ZEON REMNANTS ARMY LIST 0081-0085

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

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like UC, <Year>, Zeon Remnants, <Team>, Ground, and Space. UC defines the particular universe of Gundam that these suits fall into, and <Year> indicates the year the unit was deployed. Zeon Remnants as the Zeon Remnant Faction, and <Team> indicates which Team of the Zeon Remnants that unit was assigned to.

If a unit does not have a **<Team>** specified or has "<Team>" as its Team, then it may be assigned to any Team that you are currently fielding, gaining that specific keyword. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

PRIOR INDICES

Zeon Remnants detachments may include any non-Character unit from previous Zeon related indices in their army selection. Zeon Remnants may add a Rocket Booster (Power Rating +1) to any Mobile Suit unit from this or previous indices.

ABILITIES

The following abilities are common to several Zeon Remnant 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.

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.

Rocket Booster

A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides **Fly** until the beginning of your next Movement phase.

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.

C						[A	U	characteristics o	hange	as it su	_
M	WS E	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	*	* 8	8	18	4	9	2+	10-18+	15"	2+	3+
Beam Carl	oine, Bea	m Sabe	ers, an					5-9 1-4	10" 6"	3+ 4+	4+ 5+
•		•		۸D	n	۸RI	I ITIES	1-4		7.	J.
			_		_	ADI	LITILO				
30	FISIC	ט וכ	5	U	'	-	h tima vau	rall a waynd rall	of G L fo	or thin	
30"	Rapid Fi	ire 2D3	8	-3	2		•				
Melee	Mel	ee	+3	-3	2D3		•				
Melee	Mel	ee	User	-2	D3	Mak	ce 3 hit rolls	for each attack	with thi	s weap	on.
This mod	el may ta	ke 3 B	oost Po	ods (Pow	er Ra	nting +2).				
						Mol	oile Suit (p	. 1)			
Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge.						activ your add Boo Har beg	vate each or Movements 3" to your st Pods are d to Hit* are inning of your	one once at the b t phases. Each Movement char e currently activa nd Fly . This bonu our next Moveme	eginnin activate acterist ted, the us lasts nt phas	ng of an ed Boos ic. If an e model until th se, at w	y of st Pod ny gains e
-			ts Del:	az Fl	eet	P = 11			3,11,144		
•											
	M * C-04 Gerbe Beam Carb u may be to RANGE 30" 30" Melee Melee This mod Hard to It subtract of target this Hit and F in your C declared Core Exp UC, 0083	M WS E * * C-04 Gerbera Tetra is Beam Carbine, Beau may be taken for RANGE TYF 30" Pisto 30" Rapid Fi Melee Mel Melee Mel This model may ta Hard to Hit*: Your subtract 1 from hit target this model in Hit and Run: This in your Charge phadeclared a charge Core Explodes (puc, 0083, Zeon R	M WS BS S * * * 8 G-04 Gerbera Tetra is a sin Beam Carbine, Beam Sabe a may be taken for your are RANGE TYPE 30" Pistol 6 30" Rapid Fire 2D3 Melee Melee This model may take 3 Beam Carbine, Beam Sabe a may be taken for your are RANGE TYPE 30" Pistol 6 4 Welee Melee This model may take 3 Beam Carbine Melee Melee This model may take 3 Beam Carbine Melee Th	M WS BS S T * * * 8 8	M WS BS S T W * * * 8 8 18 G-04 Gerbera Tetra is a single model of Beam Carbine, Beam Sabers, and Tital may be taken for your army. RANGE TYPE S AP 30" Pistol 6 5 0 30" Rapid Fire 2D3 8 -3 Melee Melee +3 -3 Melee Melee User -2 This model may take 3 Boost Pods (Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks the target this model in the Shooting phase of the subtract a charge. Core Explodes (p. 1) UC, 0083, Zeon Remnants, Delaz Files.	M WS BS S T W A * * * 8 8 18 4 C-04 Gerbera Tetra is a single model equip Beam Carbine, Beam Sabers, and Titanic R In may be taken for your army. RANGE TYPE S AP D 30" Pistol 6 5 0 1 30" Rapid Fire 2D3 8 -3 2 Melee Melee +3 -3 2D3 Melee Melee User -2 D3 This model may take 3 Boost Pods (Power Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Explodes (p. 1) UC, 0083, Zeon Remnants, Delaz Fleet	M WS BS S T W A Ld * * * 8 8 18 4 9 G-04 Gerbera Tetra is a single model equipped was a sample model equipped wa	* * * 8 8 18 4 9 2+ G-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one amay be taken for your army. ** * * 8 8 18 4 9 2+ G-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one amay be taken for your army. ** * * 8 8 18 4 9 2+ G-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one amay be taken for your army. ** * * * 8 8 18 4 9 2+ G-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one amay be taken for your weapon, it also Each time you weapon, it also Each time yo	M WS BS S T W A Ld SV REMAINING W * * * 8 8 18 4 9 2+ 10-18+ G-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one a may be taken for your army. RANGE TYPE S AP D ABILITIES 30" Pistol 6 5 0 1 - Each time you roll a wound roll a weapon, it also inflicts a mortal Each time you roll a wound roll weapon, it also inflicts a mortal Each time you roll a wound roll weapon, it also inflicts a mortal Each time you roll a wound roll Melee Melee User -2 D3 Make 3 hit rolls for each attack. This model may take 3 Boost Pods (Power Rating +2). Mobile Suit (p. 1) Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Core Explodes (p. 1)	AGX-04 M WS BS S T W A Ld SV REMAINING W M * * * 8 8 18 4 9 2+ 10-18+ 15" C-04 Gerbera Tetra is a single model equipped with two Beam Carbine, Beam Sabers, and Titanic Feet. Only one a may be taken for your army. RANGE TYPE S AP D ABILITIES 30" Pistol 6 5 0 1 - Each time you roll a wound roll of 6+ feets weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ feets weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ feets weapon, it also inflicts a mortal wound. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hit and Run: This unit may move 2D6" in your Charge phase, even if it has not declared a charge. Mobile Suit (p. 1) Boost Pod: A model equipped with Boativate each one once at the beginning your Movement phases. Each activate adds 3" to your Movement characterist Boost Pods are currently activated, the Hard to Hit* and Fly. This bonus lasts beginning of your next Movement phase point the activated Boost Pod is exhauluce.	AGX-04 M WS BS S T W A Ld SV REMAINING W M WS * * * 8 8 18 4 9 2+ 10-18+ 15" 2+

						2					
M		s s	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
*	*	8	7	12	2	7	3+	7-12+	12"	4+	4+
			m Mac	hine	Gun	a Coı	mbat	4-6 1-3	9" 5"	5+ 6+	5+ 6+
RANGE	TYP	E	S	AP	D	ABIL	ITIES				
									elow.	If you	choose
30"	Assau	lt 6	7	-1	1	-					
30"	Assau	lt 1	7	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	Э.
30"	Assau	lt 6	6	-1	1	-					
48"	Heavy	2D3	8	-2	1					odels, d	change
6"	Grena	de 1	6	-1	D3	-					
Melee	Mele	e	+1	-2	D6	-					
48"	Heav	y 1	8	-2	D6			weapons may only	/ be fi	red onc	e per
60"	Rapid Fi	re D3	6	-1	1			•		odels, d	change
Melee	Mele	e	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
(Power R This mod each). This mod	tating +1) el may tal el may re	ke in a place i	ddition its Grer	up t nade	o 2 T	hree S n Smo	Shot Missi ke Grena	le Launchers (Pov des.	ver R		1
Core Exp	shooting any weapons in the Shooting phase, the model can use its Smoke Grenades; until your responsing phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target to shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the Shooting phase, the model can use its Smoke Grenades; until your responsion to the shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target to the shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target to the shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target to the shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target to the shooting phase, your opponent must subtract the shooting phase in t								this r next : 1		
UC, 0081	, Zeon Re	mnan	ts, <te< td=""><td>am></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></te<>	am>							
Titanic, V	ehicle, Mo	bile S	uit, Spa	ace,	Grou	nd					
	wodel equipped Hawk, and RANGE When attaboth, substantial solution of the substantial	M WS B * * * * * * * * * * * * * * * * * *	M WS BS S * * * * 8 ordel equipped with a 120mm Hawk, and Titanic Feet. RANGE TYPE When attacking with this both, subtract 1 from all the standard of the	M WS BS S T * * * 8 7 Indel equipped with a 120mm Mack Hawk, and Titanic Feet. RANGE TYPE S When attacking with this weapon both, subtract 1 from all to hit rown and to h	M WS BS S T W * * * 8 7 12 Indel equipped with a 120mm Machine Hawk, and Titanic Feet. RANGE TYPE S AP When attacking with this weapon, cheboth, subtract 1 from all to hit rolls magnetic form all to hit rolls magn	* * * 8 7 12 2 Indel equipped with a 120mm Machine Gun, Hawk, and Titanic Feet. RANGE TYPE S AP D When attacking with this weapon, choose both, subtract 1 from all to hit rolls made with a 30" Assault 6 7 -1 1 30" Assault 6 7 -1 1 30" Assault 6 7 -1 D3 30" Assault 6 6 -1 1 48" Heavy 2D3 8 -2 1 6" Grenade 1 6 -1 D3 Melee Melee +1 -2 D6 48" Heavy 1 8 -2 D6 60" Rapid Fire D3 6 -1 1 Melee Melee User -2 D3 This model may replace its 120mm Mach (Power Rating +1). This model may take in addition up to 2 Teach). This model may replace its Grenades with This model may take a Sturm Faust or two Mobile Suit (p. 1) Combat Shield: A model with a combat shield has a 5+ invulnerable save. UC, 0081, Zeon Remnants, <team></team>	M WS BS S T W A Ld * * * 8 7 12 2 7 Indel equipped with a 120mm Machine Gun, a Constraint Feet. RANGE TYPE S AP D ABIL When attacking with this weapon, choose one of both, subtract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from all to hit rolls made with the substract 1 from substract 1 from all to hit rolls made with the substract 1 from substr	M WS BS S T W A Ld Sv * * * 8 7 12 2 7 3+ Indeel equipped with a 120mm Machine Gun, a Combat Hawk, and Titanic Feet. RANGE TYPE S AP D ABILITIES When attacking with this weapon, choose one or both of both, subtract 1 from all to hit rolls made with this weapon and any assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 6 6 -1 1 - When targeting this weapon's and any assault 6 6 -1 1 - When targeting this weapon's and any assault 6 6 -1 D3 - Melee Melee +1 -2 D6 - 48" Heavy 1 8 -2 D6 battle. When targeting this weapon's and any assault 6 6 -1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's and any assault 6 6 -1 1 1 this weapon's any assault 6 6	M WS BS S T W A Ld SV REMAINING W * * * 8 7 12 2 7 3+ 7-12+ del equipped with a 120mm Machine Gun, a Combat Hawk, and Titanic Feet. RANGE TYPE S AP D ABILITIES When attacking with this weapon, choose one or both of the profiles listed both, subtract 1 from all to hit rolls made with this weapon. 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - When targeting units with 5 or m When targeting units with 5 or m Hawk, and Fire D3 6 -1 1 this weapon's type to Heavy 2D6 6" Grenade 1 6 -1 D3 - Melee Melee H1 -2 D6 - Each of these weapons may only battle. When targeting units with 5 or m Hawk Bazooka or a 90mm (Power Rating +1). This model may replace its 120mm Machine Gun with a Bazooka or a 90mm (Power Rating +1). This model may take in addition up to 2 Three Shot Missile Launchers (Poweach). This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1) Core Explodes (p. 1) Smoke Grenades: Once per gas shooting any weapons in the Shomodel can use its Smoke Grenades. Shooting phase, your opponent of from all hit rolls for ranged weapon weapons. UC, 0081, Zeon Remnants, <team></team>	TABLE TYPE S AP D ABILITIES When attacking with this weapon, choose one or both of the profiles listed below. both, subtract 1 from all to hit rolls made with this weapon. 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - 30" Assault 6 7 -1 1 - When atgeting units with 5 or more m this weapon's type to Heavy 2D6. 6" Grenade 1 6 -1 D3 - Melee Melee +1 -2 D6 - 48" Heavy 1 8 -2 D6 battle. When targeting units with 5 or more m this weapon's type to Rapid Fire D6. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this this weapon's type to Rapid Fire D6. Melee Melee User -2 D3 Make 3 hit rolls for each attack with this model may replace its Grenades with Smoke Grenades. This model may replace its Grenades with Smoke Grenades. This model may replace its Grenades with Smoke Grenades. This model may take a Sturm Faust or two Sturm Fausts (Power Rating +1). Smoke Grenades: Once per game, in shooting any weapons in the Shooting model can use its Smoke Grenades; or we hill the shooting any weapons the shooting phase, your opponent must shield has a 5+ invulnerable save. UC, 0081, Zeon Remnants, <team></team>	TAKUII F2 Some of this model's characae change as it suffers damage, a shown below: REMAINING W M WS WS WS WS WS WS W

8 MS-06F2 POWER ZAKU II F2 VETERAN

shield has a 5+ invulnerable save.

UC, 0081, Zeon Remnants, <Team>

Titanic, Vehicle, Mobile Suit, Space, Ground

ABILITIES

KEYWORDS

FACTION KEYWORDS

DAMAGE

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

POWER								shown below:			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06F2 Veteran	*	* * 8	7	12	2	8	3+	7-12+	12"	3+	3+
A MS-06F2 Veteran is a Combat Shield, Grenade				mm I	Mach	ine G	un, a	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm MMP-70C		ncking with this ract 1 from all t						the profiles listed t า.	oelow.	If you	choose
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	7	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	∍.
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or m type to Heavy 2D6		odels, d	change
Grenades	6"	Grenade 1	6	-1	D3	-					
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	y be fi	red onc	e per
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	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	(Power R This mode each). This mode	ating +1). el may take in a el may replace	iddition its Grer	up to	o 2 T s wit	hree S	Shot Missi oke Grena	Bazooka or a 90m le Launchers (Pov des. (Power Rating +	wer Ra		1
	Mobile Su	uit (p. 1) lodes (p. 1)				Smo shoo mode Shoo	ke Grena ting any w el can use oting phas	des: Once per gal yeapons in the Sho its Smoke Grena e, your opponent i s for ranged weapone	me, in poting des; u must s	phase, ntil you subtract	this r next t 1

vehicle.

8 POWER	7	MS ZAKU	S-0 <i>6</i>			CE		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S		W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F2 Ace	*	* * {	3 7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06F2 Aceis a single Shield, Grenades, a Heat			120mm I	Macl	nine (Gun, a	Combat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
90mm MMP-70C		acking with this tract 1 from all						the profiles listed b า.	elow.	. If you o	choose
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	7	-1	D3	This v	veapon n	nay only be fired o	nce p	er battle	€.
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8	-2	1			g units with 5 or me type to Heavy 2D6		odels, d	change
Grenades	6"	Grenade 1	6	-1	D3	-					
Heat Hawk	Melee	Melee	+1	-2	D6	-					
Sturm Faust	48"	Heavy 1	8	-2	D6	Each battle		weapons may only	/ be fi	red onc	e per
Three Shot Missile Launcher	60"	Rapid Fire D3	3 6	-1	1			g units with 5 or me type to Rapid Fire		odels, d	change
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith th	is weap	on.
WARGEAR OPTIONS	(Power Formula This mode each). This mode	Rating +1). lel may take in lel may replace	addition its Grer	up t	o 2 T	hree S	hot Missi ce Grena	Bazooka or a 90mi le Launchers (Pov des. (Power Rating + 1	ver R		1
	Mobile S	<u> </u>				Smok	ce Grena	des: Once per gar	ne, in		
	-	shooting any weapons in the Shooting phase, to model can use its Smoke Grenades; until your Shooting phase, your opponent must subtract to shooting phase.							r next : 1		
ABILITIES		Shield : A mode s a 5+ invulner			nbat	from a vehicl		s for ranged weapo	ons th	at targe	et this
FACTION KEYWORDS	UC, 0081	l, Zeon Remna	nts, <te< td=""><td>am></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></te<>	am>							
KEYWORDS	Characte	haracter, Titanic, Vehicle, Mobile Suit, Space, Ground									

12 POWER		ERIK MS-						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
Erik Blanke	*	* * {	3 7	12	4	9	3+	7-12+	12"	2+	3+
Erik Blanke in a MS-08T> Hand Cannon, a Cold Bla this type may be included	ade, four Co	ld Kunai, and						4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
90mm MMP-70C		cking with this ract 1 from all						the profiles listed b	elow.	If you	choose
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	7	-1	D3	This \	weapon n	nay only be fired o	nce p	er battl	Э.
Cold Blade	Melee	Melee	+3	-2	2D3			roll a Wound roll o inflicts a Mortal V			5
Cold Kunai (Melee)	Melee	Melee	+1	-1	D3	weap with t	on, it also wo Cold I	roll a Wound roll on inflicts a Mortal Wounding to the thing the thing the difference of the thing the thi	Vound	l. If atta odel figl	cking
Cold Kunai (Thrown)	24"	Assault 1	7	-1	D3	weap throw	on, it also n, that Co	roll a Wound roll c inflicts a Mortal V old Kunai may not	Vound	I. Once)
Heat Saber	Melee	Melee	+2	-2	D6	-					
Shotgun	When atta	cking with this	s weapo	n, ch	oose	one o	f the profi	les below			
Solid Slug	30"	Assault 1	7	-2	D6	-					
Scatter Shot	24"	Assault D3	6	-1	D3	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
WARGEAR OPTIONS		el may take a 9 Shotgun (Pow e				(Powe	r Rating	+2), a Heat Saber	(Pow	er Rati	ng
		un :This unit ca ge phase (eve a charge).				or thr		hese weapons ma rown, they are los battle.			

Mobile Suit (p. 1)

ABILITIES

KEYWORDS

FACTION KEYWORDS

Core Explodes (p. 1)

UC, 0081, Zeon Remnants, Invisible Knights

Character, Titanic, Vehicle, Mobile Suit, Ground

MS-14F POWER GELGOOG MARINE

DAMAGE

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

\ POWE	R GL	LUU						ענאו	shown below:			
NAME	М	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-14F	*	* *	8	8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14F is a single mo			35mm l	Han	ıd Caı	nnon	ıs, a 1	20mm	4-7	9"	4+	4+
Machine Gun, Beam Sa	bers, and Tita	anic Feet.							1-3	5"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pistol 6	3	5	0	1	-					
90mm MMP-70C		cking with ract 1 from							the profiles listed l	oelow.	If you	choos
90mm MMP-70C	30"	Assault	6	7	-1	1	-					
Grenade Launcher	30"	Assault	1	6	-1	D3	This	weapon i	may only be fired o	nce p	er battle	Э.
120mm Machine Gun	30"	Assault	6	6	-1	1	-					
				_			Whe	n targetin	ng units with 5 or m	ore m	odels, d	chang

Bazooka 48" Heavy 2D3 8 -2 1 this weapon's type to Heavy 2D6.

Each time you roll a Wound roll of 6+ with this Beam Rifle 36" Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound.

Each time you roll a Wound roll of 6+ with this
Beam Sabers

Melee

Haber Sabers

Melee

Haber Sabers

Each time you roll a Wound roll of 6+ with this
Weapon, it also inflicts a Mortal Wound.

Titanic Feet

Melee

User -2

D3

Make 3 hit rolls for each attack with this weapon.

This model may replace its 120mm Machine Gun with a 90mm MMP-70C (**Power Rating +1**), a Bazooka, or a Beam Rifle (**Power Rating +2**).

WARGEAR OPTIONS This model may take a Small Shield (Power Rating +1).

Mobile Suit (p. 1) Small Shield: A model with a small shield has a 6+ invulnerable save.

FACTION KEYWORDS UC, 0083, Zeon Remnants, Delaz Fleet

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space



Beam Sabers

12 MS-14F GELGOOG

DAMAGE

Each time you roll a Wound roll of 6+ with this

-3 2D3 weapon, it also inflicts a Mortal Wound.

Some of this model's characteristics

POWER		MAR	IIN	E A	10	E		change as it suffe shown below:	rs daı	mage, a	as
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14F Ace	*	* *	8 8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14F Ace is a single	model equi	pped with tw	o 35mm	Hand	d Cai	nnons	, a	4-7	9"	4+	4+
120mm Machine Gun, Be	•							1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
90mm MMP-70C		cking with thi	•					the profiles listed b	elow.	If you o	choose
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon i	may only be fired o	nce p	er battle	€.
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka	48"	Heavy 2D3	8 8	-2	1			g units with 5 or mo		odels, c	hange
Beam Rifle	36"	Heavy 3	8	-3	4		•	ı roll a Wound roll o o inflicts a Mortal V			

Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon. This model may replace its 120mm Machine Gun with a 90mm MMP-70C (Power Rating +1), a Bazooka, or a Beam Rifle (Power Rating +2).

WARGEAR OPTIONS This model may take a Small Shield (Power Rating +1).

Melee

ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)	Small Shield : A model with a small shield has a 6+ invulnerable save.
EACTION KEYWORDS	LIC 0083 Zeon Remnants Delaz Fleet	

+3

UC, 0083, Zeon Remnants, Delaz Fleet

Melee

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

16 POWER	C	IMA (MS				A	U	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
Cima Garahau	*	* * 8	8	15	4	9	3+	8-15+	12"	2+	3+
Cima Garahau in a MS-14 equipped with two 35mm Titanic Feet, and Twin Lin may be taken for your arm	Hand Cann k 60mm Vu	ons, a Beam I	Machine	Gui	n, Be	am S	abers,	4-7 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-					
Beam Machine Gun	36"	Heavy D6	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Beam Sabers	Melee	Melee	+3	-3	2D3		•	roll a Wound roll o inflicts a Mortal V			;
Titanic Feet	Melee	Melee	User	-2	D3	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
ABILITIES	Mobile Suit (p. 1)Combat Shield: A model with a combat shield hasCore Explodes (p. 1)a 5+ invulnerable save.										
FACTION KEYWORDS	UC, 0083,	Zeon Remnai	nts, Dela	az Fl	eet						
KEYWORDS	KEYWORDS Character, Titanic, Vehicle, Mobile Suit, Ground, Space, Cima Garahau										

15 POWER		ANA RX							DAMAGE Some characteristics ch damage, as shov	nange	as it su	
NAME	M	WS B	s s	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Anavel Gato	*	* *	8	10	18	5	9	2+	10-18+	15"	2+	2+
Anavel Gato in the RX-78 a Beam Sabers, a Massiv Only one model with Ana	e Shield, Ti	tanic Fee	t, and	l Twin L	_ink	60mr			5-9 1-4	10" 6"	3+ 4+	3+ 4+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
Anti-Ship Rifle	72"	Heav	y 1	8	-3	2D3	the pr hit rol	eceding r	rrying the Anti-Sh movement phase, apon may target a sest model.	subtra	act 1 fro	m the
Beam Bazooka	48"	Heavy	2D3	8	-2	4	this w	eapon's t	g units with 5 or m ype to Heavy 2D6 6+ for this weapo	6. Eacl	h time y	ou roll
Beam Sabers	Melee	Mele	e	+3	-3	2D3		•	roll a wound roll o inflicts a mortal v			
MLRS	48"	Heav	<i>y</i> 6	8	-2	D6	This v	weapon m	nay be fired up to	2 time	s per ba	attle.
Titanic Feet	Melee	Mele	e	User	-2	D3	Make	3 hit rolls	for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Pisto	16	4	0	2	Add 1	to all to l	nit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS		el does r							o) or an MLRS (Po y take an Anti-Shi			
	in your Ch declared a Massive S	declared a charge. not a weapon f Instead, it may Massive Shield: A model with a Massive scenario, The N						ead: The GP02A or encounters les be better served Nightmare of Solo r that mission sce	s than as a u mon	apocaly	yptic. nission	
ABILITIES	Mobile Su							Explode				
FACTION KEYWORDS	UC, 0083,	Postwar	EFF,	Delaz f	-leet	:						
KEYWORDS	Character,	Titanic, '	Vehicl	e, Mob	ile S	uit, G	undan	n, Fly, Gro	ound, Space, Anav	vel Ga	to	

ZEON REMNANTS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. If using a unit from a previous index, use the costs listed in that index.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, MS-06F2	1	95
Ace, MS-14F	1	155

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Veteran, MS-06F	1	90
MS-14F	1	145

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MS-06F2	1	75

NAMED CHARACTERS						
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)				
Cima Garahau, AGX-04	1	190				
Erik Blanke, MS-08TX/N	1	120				
Cima Garahau, MS-14Fs	1	160				
Anavel Gato, RX-78GP02A	1	220				

RANGED WEAPONS					
WEAPON	POINTS PER WEAPON				
35mm Hand Cannon	15				
90mm MMP-70C	40				
120mm Machine Gun	30				
Anti-Ship Rifle	30				
Bazooka	25				
Beam Bazooka	90				
Beam Carbine	55				
Beam Machine Gun	75				
Beam Rifle	75				
Grenades	0				
MLRS	72				
Shotgun	20				
Sturm Faust	6				
Three Shot Missile Launcher	25				
Twin Link 60mm Vulcans	10				

MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Beam Sabers	40				
Cold Blade	40				
Cold Kunai	20				
Heat Hawk	20				
Heat Saber	20				
Titanic Feet	0				

OTHER WARGEAR				
WARGEAR	POINTS PER ITEM			
Boost Pod	15			
Combat Shield	20			
Massive Shield	30			
Small Shield	10			
Rocket Booster	10			

ZEON REMNANTS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Hand Cannon	30"	Pistol 6	5	0	1	-
90mm MMP-70C		king with this weapo om all to hit rolls ma				e of the profiles listed below. If you choose more than one,
90mm MMP-70C	30"	Assault 6	6	-1	1	-
Grenade Launcher	30"	Assault 1	6	-1	D3	This weapon may only be fired once per battle.
120mm Machine Gun	30"	Assault 6	6	-1	1	-
Anti-Ship Rifle	72"	Heavy 1	8	-3	2D3	If the model carrying the Anti-Ship Rifle moved in the preceding movement phase, subtract 1 from the hit roll. This weapon may target a Character , even if it is not the closest model.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Beam Bazooka	48"	Heavy 2D3	8	-2	4	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Carbine	30"	Rapid Fire 2D3	8	-3	2	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Machine Gun	36"	Heavy D6	8	-3	3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Kunai (Thrown)	24"	Assault 1	7	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Once thrown, that Cold Kunai may not be used again this battle.
Grenades	6"	Grenade 1	6	-1	D3	-
MLRS	48"	Heavy 6	8	-2	D6	This weapon may be fired up to 2 times per battle.
Shotgun When attacking with this weapon, choose one of the profiles listed below.						
Solid Slug	30"	Assault 1	7	-2	D6	-
Scatter Shot	24"	Assault D3	6	-1	D3	-
Sturm Faust	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Blade	Melee	Melee	+3	-2	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Cold Kunai (Melee)	Melee	Melee	+1	-1	D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. If attacking with two Cold Kunai, each time this model fights it may make an additional attack with them.
Heat Hawk	Melee	Melee	+1	-2	D6	-
Heat Saber	Melee	Melee	+2	-2	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Boost Pod	A model equipped with Boost Pods may activate each one once at the beginning of any of your Movement phases. Each activated Boost Pod adds 3" to your Movement characteristic. If any Boost Pods are currently activated, the model gains Hard to Hit* and Fly . This bonus lasts until the beginning of your next Movement phase, at which point the activated Boost Pod is exhausted.
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Massive Shield	A model with a Massive Shield has a 4+ invulnerable save.
Small Shield	A model with a Small Shield has a 6+ invulnerable save.
Rocket Booster	A rocket booster may be activated once per battle at the beginning of any of your Movement phases. When activated, it provides Fly until the beginning of your next Movement phase.

ETERNAL WAR NIGHTMARE OF SOLOMON

Anavel Gato prepares for his own part of an attack on Konpeitoh, which is hosting the Naval Review. The Delaz Fleet keeps probing the enemy defenses, keeping them occupied. A defense satellite detects Gato breaking through another sector and the enemy is ordered to intercept him before he crashes the Review, firing his Mk. 82 nuclear warhead and destroying the fleet!

THE ARMIES

Each player selects a Battle Forged army to an agreed points limit. Thematically, we suggest a Zeon Remnants Delaz Fleet army versus a Postwar EFF Albion Team army.

THE BATTLEFIELD

Create the battlefield and set up terrain. A great deal of small to large pieces of space debris would fit the theme well for terrain.

DEPLOYMENT

Using the Spearhead Assault deployment map, roll off to determine which player can pick one of the deployment zones for their army. Their opponent must use the other deployment zone.

The players then alternate deploying units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a D6; on a 6 they manage to Seize the Initiative, and they get first turn instead!

MISSION SPECIAL RULES

Open Space

Battles in **Open Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit. Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units must possess the **Space** keyword to field that unit in Space battles.

Debris Zone

When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away. After any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls higher than its LD, it takes a Mortal Wound.

STRATEGEMS

In this mission, the players can spend Command Points (CP) for the following additional Strategem.

1CP: **Defense Satellites** (Strategem)

Select an enemy unit. For the duration of your turn, your units may shoot at that unit without penalty from **Debris Zone**.

BATTLE LENGTH

At the end of Battle Round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues; otherwise the game is over. At the end of Battle Round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues; otherwise the game is over. The battle automatically ends after Battle Round 7.

VICTORY CONDITIONS

At the end of the battle, if the player who picked their Deployment Zone's Warlord has escaped from the far edge of the table (in their opponent's Deployment Zone), then they score a Major Victory. If the player who did not pick their Deployment Zone kills their opponent's Warlord, before it escapes, they score a Major Victory. If the Warlord was not killed or did not escape, then the battle is a draw.

SOLOMON, I HAVE RETURNED!!

The player who picked their deployment zone may have their Warlord escape through the far edge of the table in their opponent's Deployment Zone. If they do so, the game ends immediately as the nuke is deployed. Their opponent's HQ units may prevent them from leaving the battlefield if they are within 6" of the Warlord - the Warlord must go another way.