Cockpit:	May reroll a hit rol	l once	per turi	n.	
FACTION KEYWORDS	UC, 0093	, 0096, Londo B	ell									
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Mobile Suit, Space, Ground, Character										

12 POWER		GM-89 EGAN						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
RGM-89/RGM-89D 250pts	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	4+
A RGM-89 Jegan or RGM								4-6	9"	5+	5+
360° Cockpit, Beam Sabe Titanic Feet.	ers, Grenad	es, a Jegan Be	am Kili	ie, a	Jega	ın Snieid	i, and	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tai	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace el may take Twi	_				n a Bazo	ooka ( <b>Power Rati</b> i	ng -2).		
	Mobile S	<b>uit</b> (p. 1)					ılnerable	A model with a Je e save and a Thre			
ABILITIES	Core Exp	lodes (p. 1)				360° C	ockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0093	, 0096, Londo E	Bell								
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Spa	ace,	Grou	ınd					

	13 POWER	
NAME		N
RGM-89/D Vet	260pts	
A RGM-89 Jega equipped with a Jegan Shield, ar	360° Cock	cpit, I
WEAPON		RAI
Bazooka	-50	4
Beam Sabers		Ме
Grenades		6

# **RGM-89/RGM-89D** JEGAN/JEGAN D

WS

### DAMAGE

**REMAINING W** 

Sv

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

WS

BS

RGM-89/D Vet 260pts	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	3+
A RGM-89 Jegan Veterar equipped with a 360° Coo						-		4-6	9"	5+	4+
Jegan Shield, and Titanic		ouboro, Orona	u00, u	ocgc		, ann i c	mo, a	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blas	t.				
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound rol inflicts a morta			
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4		_	roll a wound rol inflicts a morta			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blas	t.				
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack	with this	s weap	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against	targets th	nat can	Fly.
WARGEAR OPTIONS		el may replace i	_				vith a Bazo	ooka ( <b>Power Ra</b>	nting -2).		

WARGEAR OPTIONS

This model may take Twin Link 60mm Vulcans.

Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.

Mobile Suit (p. 1)

360° Cockpit: May reroll a hit roll once per turn. **ABILITIES** Core Explodes (p. 1)

**FACTION KEYWORDS** UC, 0093, 0096, Londo Bell

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

FER 13 POWER		ATHA RO	WA SM:			<b>IO</b> A	4	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
Hathaway Noa 260pts	*	* * 7	7	13	3	8	3+	7-13+	12"	4+	3+
Hathaway Noa in a RGM- Beam Sabers, Grenades, Only one of this unit may	a Jegan B	eam Rifle, a Je		•			•	4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack v	vith this	s weapo	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1	I to all to	hit rolls against ta	rgets tl	hat can	Fly.
WARGEAR OPTIONS		el may replace el may take Twi					ith a Bazo	ooka ( <b>Power Rati</b>	ng <b>-2</b> ).		
ABILITIES	Mobile Su	uit (p. 1) lodes (p. 1)				5+ in Laun	vulnerablo cher.	A model with a Joe save and a Thre  May reroll a hit ro	e Shot	Missile	Э
PSYKER	Newtype psychic po in each er	This model is cower in each fringer psychic page. Note - New	endly p hase. I	sych It ma	ic ph	ker. Thase, a e any p	nis model nd can at nower fror	can attempt to m tempt to deny a si m the Newtype Dis o not damage other	anifest ingle p scipline	a singl sychic p when	e power
FACTION KEYWORDS	UC, 0093	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace,	Grou	ınd, Ch	naracter, l	Psyker			



### 13 RGM-89/RGM-89D Change as it suffers damage, as

### **DAMAGE**

Some of this model's characteristics

POWER	JLG		J/V	ע נ	<b>U</b> F			JF	ACL.	shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-89/D Ace 270pts	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	3+
A RGM-89 Jegan Ace or I										4-6	9"	4+	4+
with a 360° Cockpit, Bean Shield, and Titanic Feet.	n Sabers, (	Grenad	des, a	Jega	ın Bea	am R	ifle,	a Jega	an	1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Bazooka -50	48"	Hea	avy 2D	6	8	-2	1	Blas	t.				
Beam Sabers	Melee	N	/lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Grenades	6"	Gre	enade	1	6	-1	D3	-					
Jegan Beam Rifle	36"	Не	eavy 3		8	-3	4			roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid	d Fire	D6	6	-1	1	Blas	t.				
Titanic Feet	Melee	N	/lelee		User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcan +10	12"	Rap	id Fire	4	4	0	2	Add	1 to all to	hit rolls against tar	gets th	nat can	Fly.
WARGEAR OPTIONS	This mode	-	•		_					ooka ( <b>Power Rati</b> i	ng -2).		
	Mobile S	uit (p.	1)					5+ ir		A model with a Je e save and a Thre	_		
ABILITIES	Core Exp	lodes	(p. 1)					360°	Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0093	, 0096	, Lond	o Be	:II								
KEYWORDS	Titanic, Ve	ehicle,	Mobile	e Sui	it, Spa	ace,	Grou	nd, C	haracter				

15 POWER		KAY RG				ſ		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
Kayra Su 295pts	*	* * 7	7	13	4	9	3+	7-13+	12"	2+	2+
Kayra Su in a RGM-89 Je Beam Sabers, Grenades, You may only have one m	a Jegan B	eam Rifle, a Jeg	an Shi	ield,				4-6 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tai	gets t	hat can	Fly.
WARGEAR OPTIONS		el may replace it el may take Twin	_				th a Bazo	ooka ( <b>Power Rati</b> i	ng -2).		
	Ace: This in each Pl		oll a fai	led s	ave	_	/ulnerable	A model with a Je e save and a Thre	_		
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per turi	n
FACTION KEYWORDS	UC, 0093	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Spa	ace,	Grou	nd, Ch	aracter, k	Kayra Su			



### 13 RGM-89DE POWER JEGAN ECOAS TYPE

### 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
RGM-89De 280pts	*	*	*	7	7	13	2	7	2+	7-13+	12"	4+	3+
A RGM-89De Jegan ECOA	AS Type	is a sing	gle mo	odel e	equip	ped w	/ith a	360°	Cockpit,	4-6	9"	5+	4+
Beam Sabers, Grenades, a	a Jegan I	Beam R	ifle, a	Jega	an Sh	nield,	and	Titani	c Feet.	1-3	5"	6+	5+

RANGE	TYPE	S	AP	D	ABILITIES
48"	Heavy 2D6	8	-2	1	Blast.
Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
6"	Grenade 1	6	-1	D3	-
36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
60"	Rapid Fire D6	6	-1	1	Blast.
Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
	• •	_			` ,
during the	movement pha	se this	turn	, it	<b>Jegan Shield</b> : A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.
Mobile Su	uit (p. 1); Core E	Explod	les (	o. 1)	<b>360° Cockpit</b> : May reroll a hit roll once per turn.
UC, 0096,	Londo Bell				
Titanic, Ve	hicle, Mobile Su	uit, Spa	ace, (	Grou	nd
	48" Melee 6" 36" 60" Melee 12" This mode This mode Eye Sens during the may reroll Mobile Su UC, 0096,	48" Heavy 2D6  Melee Melee 6" Grenade 1  36" Heavy 3  60" Rapid Fire D6  Melee Melee 12" Rapid Fire 4  This model may replace it This model may take Twire  Eye Sensor: If this unit diduring the movement phamay reroll 1's to hit for rare  Mobile Suit (p. 1); Core E  UC, 0096, Londo Bell	48" Heavy 2D6 8  Melee Melee +6 6" Grenade 1 6 36" Heavy 3 8 60" Rapid Fire D6 6  Melee Melee User 12" Rapid Fire 4 4  This model may replace its Jega This model may take Twin Link 6  Eye Sensor: If this unit did not no during the movement phase this may reroll 1's to hit for ranged at Mobile Suit (p. 1); Core Explod UC, 0096, Londo Bell	Melee Melee +6 -3  6" Grenade 1 6 -1  36" Heavy 3 8 -3  60" Rapid Fire D6 6 -1  Melee Melee User -2  12" Rapid Fire 4 4 0  This model may replace its Jegan Be This model may take Twin Link 60mm  Eye Sensor: If this unit did not move during the movement phase this turn may reroll 1's to hit for ranged attacks  Mobile Suit (p. 1); Core Explodes (p. 1)  UC, 0096, Londo Bell	Melee Melee +6 -3 6 6" Grenade 1 6 -1 D3 36" Heavy 3 8 -3 4 60" Rapid Fire D6 6 -1 1 Melee Melee User -2 D3 12" Rapid Fire 4 4 0 2 This model may replace its Jegan Beam Finds model may take Twin Link 60mm Vul Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.  Mobile Suit (p. 1); Core Explodes (p. 1)



## RGM-89DE IEGAN ECOAS ACE

### DAMAGE

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

POWER	JL	JA.			JA		A	CL	shown below:		3 ,	
NAME	М	WS I	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-89De Ace 285pts	*	*	* 7	7	13	3	8	2+	7-13+	12"	3+	3+
A RGM-89De Jegan ECO									4-6	9"	4+	4+
Cockpit, Beam Sabers, G Feet.	renades, a	Jegan E	Beam R	ifle, a J	egar	n Shi	eld, a	nd Titanic	1-3	5"	5+	5+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	LITIES				
Bazooka -50	48"	Heavy	/ 2D6	8	-2	1	Blas	t.				
Beam Sabers	Melee	Ме	lee	+6	-3	6		-	roll a wound roll c inflicts a mortal v			
Grenades	6"	Grena	ade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Hea	vy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v			
Three Shot Missile Launcher	60"	Rapid F	Fire D6	6	-1	1	Blas	t.				
Titanic Feet	Melee	Ме	lee	User	-2	D3	Make	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcan +10	12"	Rapid	Fire 4	4	0	2	Add	1 to all to l	nit rolls against ta	rgets ti	hat can	Fly.
WARGEAR OPTIONS	This mode	•	•	_					ooka ( <b>Power Rati</b> i	ng -2).		
	Eye Sens during the may rerol	movem	ent pha	ase this	turn	, it	5+ in		A model with a Je e save and a Thre	•		
ABILITIES	Mobile S	uit (p. 1)	; Core	Explod	les (	p. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tui	n.
FACTION KEYWORDS	UC, 0096	, Londo l	Bell									
KEYWORDS	Titanic, Ve	ehicle, M	lobile S	uit, Spa	ace,	Grou	nd, C	haracter				

		CO	NR	0	Y						
18 POWER		HAAC RGN						DAMAGE Some of this mode change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Conroy Haagensen 350pts	*	* * 7	7	13	4	8	2+	7-13+	12"	3+	2+
Conroy Haagensen in a Requipped with a 360° Coc		•			_			4-6	9"	4+	3+
Jegan Beam Rifle, a Jega model with <b>Conroy Haag</b>	n Handgur	ı, a Jegan Shiel	d, and	Titan				1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Dagger Knife	Melee	Melee	+3	-3	3			fight, you may ma weapon.	ake an	additio	nal
Fire Nut Grenades	6"	Grenade 2D6	6	-1	1	Blast	. This wea	apon automaticall	y hits it	ts targe	t.
Jegan Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Jegan Handgun	24"	Pistol 3	8	-3	4	weap	on, it also	roll a wound roll on the roll of the roll	wound.	You ma	
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith 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 ta	rgets t	hat can	Fly.
WARGEAR OPTIONS		el may replace i el may take Twi					ith a Bazo	ooka ( <b>Power Rati</b>	ng -1).		
		<b>Eye Sensor</b> : To hit for ranged			y		vulnerable	A model with a J e save and a Thre			
ABILITIES	Mobile Su	uit (p. 1); Core	Explo	des (p	p. 1)	360°	Cockpit:	May reroll a hit ro	oll once	per tur	n.
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace, (	Grou	ınd, Cł	naracter, (	Conroy Haagense	n		

				00	2						
7''7 12		<b>RG</b>	VI-	89	5			DAMAGE Some of this mod	el's cl	naracter	istics
POWER		STARI	$\mathbf{J}$	E	GA	IN		change as it suffe			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
RGM-89S 240pts	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	3+
A RGM-89S Stark Jegan i Sabers, Grenades, a Jega and Titanic Feet.								4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Double Grenade Launchers	30"	Assault 2	6	-1	D3	This	weapon m	nay only be fired o	nce pe	er battle	
Grenades	6"	Grenade 1	6	-1	D3	-					
Heavy Missile Launcher +0/+15	48"	Heavy D3	8	-2	D6		of these of these of these of the second of	weapons may only	/ be fii	red twic	e per
Jegan Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a wound roll o inflicts a mortal w			
Medium Missile Pod	60"	Rapid Fire D6	6	-1	1		Each of per battle	these weapons ma e.	ay onl	y be fire	ed
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	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 mode This mode This mode This mode <year> ar</year>	el may take Twir el may take a Je el may replace i el may upgrade	n Link 6 gan Sl ts Bear to a St issile L	60mr hield m Sa ark J aund	n Vu ( <b>Pov</b> lbers legar chers	lcans. wer Ra with D n Proto s, which	nting +2). Houble Gro type: it ga n may rep	ooka ( <b>Power Ratir</b> enade Launchers ains the <b>0093</b> Fact blace the Medium <b>I</b>	( <b>Pow</b> e	er Ratin	or
	shield has Three Sho 360° Coc per turn.	s a 5+ invulneral ot Missile Launc <b>kpit</b> : May reroll	ole sav her. a hit ro	e an	d a ce	their chara may be chara the M	Wound charteristic is be ejected cteristics edium Michers if the	A model with Stark naracteristic by 3, versions of the start of the printed values in the printed values in the printed values and/or the printed the printed values have not yet be	while the Strting and the strt	their Mo ark Arm all ut also lo y Missilo ed. Any	ve or osing e
ABILITIES		uit (p. 1); Core I	Explod	des (	p. 1)	woun	ds lost ar	e first lost from the	Stark	k Armor.	
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, V	ehicle, Mobile S	uit, Spa	ace,	Grou	nd					

15 POWER			GM- JEST					DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-96X 295pts	*	* *	7 7	15	3	7	2+	8-15+	15"	4+	3+
A RGM-96X Jesta is a sir two Grenade Launchers,								4-7 1-3	10" 6"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP			LITIES	1-0		<u> </u>	<u>J.</u>
Beam Sabers	Melee	Melee	+6		6	Each	n time you	roll a wound roll o o inflicts a mortal w			
Grenade Launcher	30"	Assault	1 6	-1	D3	Each battle		weapons may only	/ be fir	red once	e per
Jesta Beam Rifle	When ma	king a shoo	ting attac	k with	this	weapo	on, choose	e one of the profile	s belo	W.	
Semi-Auto Mode	36"	Heavy 3	3 8	-3	4	wea <sub>l</sub> may	pon, it also reroll hit r	roll a wound roll o o inflicts a mortal w olls of 1 when mak s weapon profile.	ound.	. This n	
Machine Gun Mode	36"	Heavy 5	5 8	-3	3			roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fire	D6 6	-1	1	Blas	t.				
Titanic Feet	Melee	Melee	Use	r -2	2	Mak	e 3 hit roll	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire	e 4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode	el may take	Twin Link	60m	m Vu	lcans.					
	360° Coc per turn.	<b>kpit</b> : May re	eroll a hit	roll on	ice	invul	nerable s	A model with a Jes ave and a Three S s model may reroll	hot Mi	issile	
ABILITIES	Mobile S	uit (p. 1); Co	ore Explo	des (	(p. 1)		roll of 1.				
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobi	le Suit, S	pace,	Grou	ınd					

15 POWER		RYL T	Mc(				ESS	DAMAGE Some of this mo change as it suff shown below:					
NAME	M	WS BS	S 1	· W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Daryl McGuinness 305pts	*	* *	7 7	15	3	7	2+	8-15+	15"	4+	2+		
Daryl McGuinness in a RC								4-7	10"	5+	3+		
Cockpit, Beam Sabers, tw Shield, and Titanic Feet.								1-3	6"	6+	4+		
WEAPON	RANGE	TYPE		AF	D	ABIL	ITIES						
Beam Sabers	Melee	Melee	+	6 -3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenade Launcher	30"	Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle.											
Jesta Beam Rifle	When ma	When making a shooting attack with this weapon, choose one of the profiles below.											
Semi-Auto Mode	36"	Heavy 3	3 8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.							
Machine Gun Mode	36"	Heavy 5	5 8	-3	3			roll a Wound roll inflicts a Mortal			;		
Three Shot Missile Launcher	60"	Rapid Fire	D6 6	-1	1	Blast							
Titanic Feet	Melee	Melee	Us	er -2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.		
Twin Link 60mm Vulcans +10	$\bullet$ 12" Ranid Fire $A$									Fly.			
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.												
	360° Coc per turn.	<b>kpit</b> : May re	eroll a hi	roll o	nce	invul	nerable sa	A model with a Jeave and a Three S s model may rero	Shot Mi	ssile			
ABILITIES	Mobile S	uit (p. 1); Co	ore Exp	lodes	(p. 1)								
FACTION KEYWORDS	UC, 0096	, Londo Bell											
KEYWORDS	Titanic, Ve	ehicle, Mobi	le Suit, S	Space	, Groι	ınd, Cl	naracter						

15 POWER	W	ATTS RGI				(E)	Y	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	
Watts Stepney 305pts	*	* * 7	7	15	4	7	2+	8-15+	15"	3+	3+	
Watts Stepney in a RGM-Cockpit, Beam Sabers, tw Shield, and Titanic Feet. your army.	o Grenade	Launchers, a J	esta B	eam	Rifle	, a Jest	ta	4-7 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Beam Sabers	Melee	weapon, it also inflicts a mortal wound.										
Grenade Launcher	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle.										
Jesta Beam Rifle	When making a shooting attack with this weapon, choose one of the profiles below.											
Semi-Auto Mode	36"	Each time you roll a wound roll of 6+ for this										
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
Twin Link 60mm Vulcans +10	12" Rapid Fire 4 4 () 2 Add 1 to all to hit rolls adainst tardets that can <b>Fiv</b>									Fly.		
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.											
	360° Coc per turn.	kpit: May reroll	a hit ro	oll on	ce	invuln	erable sa	A model with a Je ave and a Three S s model may rerol	hot Mi	ssile		
ABILITIES	Mobile S	uit (p. 1); Core I	Explo	des (	p. 1)		oll of 1.					
FACTION KEYWORDS	UC, 0096	, Londo Bell										
KEYWORDS	Titanic, Ve	ehicle, Mobile Si	uit, Sp	ace,	Grou	nd, Ch	aracter, V	Watts Stepney				

15 POWER		RC JES	SM-9			C		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-96X Ace 305pts	*	* *	7 7	15	3	8	2+	8-15+	15"	3+	3+
A RGM-96X Jesta Ace is Sabers, two Grenade Lau								4-7	10"	4+	4+
Feet.	nchers, a c	jesia beam r	tille, a Je	sia S	meia	, and	Hanic	1-3	6"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee Melee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.									
Grenade Launcher	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once pe									e per
Jesta Beam Rifle	When ma	king a shootii	ng attack	with	this \	иеаро	n, choose	e one of the profile	s belo	W.	
Semi-Auto Mode	36"	When making a shooting attack with this weapon, choose one of the profiles below.  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This mode may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fire [	06 6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.
Twin Link 60mm Vulcans +10	$\sim 10^{\circ}$ Rand Fire $d=d=0$ (1) $\sim 2$ Add 1 to all to hit rolls against targets that can <b>Fi</b> .									Fly.	
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.										
	360° Coc per turn.	<b>kpit</b> : May rer	oll a hit ro	oll on	ce	invulr	nerable sa	A model with a Jes ave and a Three S s model may reroll	hot Mi	ssile	
ABILITIES	Mobile S	uit (p. 1); Coı	re Explo	des (	p. 1)				- GIT III		
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou	nd, Ch	naracter				

16 POWER		IGEL RG	GA SM-S			BIL	Γ	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	
Nigel Garrett 315pts	*	* *	7 7	15	4	8	2+	8-15+	15"	3+	2+	
Nigel Garrett in a RGM-96 Beam Sabers, two Grena Titanic Feet. Only one of	de Launch	ers, a Jesta Be	eam Rifle	e, a J		4-7 1-3	10" 6"	4+ 5+	3+ 4+			
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Grenade Launcher	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once pe battle.								e per		
Jesta Beam Rifle	When ma	hen making a shooting attack with this weapon, choose one of the profiles below.										
Semi-Auto Mode	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This mode may reroll hit rolls of 1 when making a shooting attack with this weapon profile.						
Machine Gun Mode	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V				
Three Shot Missile Launcher	60"	Rapid Fire D	6 6	-1	1	Blast.						
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 +10	- 17" Ranid Fire 4 4 () 2 Add 1 to all to hit rolls against targets that can <b>Fiv</b>								Fly.			
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.											
	360° Coc per turn.	<b>kpit</b> : May rero	oll a hit ro	oll on	ce	invuln	erable sa	A model with a Je ave and a Three S s model may rerol	hot Mi	ssile		
ABILITIES	Mobile S	uit (p. 1); Core	e Explo	des (	p. 1)							
FACTION KEYWORDS	UC, 0096, Londo Bell											
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Sp	ace,	Grou	ınd, Ch	aracter					

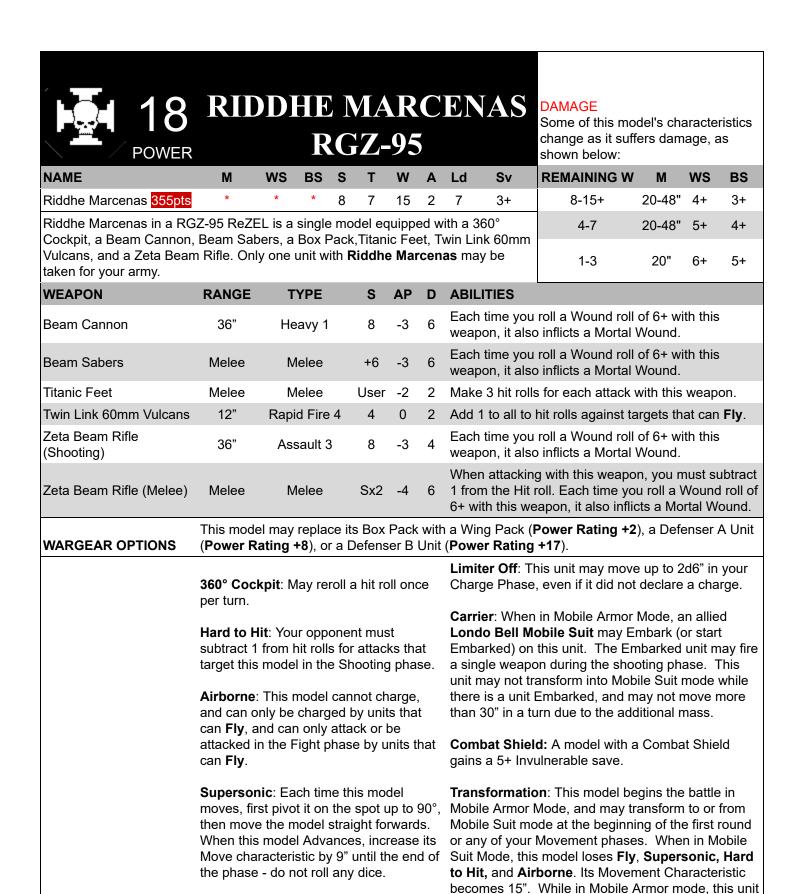
20 POWER	J	RGI ESTA				ON	V.	DAMAGE Some of this mod change as it suffe shown below:		mage, a	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-96X Cannon 395pts	*	* * 7	8	15	3	7	2+	8-15+	15"	4+	3+
A RGM-96X Jesta Cannol Grenade Launchers, a Jes a Missile Launcher, and T	sta Beam f	Rifle, a Jegan Sl						4-7 1-3	10" 6"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers +40/-70	Melee	Melee	+6	-3	6		,	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle.									e per
Jesta Beam Rifle	When ma	king a shooting	attack	with	this	weapo	n, choose	one of the profile	s belo	W.	
Semi-Auto Mode	36"	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tai	rgets t	hat can	Fly.
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.  This model may replace a Grenade Launcher with Beam Sabers ( <b>Power Rating +2</b> ).  This model may replace its Mega Particle Cannon and Missile Launcher with Beam Sabers ( <b>Power Rating -3</b> ). If it does so, it must replace its Jegan Shield with a Jesta Shield.										
	Jesta Shield +5: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.										
ABILITIES	Mobile S	uit (p. 1); Core I	Explo	des (	p. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

20 POWER		/ATTS GM-96Σ						DAMAGE Some of this mod change as it suffe shown below:		nage, a	as	
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Watts Stepney 405pts	*	* * 7	. 8	15	4	7	2+	8-15+	15"	3+	3+	
Watts Stepney in a RGM- 360° Cockpit, five Grenad Mega Particle Cannon, a Watts Stepney may be in	e Launche Missile Lau	rs, a Jesta Bean incher, and Titar	n Rifle	, a Je	egan	Shield	, a	4-7 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Sabers +40/-70	Melee	weapon, it also inflicts a mortal wound.										
Grenade Launcher	30"	30" Assault 1 6 -1 D3 Each of these weapons may only be fired once per battle.										
Jesta Beam Rifle	When ma	king a shooting	attack	with	this	weapoi	n, choose	one of the profile	s belo	W.		
Semi-Auto Mode	36"	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This model may reroll hit rolls of 1 when making a shooting attack with this weapon profile.										
Machine Gun Mode	36"	Heavy 5	8	-3	3		-	roll a Wound roll o inflicts a Mortal V			•	
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V				
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, d	change	
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans +10	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 take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers ( <b>Power Rating +2</b> ). This model may replace its Mega Particle Cannon and Missile Launcher with Beam Sabers ( <b>Power Rating -3</b> ). If it does so, it must replace its Jegan Shield with a Jesta Shield.											
	Jesta Shield +5: A model with a Jesta shield has 5+ invulnerable save and a Three Shot Missile Launcher.  Jesta Shield +5: A model with a Jesta shield has 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.										е	
ABILITIES	Mobile Su	uit (p. 1); Core E	Explo	des (	p. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tu	rn.	
FACTION KEYWORDS	UC, 0096	, Londo Bell										
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Sp	ace,	Grou	nd, Ch	aracter					

27 POWER		AM F	UR(				Y		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T		N	Α	Ld	Sv	REMAINING W	WS	BS	Α
Amruo Ray 535pts  Amruo Ray in the RGZ-91 a Back Weapon System ( Beam Sabers, a Combat S Titanic Feet, and Twin Lin included in your army. On	with two Be Shield, two k 60mm Vu	am Cannoı Grenade L Icans. Only	ns and a aunchers one uni	oped Meg s, a H	ja F Hea n <b>A</b> i	Partion avy E <b>mur</b>	cle Ca Beam I o Ray	nnon), Rifle, may be	10-18+ 5-9 1-4	2+ 3+ 4+	2+ 3+ 4+	5 2+D3 2
WEAPON	RANGE	TYPE	S	Α	P	D		ITIES				
Beam Cannon	36"	Heavy <sup>2</sup>	1 8	-:	3	6	weap	on, it also	roll a Wound roll on inflicts a Mortal V	Vound.		
Beam Sabers	Melee	Melee	3	on, it also	roll a Wound roll on inflicts a Mortal was	Vound.						
Grenade Launcher	30"	Assault	1 6	-	1	<b>)</b> .	weapons may onl			·		
Heavy Beam Rifle	36"	Assault	3 8	-:	3	4	weap	on, it also	roll a Wound roll on inflicts a Mortal V	Vound.		
Mega Particle Cannon	48"	Heavy 3	3 8	-	3	4		-	roll a Wound roll o inflicts a Mortal V			5
Titanic Feet	Melee	Melee	Us			2			s for each attack v			
Twin Link 60mm Vulcans  ABILITIES	and can or can Fly, are attacked in can Fly.  Ace: This in each Physical Combat S Shield gain Hard to H subtract 1 target this	hield A mons a 5+ lnv his a 5+ lnv hit: Your opp from hit rol model in th	I cannot ged by u attack of phase by reroll a second mulnerable onent muls for attace shooting and the shooting and the shooting at the shooti	charmits to be a Coce savust acks	that ts th d sa omb e. tha	t nat nat oat oat	Superit on straig after incre of the Back first 6 not u Vulca Weap Airbo	cockpit: ersonic: Ethe spot ught forward the initial ase its Mode phase - Weapon Weapon Spoints of se the Heans. At ar con Syste orne, Sup	hit rolls against ta May reroll a hit ro Each time this mod p to 90°, then mod ds. Note that it ca pivot. When this eve characteristic do not roll any dic  System: Whilst e System; this mod damage it takes avy Beam Rifle or eavy point, it may eje m, losing the wea ersonic, Hard to ne. Its movement	del move ve the unnot p model by 9" u e. equippe el may in a ga Twin I ect the pons e	per tu yes, firs model ivot ag Advan ntil the ed with ignore me, ar Link 60 Back quippend Fly	st pivot gain aces, e end the e the and may Dmm ed to it, for the
PSYKER FACTION KEYWORDS	Powerful Newtype This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.  UC, 0093, Londo Bell  Titanic, Vehicle, Mahile Suit, Ground, Space, Character, Amure Pay, Newtype, Powerful.											
KEYWORDS		itanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful lewtype, Psyker, Re-GZ, Gundam, Fly										

25		KAY	(RA	1 5	SU			DAMAGE	1.01.			
POWER		RO	GZ-	91				Some of this mod change as it suffer shown below:				
NAME	M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	WS	BS	Α	
Kayra Su 505pts	20"-45"	* * 8	8 8	18	*	9	2+	10-18+	2+	2+	4	
Kayra Su in the RGZ-91 F Back Weapon System (wi Beam Sabers, a Combat S Titanic Feet, and Twin Lin included in your army. Or	th two Bear Shield, two k 60mm Vu	n Cannons an Grenade Laur Icans.  Only o	d a Meg nchers, a ne unit v	ga Pa a Hea with <b>I</b>	article avy E <b>Kayr</b>	e Canr Beam f <b>a Su</b> n	non), Rifle, nay be	5-9 1-4	3+ 4+	3+ 4+	1+D3	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Beam Cannon	36"	Heavy 1	8	-3		roll a Wound roll o inflicts a Mortal V			5			
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					3	
Grenade Launcher	30"	Assault 1	weapons may onl	y be fir	ed ond	e per						
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			5	
Mega Particle Cannon	48"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal V			5	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2							
	and can or can <b>Fly</b> , ar attacked in can <b>Fly</b> .		l by unit tack or t ise by u	s tha be nits t	it that	Superit on the straig	ersonic: E the spot u tht forward the initial ase its Mo	May reroll a hit ro each time this mod p to 90°, then mods. Note that it ca pivot. When this ove characteristic do not roll any dic	del mov ve the innot p model by 9" u	ves, fir model ivot ag Advan	st pivot jain ces,	
ABILITIES	Shield gair  Hard to Hi subtract 1 target this	hield A mode ns a 5+ Invulne it: Your oppon from hit rolls f model in the S it (p. 1); Core	erable s ent mus or attacl Shooting	ave. st ks tha g pha	at ise.	Back first 6 not us Vulca Weap <b>Airbo</b>	Weapon points of se the He ins. At ar oon Syste orne, Sup	System: Whilst e System, this mode damage it takes in avy Beam Rifle of my point, it may eje m, losing the weat personic, Hard to ne. Its movement	el may in a ga Twin I ect the pons e <b>Hit</b> , ar	ignore me, ar ₋ink 60 Back quippe nd <b>Fly</b>	e the nd may Omm ed to it, for the	
FACTION KEYWORDS	UC, 0093,	Londo Bell										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Kayra Su, Re-GZ, Gundam, Fly											

18 POWER		RI	GZ-		1			DAMAGE Some of this mo change as it suff shown below:	fers dam	age, a	S
NAME RGZ-95 355pts	M *	ws	_	<b>W</b> 15	<b>A</b> 2	<b>Ld</b> 7	<b>Sv</b> 3+	REMAINING W 8-15+	<b>M</b> 20-48"	<b>WS</b> 4+	<b>BS</b> 3+
A RGZ-95 ReZEL is a sin	ale model e	<u> </u>					<u> </u>	4-7	20-48"	5+	4+
Cannon, Beam Sabers, a 60mm Vulcans, and a Zet	Box Pack,	a Combat Shie					nk	1-3	20"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	1 0	20	<u> </u>	0.
Beam Cannon	36"	Heavy 1	8	-3	6	Each	time you	roll a Wound roll		ith this	
Deam Camion	30	ricavy i	0	-3	U	•		inflicts a Mortal			
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Dual Grenade Launcher -30	30"	Assault 2	6	-1	D3	This w	veapon n	nay only be fired	once pe	r battle	
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .					
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4			roll a Wound roll inflicts a Mortal		ith this	
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
WARGEAR OPTIONS	(Power R	ating +8), or a	Defens	er B	Unit	(Powe	r Rating	Power Rating +2 +17). ade Launchers (F	,		
	Hard to H subtract 1 target this Airborne: and can o can Fly, a attacked is can Fly.  Supersor moves, fir	kpit: May reroll it: Your oppone from hit rolls for model in the S  This model ca nly be charged nd can only att n the Fight pha  ic: Each time to st pivot it on the ethe model stra	ent mus or attack shooting nnot ch by unit ack or l se by u	st ks that g phat arge as that be anits to del up to	at se. , it :hat	Londo Emba a sing unit m there than 3 Comb gains Trans Mobile	o Bell Morked) on le weapon ay not trais a unit le sort Shiel a 5+ Invote Armor I	in Mobile Armor bible Suit may E this unit. The Er on during the sho ansform into Mobern and an arm due to the addulnerable save.  In: This model be Mode, and may to de at the beginn	mbark (inbarked ooting phoile Suit in nay not reditional reditiona	or start unit m ase. T mode v move n mass. at Shiel e battle n to or f	ay fire ihis while nore d in
ABILITIES	When this Move cha the phase	model Advand racteristic by 9 - do not roll ar uit (p. 1); Core	ces, inci " until th ny dice.	rease ne en	e its d of	or any Suit M to Hit becon	of your lode, this , and <b>Air</b> nes 15".	Movement phase model loses <b>Fly borne</b> . Its Mover While in Mobile of Twin Link 60mn	es. Whe r, <b>Super</b> s ment Cha Armor m	n in Mo <b>sonic,</b> aracter ode, th	obile <b>Hard</b> ristic
FACTION KEYWORDS		Londo Bell			. /						
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Spa	ace,	Fly						



Titanic, Vehicle, Mobile Suit, Space, Fly, Character, Riddhe Marcenas

Mobile Suit (p. 1); Core Explodes (p. 1) may not use its Twin Link 60mm Vulcans.

ABILITIES

**KEYWORDS** 

FACTION KEYWORDS

UC. 0096. Londo Bell

#### RGZ-95C DAMAGE Some of this model's characteristics REZEL COMMAND change as it suffers damage, as shown below: М WS **REMAINING W NAME** BS S М WS BS RGZ-95C 8 7 15 2 8 8-15+ 20-48" 3+ 3+ 355pts A RGZ-95C ReZEL Commander Type is a single model equipped with a 360° 4-7 20-48" 4+ 4+ Cockpit, a Beam Cannon, Beam Sabers, a Box Pack, Titanic Feet, Twin Link 1-3 20" 5+ 5+ 60mm Vulcans, and a Zeta Beam Rifle. WEAPON RANGE **TYPE** AP D **ABILITIES** Each time you roll a Wound roll of 6+ with this -3 Beam Cannon 36" 8 Heavy 1 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this Beam Sabers Melee -3 6 Melee +6 weapon, it also inflicts a Mortal Wound. Titanic Feet Melee Melee -2 Make 3 hit rolls for each attack with this weapon. User Twin Link 60mm Vulcans 12" 0 Rapid Fire 4 2 Add 1 to all to hit rolls against targets that can Fly. Zeta Beam Rifle Each time you roll a Wound roll of 6+ with this 36" -3 Assault 3 weapon, it also inflicts a Mortal Wound. (Shooting) When attacking with this weapon, you must subtract Zeta Beam Rifle (Melee) Melee Melee Sx2 -4 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This model may replace its Box Pack with a Wing Pack (Power Rating +2), a Defenser A Unit WARGEAR OPTIONS (Power Rating +8), or a Defenser B Unit (Power Rating +17). Limiter Off: This unit may move up to 2d6" in your 360° Cockpit: May reroll a hit roll once Charge Phase, even if it did not declare a charge. per turn. Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that Embarked) on this unit. The Embarked unit may fire target this model in the Shooting phase. a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while Airborne: This model cannot charge, there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass. and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that Combat Shield: A model with a Combat Shield can Fly. gains a 5+ Invulnerable save. Supersonic: Each time this model **Transformation**: This model begins the battle in moves, first pivot it on the spot up to 90°, Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round then move the model straight forwards. or any of your Movement phases. When in Mobile When this model Advances, increase its Move characteristic by 9" until the end of Suit Mode, this model loses Fly. Supersonic, Hard the phase - do not roll any dice. to Hit. and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit Mobile Suit (p. 1); Core Explodes (p. 1) may not use its Twin Link 60mm Vulcans. **ABILITIES** FACTION KEYWORDS UC. 0096. Londo Bell

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

**KEYWORDS** 

18 POWER	NO	RM R		ASI Z-9			COC	CK	DAMAGE Some of this mo change as it suff shown below:				
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Norm Basilicock 365pts	*	* *	8	7	15	2	8	3+	8-15+	20-48"	3+	3+	
Norm Basilicock in a RGZ equipped with a 360° Coc Feet, Twin Link 60mm Vul be included in your army.	kpit, a Beaı	m Cannon	, Bea	m Sab	ers, a	a Bo	x Pack		4-7 1-3	20-48"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES					
Beam Cannon	36"	Heavy	1	8	-3	6	weap	on, it also	roll a Wound roll inflicts a Mortal	Wound.			
Beam Sabers	Melee	Mele	Э	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	Mele	Э	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	n.	
Twin Link 60mm Vulcans	12"	Rapid Fi	re 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
Zeta Beam Rifle (Shooting)	36"	Assault	t 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Zeta Beam Rifle (Melee)	Melee	When attacking with this weapon, you must subtract Melee Sx2 -4 6 1 from the Hit roll. Each time you roll a Wound roll o 6+ with this weapon, it also inflicts a Mortal Wound.									roll of		
WARGEAR OPTIONS	This mode (Power Ra								Power Rating +2 +17).	!), a Defe	enser A	Unit	
	360° Cock per turn.  Hard to H subtract 1 target this  Airborne: and can or can Fly, a attacked in can Fly.  Superson moves, first then move When this Move chart the phase	it: Your op from hit ro model in to This mode and can only to the Fight ic: Each to the model to the model model Ad racteristic do not ro	opone olls fo the Sl el car rged ly atta t phas ime tl on the el stra vance by 9" oll any	ent mus r attack hooting nnot ch by unit ack or l se by u nis mod s spot u ight for es, incr until th y dice.	st ks that g pha harge is that be inits t del up to rward rease ne en	at se.  , t hat  90°, ds. e its d of	Charge Carrie Lond Emba a sing unit m there than 3  Comb gains  Trans Mobile or any Suit M to Hit become	er: When o Bell Morked) on alle weapon ay not train a unit I so" in a tube a 5+ Investigation of your lode, this and Airnes 15".	nis unit may move, even if it did not in Mobile Armor bile Suit may Ethis unit. The End of did not in Mobile Suit may Ethis unit. The End of did not in Mobile save.  In Mobile Suit may End of the suit in Mobile save.  In This model with a color and may to in Mobile	Mode, a mbark (on barked oting phabile Suit in ay not reditional in a Combaregins the ransforming of the es. When y Supersment Charmor m	n allied or start unit ma ase. T mode v nove m nass. It Shield to or f e first ro n in Mo sonic, aracter ode, th	ay fire his vhile nore d in rom ound obile <b>Hard</b> istic	
ABILITIES	Mobile Su	., ,		Explo	des (p	p. 1)	may r	ot use its	Twin Link 60mn	n Vulcan	S.		
FACTION KEYWORDS	UC, 0096,												
KEYWORDS	Titanic, Ve	hicle, Mob	oile S	uit, Spa	ace, I	Fly, (	Charact	ter					



### **BANAGHER LINKS** RX-0

#### 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
Banagher Links 540pts	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Banagher Links in the R		5-9	10"	3+	3+								
360° Cockpit, a Beam Magnum, Beam Sabers, a Unicorn Shield, Titanic Feet, a Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										1-4	6"	4+	4+

						=
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Gatling	30"	Assault 2D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
Beam Magnum	36"	Heavy 1	12	-4	2D6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts D3 Mortal Wounds. If this weapon successfully inflicts damage, roll an additional D6. On a result of '3-5', the weapon's damage is increased to 3D6. On a '6', the weapon's damage is increased to 4D6.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .

This model may take the Awakened Form upgrade (**Power Rating +2**).

This model may replace its Beam Magnum with a Bazooka (Power Rating -3) or a Beam Gatling (Power Rating -1).

This model may take the Full Armor Pack (Power Rating +26). Alternatively, if it takes the Awakened Form Upgrade, it may replace the Beam Magnum and Unicorn Shield with the Full Armor Plan B (Power Rating +16).

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

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

### **ABILITIES** PAGE)

Wargear Options

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

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



### **MARIDA CRUZ**

### RX-0

#### DAMAGE

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

NAME		M	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Marida Cruz	540pts	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Marida Cruz in the RX-0 Unicorn Gundam 02 Banshee is a single model equippe with a 360° Cockpit, an Armed Armor BS, an Armed Armor VN, Beam Sabers,										5-9	10"	3+	3+	
	Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with <b>Marida Cruz</b> may be included in your army. Only one unit with <b>Banshee</b> may be taken in your army.							4+						

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Armed Armor BS	48"	Heavy 8	8	-3	3	Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.			
Armed Armor VN	When attacking with this weapon, choose one profile below.								
Claw	Melee	Melee	+3	-5	6	This weapon reduces a target's invulnerable save by 1. Each time you roll a wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.			
Club	Melee	Melee	x2	-4	6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.			
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.			

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

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

### **ABILITIES** PAGE)

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

	360° Cockpit: May reroll a hit roll once per turn.										
(CONTINUED)	Mobile Suit (p. 1); Core Explodes (p. 1)										
PSYKER	<b>Cyber Newtype</b> This model is considered a psyker. This model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases. Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0096, Londo Bell										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space, Character, Marida Cruz, Newtype, Cyber Newtype, Psyker, Gundam, Banshee										

### RIDDHE MARCENAS **RX-0** [N] **POWFR**

#### **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
Riddhe Marcenas 625pts	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Riddhe Marcenas in the RX model equipped with a 360°	or XC, a	5-9	10"	3+	3+								
Beam Magnum, Beam Sabers, a Revolving Launcher, Titanic Feet, and Twin Link 60mm Vulcans. Only one unit with <b>Riddhe Marcenas</b> may be included in your army. Only one unit with <b>Banshee</b> may be taken in your army.										1-4	6"	4+	4+

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

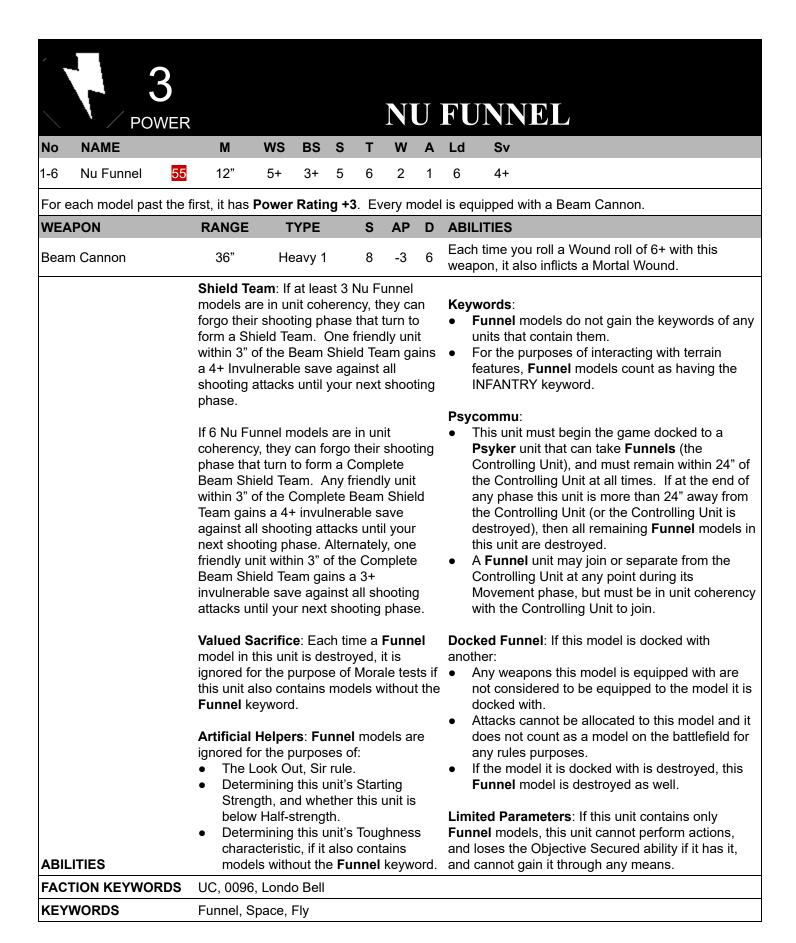
Destroy Mode: When an enemy Psyker is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. Its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

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

**ABILITIES** PAGE)

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

48 POWER			R	RO	93				DAMAGE Some of this mod change as it suffe shown below:	ers dar	mage, a	ıs	
NAME	M	WS		S T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Amuro Ray in the RX-93 Nu Gundam is a single model equipped with a 360° Cockpit, a Bazooka, Beam Sabers, a Heavy Beam Rifle, a Heavy Beam Saber, one unit of six Nu Funnels (p.40), a Nu Shield, Titanic Feet, and Twin Link 60mm											2+ 3+ 4+		
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun +30	30"	Assa	ault 12	6	-1	1	-						
Bazooka	48"	Heav	vy 2D6	8	-2	1	Blast						
Beam Cannon	36"	He	avy 1	8	-3	6			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				
Heavy Beam Rifle	36"	Ass	ault 3	8	-3	4			roll a Wound roll o inflicts a Mortal V				
Heavy Beam Saber	Melee	М	elee	Sx2	-4	6	1 fror	n the Hit i	g with this weapon, you must subtract roll. Each time you roll a Wound roll of apon, it also inflicts a Mortal Wound.				
Three Shot Missile Launcher	60"	Rapid	Fire D	6 6	-1	1	Blast						
Titanic Feet	Melee	M	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	4	0	2	Add 1	I to all to	hit rolls against tai	gets t	hat can	Fly.	
WARGEAR OPTIONS	Gun (Pow This mode (Power Ra This mode	er Ratel may ating +	replace +4). take 6	). e a Nu S Nu Funn	hield	and			; this model gains iipment with a Hea				
	Psychofra the result manifestin	of any	psyker	-		)	Ace: Phas		el may reroll a fail	ed sav	/e in ea	ch	
ABILITIES (CONTINUED)	<b>Nu Shield</b> a 5+ Invul Missile La	nerable	e save,	a Three	Shot			•	May reroll a hit ro . 1); Core Explod			n.	
PSYKER	High Power Newtype This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS	UC, 0093,	Londo	Bell										
KEYWORDS	Titanic, Ve Newtype,				ound,	Spa	ce, Ch	naracter, A	Amuro Ray, Newty	pe, Po	werful		



7 POWER		UNI	COI	RN		HIIK	ELD FUNNEL
No NAME		S BS	S T	W	A		Sv
1-3 Unicorn Shield 140 Funnel	15" 6	+ 3+	5 6	2	1	6 4	1+
For each model past the f	irst, it has <b>Po</b> v	ver Ratin	<b>ig +7</b> . Ev	ery m	odel	is equipp	ed with a Twin Beam Gatling.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIE	≣S .
Twin Beam Gatling	30" A	ssault 4D	06 7	-2	1		ound roll is a 6+ with this weapon, it also Mortal Wound.
ABILITIES	keywords them.  For the p terrain fe count as keyword.  Artificial He ignored for th The Lool Determin Strength below Ha Determin characte	els are in use of their sha Shield To of the Be vulnerable cks until y ifice: Each unit is de ne purpose contains ford.  Incodels do so of any use of any use purposes of any use purposes of any use purposes of Out, Sirving this use purposes of Out, Sirving this use and whee alf-strengthing this use ristic, if it	unit cohe nooting phenooting phenooting phenooting phenooting phenooting and set of time a stroyed, and set of interaction and set of int	rency, nase the friend Teal gainst shoot  Funne it is alle tes vithout the containt ting woodels TRY  dels are ting unit is ghnese tains	nat ndly m all ing el ts if the n ith	Psyl Conf the C any the C dest this c A Fu Conf Mov with  Docked another: Any cons dock Attac does any If the Funct  Limited Funnel r and lose	unit must begin the game docked to a ker unit that can take Funnels (the trolling Unit), and must remain within 24" of Controlling Unit at all times. If at the end of phase this unit is more than 24" away from Controlling Unit (or the Controlling Unit is royed), then all remaining Funnel models in unit are destroyed.  Innel unit may join or separate from the trolling Unit at any point during its ement phase, but must be in unit coherency the Controlling Unit to join.  Funnel: If this model is docked with weapons this model is equipped with are sidered to be equipped to the model it is ted with.  Cas cannot be allocated to this model and it is not count as a model on the battlefield for rules purposes.  The model is docked with is destroyed, this nel model is destroyed as well.  Parameters: If this unit contains only models, this unit cannot perform actions, is the Objective Secured ability if it has it, not gain it through any means.

**FACTION KEYWORDS** UC, 0096, Vist Foundation

Funnel, Space, Fly

**KEYWORDS** 

O POWER	BOX PACK
NAME	
Box Pack 0	
	Space Pack: This unit may only be fielded in space.
ABILITIES	<b>Equipment Pack:</b> This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Space

2 POWER	WING PACK
NAME	
Wing Pack 30	
	<b>Hard to Hit</b> : Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
ABILITIES	<b>Equipment Pack:</b> This unit is not available to take on its own; it must be taken as an upgrade for another unit.
FACTION KEYWORDS	UC, 0096, Londo Bell
KEYWORDS	Ground

8 POWER		D	E		N	SER A UNIT				
NAME										
Defenser A Unit 155										
This equipment pack is ar	This equipment pack is armed with six Three Shot Missile Launchers.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.				
ABILITIES		<b>Equipment Pack:</b> This unit is not available to take on its own; it must be taken as an upgrade for another unit.								
FACTION KEYWORDS	UC, 0096	, Londo Bell								

# 17 POWER

### DEFENSER B UNIT

NAME

Defenser B Unit 350

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

	Time that an additional mega Boarn Education							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Mega Beam Launcher	84"	Heavy 3D3	9	-4	4	A model can only fire the Mega Beam Launcher if it did not move in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other Battle round, may not fire Overwatch, and may not be fired in the same turn as another Mega Beam Launcher equipped to this model.		
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.		
	Long Shot If the unit that these parts are equipped to has Supersonic, then the Mega Beam Launcher may be fired only if the unit moved its minimum speed.							
ABILITIES	<b>Equipment Pack:</b> This unit is not available to take on its own; it must be taken as an upgrade for another unit.							
FACTION KEYWORDS	UC, 0096, Londo Bell							

# 26 POWER

### **RX-0 FULL ARMOR PACK**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka	48"	Heavy 2D6	8	-2	1	Blast.
Beam Javelin +50	When attacking with this weapon, choose one profile below. For every profile, each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Bayonet	Melee	Melee	+6	-3	6	You may make an additional attack with this weapon.
Axe	Melee	Melee	x2	-4	6	You may make an additional attack with this weapon. When attacking with this weapon, subtract 1 from the hit roll.
Halberd	Melee	Melee	x2	-3	9	When attacking with this weapon, subtract 1 from the hit roll.
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
Twin Beam Gatling	30"	Assault 4D6	7	-2	1	If any Wound roll is a 6+ with this weapon, it also inflicts 1 Mortal Wound.
WARGEAR OPTIONS	This mode	el may take a Be	am Ja	avelin	(Po	wer Rating +2).
	Equipment Pack: This unit is not available to take on its own; it must be taken as an upgrade for another unit.  Boost Pods: Each Boost Pod may be activated once per game at the beginning of any of your movement phases. When one or more Boost Pods are active, double this model's current Movement Score, and roll an additional die when advancing or making a charge move, and drop the lowest. This model may move up to 2D6" in the charge phase, even if it did not declare a charge.					
GRANTED ABILITIES (CONTINUED ON NEXT PAGE)						
FACTION KEYWORDS	UC, 0096, Vist Foundation					
KEYWORDS	Extra Equipment, space					
GRANTED KEYWORDS	Fly					

### **RX-0 FULL ARMOR PLAN B**

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

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

Armed Armor HJ: This is a Beam Javelin.

More Arms than Hands: The Mega Particle Cannons may not be fired while the Armed Armor DE units are embarked. This unit may not use the Beam Sabers unless in **Destroy Mode**, and loses the **Beam Tonfa** ability.

Armed Armor DE: A model with an Armed Armor DE embarked has a 5+ invulnerable save, and a 4+ invulnerable save against Beam and Energy Shooting Attacks. A model with more than one Armed Armor DE embarked has a 4+ invulnerable save, and a 3+ invulnerable save against Beam and Energy Shooting Attacks. These count as Unicorn Shield Funnels (p.41), but are not equipped with Twin Beam Gatlings...

Armed Armor XC: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

### **GRANTED ABILITIES** PAGE)

(CONTINUED ON NEXT Boosters: When both Armed Armor DE units are embarked, this model may move up to 2D6" in the charge phase, even if it did not declare a charge.

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FACTION KEYWORDS	UC, 0096, Vist Foundation
KEYWORDS	Extra Equipment, space
<b>GRANTED KEYWORDS</b>	Fly

## 15

**POWER** 

### **HEAVY WEAPON SYSTEM**

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Heavy Weapon System 300

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

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.	
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.	
	<b>Chobham Armor</b> : A model with Chobham Armor increases their Wound characteristic by 6, while their Move characteristic is reduced by 3. The Chobham may be ejected at any time, resorting all characteristics to the printed values. Any wounds lost are first lost from the Chobham Armor.						
	<b>HWS Nu Shield:</b> A model with a HWS Nu Shield has a 4+ Invulnerable save, a Three Shot Missile Launcher, two Mega Particle Cannons, and a Beam Cannon.						
ABILITIES	<b>Equipme</b> for anothe		it is n	ot ava	ailab	le to take on its own; it must be taken as an upgrade	
FACTION KEYWORDS	UC, 0093, Londo Bell						