# PRINCIPALITY OF ZEON ARMY FORCES LIST

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

### **ABILITIES**

The following abilities are common to several Zeon 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**.

### Escape Vehicle - <Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

### **Core Explodes**

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

#### **Titanic Presence**

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

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

### Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

#### Newtype

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

#### **NEWTYPE DISCIPLINE**

#### **Three Times Faster**

Three Times Faster has a warp charge value of 6. If manifested, the Newtype's unit may immediately move as if it were the Move phase. If the Newtype's unit Advanced or Advances this turn, it may still charge in the Charge phase.

#### **Plot Armor**

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

### **Combat Hypnosis**

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



### DFA-03 DOPP

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

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

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



# HT-01B-TOP MAGELLA TOP

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

This unit contains a single HT-01B-Top model. It may include an additional single HT-01B-Top (**Power Rating +3**) or an additional two HT-01B-Top (**Power Rating +6**). Each model is equipped with a 175mm Cannon.

additional two HT-01B-To	p ( <b>Power Ra</b>	<b>ting +6</b> ). Eacl	n mod	el is	equip	ped with a 175mm Cannon.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
175mm Cannon	48"	Heavy 1	8	-3	2D6	-
	and can on can <b>Fly</b> , an	This model can y be charged l d can only atta the Fight phas	oy uni ck or	ts tha	it	<b>Supersonic</b> : Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 15" until the end
ABILITIES	subtract 1 f	: Your oppone om hit rolls for nodel in the Sh	attac	ks th		of the phase - do not roll any dice.  Vehicle Squadron (p. 1)  Core Explosion (p. 1)
FACTION KEYWORDS	UC, 0079, 2	Zeon				
KEYWORDS	Fly, Vehicle	, HT-01B-Top,	Grour	nd		



## HT-01B MAGELLA TANK

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

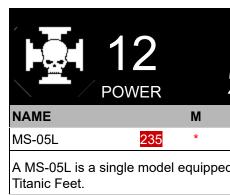
This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.

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

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

**FACTION KEYWORDS** UC, 0079, Zeon **KEYWORDS** Vehicle, Ground

5 POWER			IS-0 AK					DAMAGE Some of this mo change as it suff shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-05B 100	*	* *	7 6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			mm Mac	hine (	Gun,	Crack	er	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
100mm Machine Gun	24"	Rapid Fire 2	2D3 6	-1	1	-					
120mm Machine Gun +5	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D3	-					
Bazooka	48"	Heavy 2D	3 8	-2	1			g units with 5 or m type to Heavy 2D		odels, c	hange
Cracker Grenades	12"	Grenade [	06 *	*	*	targe Grer	et. Instead nades, you	does not inflict any d, if a unit is hit by ur opponent must t unit until the end	any C subtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	Use	r -2	2	Make	e 3 hit roll	s for each attack v	with thi	s weapo	on.
WARGEAR OPTIONS	Cannon,	el may replad or a Bazooka el may take a	ı.					120mm Machine (	Gun, a	175mm	1
ABILITIES	Mobile S Core Exp	uit (p. 1) blodes (p. 1)						l <b>d <mark>+20</mark>: A model w</b> nerable save.	vith a c	ombat s	shield
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, V	ehicle, Mobil	e Suit, S	oace,	Grou	nd					



# MS-05L ZAKU SNIPER

### **DAMAGE**

NAME		M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Т
MS-05L	235	*	6+	*	7	*	12	1	8	3+	7-12+	12"	2+	6
A MS-05L is a single	e model	eguippe	ed with	a Lon	a Be	am R	tifle. a	Hea	at Hav	vk. and	4-6	9"	3+	5
Titanic Feet.					0		,			,	1-3	5"	4+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	A model can only fire the Long Beam Rifle if it remained stationary in the preceding movement phase. Subtract 2 from any target units Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired 3 times in a battle. This weapon may target a <b>Character</b> , even if it is not the closest unit.
Heat Hawk	Melee	Melee	+3	-3	6	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
ABILITIES	the Long E 1, roll a D6 Generator wounds to Beam Rifle	ental Generato Beam Rifle, if an B. On a 6, the S explodes, cause every unit with e can no longen ental Generator	ny hit ro Suppler sing D3 iin 6".	olls w menta Mort The L he	ere al tal	Mobile Suit (p. 1) Core Explodes (p. 1)
FACTION KEYWORDS	UC, 0079,	Zeon				
KEYWORDS	Titanic, Ve	hicle, Mobile S	uit, Sni	per, S	Spac	e, Ground

7 POWER		MS-	-06 ZA				6J		DAMAGE Some of this mo change as it suf shown below:			
NAME	M	WS	BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J 140	*	*	* 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a Combat Shield, Cracker G	_		•				hine G	Gun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assa	ult 6	6	-1	1	-					
175mm Cannon -5	48"	Hea	vy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy	/ 2D6	8	-2	1	Blast					
Cracker Grenades	12"	Grena	de D6	*	*	*	targe Gren	t. Instead ades, you	loes not inflict an d, if a unit is hit by ir opponent must t unit until the end	y any C subtra	racker ct 1 fror	
Heat Hawk	Melee	Ме	lee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid F	Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	3 hit rolls	s for each attack	with thi	s weap	on.
WARGEAR OPTIONS									175mm Cannon dile Launchers ( <b>Po</b>			1
ABILITIES	Combat S shield has					nbat		le Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon										
KEYWORDS	Titanic, Ve	ehicle, M	obile S	uit, Spa	ace,	Grou	nd					

8 POWER		M ZAKU	S-(			E		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
MS-06 Ace 150	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Ace is a single r Shield, Cracker Grenades				achir	ne Gu	n, a C	Combat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	.•				
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	et. Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must t unit until the end	any C subtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	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 weap	on.
WARGEAR OPTIONS		• •						175mm Cannon o le Launchers ( <b>Po</b>			I
ABILITIES		<b>Shield</b> : A model s a 5+ invulneral			nbat		ile Suit (p Explode				
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Characte	r, Titanic, Vehicle	e, Mob	ile S	uit, S	pace,	Ground				

8 POWER			M A K					I		DAMAGE Some of this modern change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06FZ 155	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06FZ is a single mo Heat Hawk, a MMP-70C, a			ı a Co	mba	t Shie	eld, F	rag	Grena	ades, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	T	YPE		S	AP	D	ABII	LITIES				
120mm Machine Gun -10	30"	Ass	ault 6		6	-1	1	-					
Frag Grenades	12"	Grei	nade 1	1	6	-1	D3	-					
Heat Hawk	Melee	М	elee		+3	-3	6	-					
MMP-70C	When atta									the profiles listed weapon.	below.	If you	
90mm MMP-70C	30"	Ass	ault 6		7	-1	1	-					
Grenade Launcher	30"	Ass	ault 1		6	-1	D3	This	weapon n	nay only be fired o	once pe	er battle	э.
Titanic Feet	Melee	М	elee		User	-2	2	Mak	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS	This mode This mode	•	•										
	Combat S shield has						bat	shoo	oting any v	i <b>des</b> : Once per ga veapons in the Sh e its Smoke Grena	ooting	phase,	this
	Mobile Su		•					Sho	oting phas	e, your opponent s for ranged weap	must s	ubtract	: 1
ABILITIES	Core Exp		(p. 1)					vehi	cle.				
FACTION KEYWORDS	UC, 0079,												
KEYWORDS	Titanic, Ve	hicle,	Mobile	e Sui	t, Spa	ace,	Grou	ınd					

6 POWER	7	MS ZAKU (				ON		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06K 115	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06K is a single mod Smoke Grenades, and Tit		d with a 175mm	Cann	on, a	Con	nbat Sh	nield,	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
75mm Gatling Cannon +25	30"	Assault 2D6	7	-1	1	-					
120mm Machine Gun +30	30"	Assault 6	6	-1	1	-					
175mm Cannon	48"	Heavy 1	8	-3	2D6	-					
Bazooka +25	48"	•									
Heat Hawk +20	Melee	lee Melee +3 -3 6 -									
MMP-70C +40		acking with this voth, subtract 1 fr						the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	veapon n	nay only be fired o	nce pe	er battle	) <b>.</b>
Three Shot Missile Launcher +25	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.
WARGEAR OPTIONS	This mode each). This mode +1), MMP	el may take in ad	ddition Omm	up te Mach <b>+1</b> ).	o 2 T	hot Missi ower Ra	Gatling Cannon (le Launchers ( <b>Pov</b> ting +1), Bazooka	ver Ra	ting +1	ĺ	
	Combat	Shield: A model s a 5+ invulnerat	with a	com		at Smoke Grenades: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this					
ABILITIES	Core Exp	olodes (p. 1)				vehicl		s ioi rangeu weap	JIIS III	at targe	

FACTION KEYWORDS

KEYWORDS

UC, 0079, Zeon

Titanic, Vehicle, Mobile Suit, Space, Ground



# MS-06R1-A ZAKU II HIGH MOBILITY TYPE

### DAMAGE

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06R1-A	160 *	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a single model equipped with a 120mm Machine Gun, a Combat  4-6  9'												5+	5+
Shield, Cracker Gren	•		1-3	5"	6+	6+							

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.					
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Heat Hawk	Melee	e Melee +3 -3 6 -									
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This mode	l may replace i	ts 120r	nm M	lach	ine Gun with a Bazooka.					
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space										

9 POWER		N		GAI -06F		-A			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
Gaia 165	*	*	*	7 7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zak 120mm Machine Gun, a C	Combat Shi	eld, Ćr	acker (	Grenades	s, a ⊦	leat			4-6	9" 5"	5+	4+
Titanic Feet. Only one un				-			4 5 11	ITIES	1-3	<del>ວ</del>	6+	5+
WEAPON	RANGE	•	YPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"		ault 6	6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	12"	Gren	ade D6	) *	*	*	targe Gren	et. Instead ades, you	oes not inflict any I, if a unit is hit by Ir opponent must s unit until the end	any C subtra	racker ct 1 fror	
Heat Hawk	Melee	М	elee	+3	-3	6	-					
Titanic Feet	Melee	М	elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.											
ABILITIES	Combat S shield has Mobile Su	a 5+ i	nvulner			bat		his unit can move (even if it has not <b>s</b> (p. 1)		•		
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character	Character, Titanic, Vehicle, Mobile Suit, Gaia, Space										

10 POWER	J(	OHNN MS				DE	N	DAMAGE Some of this mod change as it suffe shown below:				
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Johnny Ridden 175	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	2+	
Johnny Ridden in a MS-0		-			_			4-6	9"	4+	3+	
equipped with a 120mm N Heat Hawk, and Titanic Fo		*					•	1-3	5"	5+	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun	30"	Assault 6	6	-1	1	-						
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast						
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	t. Instead ades, you	oes not inflict any I, if a unit is hit by a r opponent must s unit until the end	any C ubtra	racker ct 1 froi		
Heat Hawk	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.											
ABILITIES		<b>shield</b> : A mode a 5+ invulnera <b>iit</b> (p. 1)			bat	Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079,	C, 0079, Zeon										

Character, Titanic, Vehicle, Mobile Suit, Space

C					<b>BL</b> ]	£					
M	WS BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
*	* * 7	7	15	5	9	3+		12"	2+	2+	
un, Cracke	r Grenades, a l	Heat Ha	awk,	Titar	ic Fee	et, and a	4-7 1-3	9" 5"	3+ 4+	3+ 4+	
RANGE	TYPE	S	AP	D	ABIL	ITIES					
30"	Assault 6	6	-1	1	-						
48"	8" Heavy 1 8 -3 2D3 -										
48"	48" Heavy 2D6 8 -2 1 Blast.										
12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all 12" Grenade D6 * * * hit rolls for that unit until the end of the turn.										
Melee	Melee	+3	-3	6	-						
Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
This mode	el may replace i	its 120r	nm l	Mach	ine Gu	ın with a 1	175mm Cannon or	a Baz	zooka.		
Combat S	Mobile Suit (p. 1)  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Combat Shield: A model with a combat										
<b>Newtype</b> : 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.											
UC, 0079,	Zeon										
Titanic, Ve											
	M *  16S Zaku II un, Cracket unit with C RANGE 30" 48" 48"  12" Melee Melee This mode Mobile Su Combat S shield has Newtype: psychic poin each en manifestin Perils of th UC, 0079,	M WS BS S  * * * 7  6S Zaku II Commander Tyun, Cracker Grenades, a Runit with Char Aznable in RANGE TYPE  30" Assault 6  48" Heavy 1  48" Heavy 2D6  12" Grenade D6  Melee Melee  Melee Melee  This model may replace in Mobile Suit (p. 1)  Combat Shield: A mode shield has a 5+ invulneral psychic power in each fri in each enemy psychic pmanifesting. Note - New Perils of the Warp.  UC, 0079, Zeon	M WS BS S T  * * * 7 7  6S Zaku II Commander Type is a un, Cracker Grenades, a Heat Har unit with Char Aznable may be RANGE TYPE S  30" Assault 6 6  48" Heavy 1 8  48" Heavy 2D6 8  12" Grenade D6 *  Melee Melee User  This model may replace its 120r  Mobile Suit (p. 1)  Combat Shield: A model with a shield has a 5+ invulnerable save Newtype: This model is consider psychic power in each friendly printed in each enemy psychic phase. The manifesting is of the Warp.  UC, 0079, Zeon	M WS BS S T W  * * * 7 7 15  6S Zaku II Commander Type is a singun, Cracker Grenades, a Heat Hawk, unit with Char Aznable may be included and the control of	M WS BS S T W A  * * * 7 7 15 5  6S Zaku II Commander Type is a single mun, Cracker Grenades, a Heat Hawk, Titar unit with Char Aznable may be included it  RANGE TYPE S AP D  30" Assault 6 6 -1 1  48" Heavy 1 8 -3 2D3  48" Heavy 2D6 8 -2 1  12" Grenade D6 * * *  Melee Melee User -2 2  This model may replace its 120mm Mach  Mobile Suit (p. 1)  Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Newtype: This model is considered a psy psychic power in each friendly psychic phin each enemy psychic phase. It may use manifesting. Note - Newtypes do not know Perils of the Warp.  UC, 0079, Zeon	M WS BS S T W A Ld  * * * 7 7 15 5 9  6S Zaku II Commander Type is a single model edun, Cracker Grenades, a Heat Hawk, Titanic Feet unit with Char Aznable may be included in your  RANGE TYPE S AP D ABIL  30" Assault 6 6 -1 1 -  48" Heavy 1 8 -3 2D3 -  48" Heavy 2D6 8 -2 1 Blast  This starge Gren  12" Grenade D6 * * * hit ro  Melee Melee H3 -3 6 -  Melee Melee User -2 2 Make  This model may replace its 120mm Machine Gu  Mobile Suit (p. 1) Hit a Chart  Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core  Newtype: This model is considered a psyker. To psychic power in each friendly psychic phase, as in each enemy psychic phase. It may use any paranifesting. Note - Newtypes do not know Smi Perils of the Warp.  UC, 0079, Zeon	* * * 7 7 15 5 9 3+  16S Zaku II Commander Type is a single model equipped un, Cracker Grenades, a Heat Hawk, Titanic Feet, and a unit with Char Aznable may be included in your army.  RANGE TYPE S AP D ABILITIES  30" Assault 6 6 -1 1 -  48" Heavy 1 8 -3 2D3 -  48" Heavy 2D6 8 -2 1 Blast.  This weapon do target. Instead Grenades, you hit rolls for that the following the followin	M WS BS S T W A Ld Sv  * * * 7 7 15 5 9 3+ 8-15+  16S Zaku II Commander Type is a single model equipped un, Cracker Grenades, a Heat Hawk, Titanic Feet, and a unit with Char Aznable may be included in your army.  RANGE TYPE S AP D ABILITIES  30" Assault 6 6 -1 1 -  48" Heavy 1 8 -3 2D3 -  48" Heavy 2D6 8 -2 1 Blast.  This weapon does not inflict any target. Instead, if a unit is hit by Grenades, your opponent must shit hit rolls for that unit until the end  Melee Melee +3 -3 6 -  Melee Melee User -2 2 Make 3 hit rolls for each attack where the model may replace its 120mm Machine Gun with a 175mm Cannon or Charge phase (even if it has not Charge phase (even if it has not Shield has a 5+ invulnerable save.  Newtype: This model is considered a psyker. This model can attempt to me psychic power in each friendly psychic phase, and can attempt to deny a si in each enemy psychic phase. It may use any power from the Newtype Dismanifesting. Note - Newtypes do not know Smite, and do not damage othe Perils of the Warp.  UC, 0079, Zeon	M WS BS S T W A Ld SV REMAINING W M  * * * * 7 7 15 5 9 3+ 8-15+ 12"  16S Zaku II Commander Type is a single model equipped un, Cracker Grenades, a Heat Hawk, Titanic Feet, and a unit with Char Aznable may be included in your army.  RANGE TYPE S AP D ABILITIES  30" Assault 6 6 -1 1 - 48" Heavy 1 8 -3 2D3 - 48" Heavy 2D6 8 -2 1 Blast.  This weapon does not inflict any dama target. Instead, if a unit is hit by any C Grenades, your opponent must subtrared that rolls for that unit until the end of the Melee Melee User -2 2 Make 3 hit rolls for each attack with this This model may replace its 120mm Machine Gun with a 175mm Cannon or a Baz Mobile Suit (p. 1)  Newtype: This model is considered a psyker. This model can attempt to manifest psychic phase. It may use any power from the Newtype Discipling manifesting. Note - Newtypes do not know Smite, and do not damage other model Perils of the Warp.	M WS BS S T W A Ld SV REMAINING W M WS  * * * 7 7 15 5 9 3+ 8-15+ 12" 2+  16S Zaku II Commander Type is a single model equipped un, Cracker Grenades, a Heat Hawk, Titanic Feet, and a unit with Char Aznable may be included in your army.  RANGE TYPE S AP D ABILITIES  30" Assault 6 6 -1 1 -48" Heavy 1 8 -3 2D3 -48" Heavy 2D6 8 -2 1 Blast.  This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from target. Instead, if a	

9 POWER		M	S-0	7B	3 (	GC	JC	JF		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-07B 185	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-07B is a single mod	lel equippe	d with	a 35m	ım Hai	nd (	Canno	on, a	Coml	bat	4-6	9"	4+	4+
Shield, a Heat Rod, a Hea							,			1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pi	istol 6		5	0	1	-					
120mm Machine Gun +30	30"	Ass	sault 6	;	6	-1	1	-					
Bazooka +25	48"	Hea	avy 2D	6	8	-2	1	Blast					
Heat Rod	Melee	N	/lelee	-	+3	-3	6	weap	oon, it also	roll a Wound roll o inflicts a Mortal V nly be used once	Vound	. This	se.
Heat Saber	Melee	Ν	1elee	-	+3	-3	6	-					
Titanic Feet	Melee	Ν	1elee	U	ser	-2	2	Make	e 3 hit rolls	s for each attack w	ith this	s weapo	on.
WARGEAR OPTIONS	This model may take a 120mm Machine Gun ( <b>Power Rating +1</b> ) or a Bazooka ( <b>Power Rating +1</b> ).												
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1)  Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079	Zeon											
KEYWORDS	Character	haracter, Titanic, Vehicle, Mobile Suit, Ground											

10 POWER		RAN	MBA AS-(			L		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	
Ramba Ral 205	*	* *	8 7	12	5	9	3+	7-12+	12"	2+	2+	
Ramba Ral in the MS-07E								4-6	9"	3+	3+	
Cannon, a Combat Shield of this unit may be included	•	•	Saber, an	d Tita	nic F	Only one	1-3	5"	4+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES					
35mm Hand Cannon	30"	Pistol 6	5	0	1	-						
120mm Machine Gun +30	30"	Assault	6 6	-1	1	-						
Bazooka +25	48"	Heavy 20	06 8	-2	1	Blas	st .					
Heat Rod	Melee	Melee	+3	-3	6	wea	pon, it also	roll a Wound roll on inflicts a Mortal Vonly be used once	Vound	. This		
Heat Saber	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	Use	er -2	2	Mak	e 3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	This model may take a 120mm Machine Gun ( <b>Power Rating +1</b> ) or a Bazooka ( <b>Power Rating +1</b> ).											
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Mobile Suit (p. 1) Core Explodes (p. 1)											
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character,	Character, Titanic, Vehicle, Mobile Suit, Ground										

10 POWER				RC S-07			R		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
Lou Roher 215	*	*	*	8 7	12	4	9	3+	7-12+	12"	2+	3+
Lou Roher in the MS-07B- Hand Cannon, a Combat S one of this unit may be inc	Shield, a H	eat Roc	l, a H						4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	TY	Έ	S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30" Pistol 6 5 0 1											
75mm Gatling Cannon +50	30"	Assau	ılt 2D	6 7	-1	1	-					
Heat Rod	Melee	Me	elee	+3	-3	6	weap	on, it also	roll a Wound roll o inflicts a Mortal V nly be used once	Vound	. This	
Heat Saber	Melee	Me	elee	+3	-3	6	-					
Titanic Feet	Melee	Me	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may ta	ake a	75mm G	atling	g Ca	nnon (	Power Ra	ating +2).			
	Combat S shield has						his unit can move (even if it has not		•			
ABILITIES	Mobile Su	i <b>it</b> (p. 1)	)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Character,	Character, Titanic, Vehicle, Mobile Suit, Ground										

10 POWER			MA M					ſ		DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Manning 205	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
Manning in the MS-07B-3 Hand Cannon, a Combat one of this unit may be inc	Shield, a H	eat Ro	od, a F							4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pi	stol 6		5	0							
75mm Gatling Cannon +50	30"	Assa	ault 20	06	7	-1	1	-					
Heat Rod	Melee	M	1elee		+3	-3	6	weap	on, it also	roll a Wound roll on the roll of the roll	Vound	l. This	
Heat Saber	Melee	M	1elee		+3	-3	6	-					
Titanic Feet	Melee	M	1elee		User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	take a	a 75n	nm G	atling	ј Са	nnon (	Power Ra	ating +2).			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save.  Hit and Charge									his unit can move (even if it has not		,	
ABILITIES	Mobile Su	uit (p.	1)					Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												

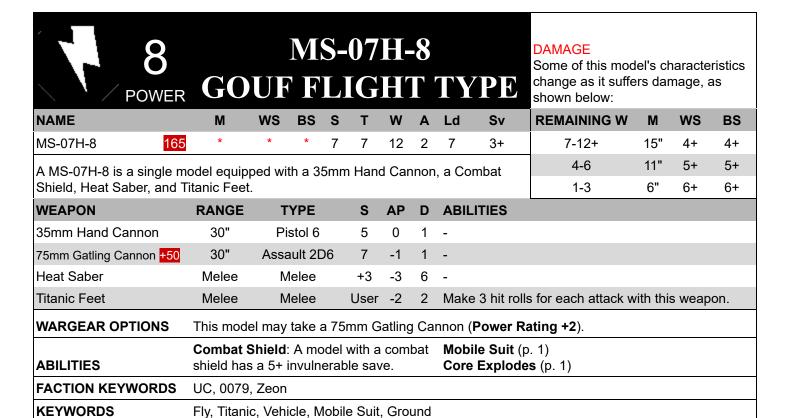


# NORRIS PACKARD MS-07B-3

### DAMAGE

NAME	М	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Norris Packard 225	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Norris Packard in the MS-07B-3 Gouf Custom is a single model equipped with a 4-6											9"	3+	3+
35mm Hand Cannon, a Co Feet. Only one of this uni	tanic	1-3	5"	4+	4+								

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
35mm Hand Cannon	30"	Pistol 6	5	0	1	-				
75mm Gatling Cannon +50	30"	Assault 2D6	7	-1	1	-				
Heat Rod	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.				
Heat Saber	Melee	Melee	+3	-3	6	-				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	This mode	l may take a 75	mm G	atling	Cai	nnon ( <b>Power Rating +2</b> ).				
		<b>hield</b> : A model a 5+ invulneral			oat	<b>Hit and Run</b> :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).				
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)									
FACTION KEYWORDS	UC, 0079,	Zeon								
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground									



8 POWER			M E		08 RE					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-08TX 150	*	*	*	8	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-08TX is a single mo	del equipp	ed with	n a He	at S	aber,	a Sh	otgu	n, Sm	oke	4-6	9"	4+	4+
Launchers, and Titanic Fe	et.									1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	LITIES							
35mm Hand Cannon +15	30"	Pi	stol 6		5	0	1	-					
Shotgun	When atta	When attacking with this weapon, choose one of the profiles below											
Solid Slug	30"	Ass	sault 1		7	-2	D6	-					
Scatter Shot	24"	Ass	ault D	3	6	-1	D3	-					
Heat Saber	Melee	M	lelee		+3	-3	6	-					
Titanic Feet	Melee	M	lelee		User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode	el may	take a	a 35r	nm Ha	and (	Canr	on ( <b>P</b>	ower Rati	ing +1).			
	<b>Hit and Run</b> :This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase, your opponent must subtract 1									this r next			
ABILITIES	Mobile St Core Exp								all hit rolls	s for ranged weap			
FACTION KEYWORDS	UC, 0079	Zeon											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground												



# NIMBUS SCHTERZEN DAMAGE Some of the MS-08TX (EXAM)

NAME		M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Nimbus Schterzen	245	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Nimbus Schterzen in equipped with four G		4-6	9"	3+	4+									
Three Shot Missile La Schterzen in your ar		s. You	may or	nly ha	ve oı	ne ur	it with	Nir	nbus		1-3	5"	4+	5+

WEAPON	RANGE	TYPE S			D	ABILITIES						
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of this weapon may only be fired once per battle.						
Heat Saber	Melee	Melee	+2	-2	D6	-						
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Three Shot Missile Launcher	60"	1 21 1										
	Mobile S	Mobile Suit (p. 1)										
ABILITIES	Core Exp	Hit and Run:This unit can move 2D6" in your Core Explodes (p. 1)  Charge phase (even if it has not declared a charge).										
PSYKER	Exam System: A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase.  Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Nimbus Schterzen, Psyker, Newtype, Ground											



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

### DAMAGE

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-09/MS-09R 190	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a single model equipped with a Giant Bazooka, a Heat Saber,  4-6 10" 5+ 5+													
a Diffuse Beam Gun, and	_						,			1-3	6"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				

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

8 POWER		V		S-(		IN			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
MS-09 Veteran 215	*	* *	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a sing a Diffuse Beam Gun, and			vith a	Giant E	Bazo	oka,	a Heat	Saber,	4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES				
120mm Machine Gun -40	30"	Assau	lt 6	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy	2D6	9	-3	2	Blast. beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy	2D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenad	le 1	*	*	*	target Guns,	. Instead your opp	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Mele	е	+3	-3	6	-					
MMP-70C -30	When atta								the profiles listed l weapon.	pelow.	If you	
90mm MMP-70C	30"	Assau	lt 6	7	-1	1	-					
Grenade Launcher	30"	Assau	lt 1	6	-1	D3	This v	veapon m	nay only be fired o	nce pe	er battle	
Titanic Feet	Melee	Mele	е	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode								Machine Gun ( <b>Pong -2</b> ).	wer F	Rating -	<b>2</b> ), a
ABILITIES	Mobile Su	uit (p. 1)					Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon										

Titanic, Vehicle, Mobile Suit, Ground, Space

8 POWER			GAI MS-					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 210	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.								4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	s	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 6	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D	6 9	-3	2	Blast bear		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D	8 6	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade <sup>2</sup>	1 *	*	t. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtr hit until the end of	any D act 1 f	iffuse B rom all	eam		
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with th						the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 6	7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle	<b>)</b> .
Titanic Feet	Melee	Melee	Usei	r <b>-2</b>	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may replac ( <b>Power Rat</b>						Machine Gun ( <b>Po</b> i <b>ng -2</b> ).	wer F	Rating -	<b>·2</b> ), a
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character	naracter, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space									

7 POWER				-09 ( D(					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-09R-2 190	*	*	* 8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09R-2 is a single me Beam Gun, and Titanic Fe		oed with	a Baz	ooka, a	Hea	t Sab	er, a [	Diffuse	4-6 1-3	10" 6"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
360mm Giant Bazooka	84"	Heav	y 2D6	9	-3	2	Blast bear		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heav	y 2D6	8	-2	1	Blast	t.				
Diffuse Beam Gun	12"	Grena	ade 1	*	*	*	targe Guns	et. Instead s, your op	loes not inflict any d, if a unit is hit by ponent must subtr nit until the end of	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Ме	lee	+3	-3	6	-					
MMP-70C -30									the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assa	ult 6	7	-1	1	-					
Grenade Launcher	30"	Assa	ult 1	6	-1	D3	This	weapon n	nay only be fired o	nce pe	er battle	).
Sturm Faust +5	48"	Hea	vy 1	8	-2	D6	Each battle		is weapon may or	ily be t	ired on	ce per
Titanic Feet	Melee	Ме	lee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS	This mode MMP-70C This mode	(Powe	Ratin	<b>g -1</b> ), o	r a B	azoc	ka (Po		Machine Gun ( <b>Po</b> i <b>ng -2</b> ).	wer F	Rating -	<b>2</b> ), a
ABILITIES	Mobile Su	<b>uit</b> (p. 1)	1				Core	Explode	<b>s</b> (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon										

Titanic, Vehicle, Mobile Suit, Ground, Space

14 POWER				S-14 L <b>G</b> (					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-14A 295	*	*	*	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14A is a single mod	del equippe	d with	a Bean	n Rifle. a	Con	nbat	Shield	. Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S				,				,	1-3	5"	5+	5+
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			
Titanic Feet	Melee	М	elee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Beam Saber	Melee	М	elee	+6	-3	6	weap	oon, it also earer figh	roll a Wound roll on inflicts a Mortal Wits with this weapook with this weapook	Vound n, it ca	. Each	time
ABILITIES	Combat S Shield hav					bat		ile Suit (p Explode	•			
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Space											

14 POWER		S-14B IGH						DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-14B 315	*	* *	8 8	15	2	8	3+	8-15+	12"	3+	3+
A MS-14B is a single mod	lel equippe	d with a Bea	m Rifle, T	itanic	: Fe	et, and	a Twin	4-7	9"	4+	4+
Beam Saber.			,			,		1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			8
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+6	-3	6	weap	oon, it also earer figh	roll a Wound roll on inflicts a Mortal was with this weapook with this weapook	Nound on, it ca	l. Each	ı time
ABILITIES	Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a charge).  Mobile Suit (p. 1)  Core Explodes (p. 1)										
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobil	e Suit, Gro	ound,	, Spa	ace					



### DAMAGE

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Shin Matsunaga	825 *	*	*	8	8	15	2	8	3+	8-15+	12"	3+	2+
Shin Matsunaga in a N	4-7	9"	4+	3+									
equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber. Only one of this unit may be included in your army.										1-3	5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
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.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
Twin Beam Saber	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.				
ABILITIES		n:This unit car e phase (even charge).				Mobile Suit (p. 1)  Core Explodes (p. 1)				
FACTION KEYWORDS	UC, 0079, Z	eon								
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space									



#### DAMAGE

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

Shown below.													
NAME	M	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-14C 330	*	*	*	8	8	15	2	7	3+	8-15+	12"	4+	3+
A MS-14C is a single mod	lel equippe	d with	a Bea	m Rif	le, a	a Bear	n Ca	annon	Titanic	4-7	9"	5+	4+
Feet, and a Twin Beam Sa						,	1-3	5"	6+	5+			
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
								Blast	. This wea	apon can target un	its not	t visible	to the
360mm Giant Bazooka	84"	Hea	vy 2D	6	9	-3	2	bear	er.				
Bazooka -45	48"	Hea	vy 2D	6	8	-2	1	Blast	·.				
Beam Cannon	36"	He	avy 1		8	-3	6		•	roll a Wound roll o inflicts a Mortal V			

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.

Three Shot Missile Launcher +25 60" Rapid Fire D6 6 -1 1 Blast.

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

Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.

Twin Beam Saber Melee +6 -3 6 additional attack with this weapon.

This model may take up to 2 Three Shot Missile Launchers (**Power Rating +1 each**). This model may replace its Beam Rifle with a Bazooka (**Power Rating -2**) or a 360mm Giant

WARGEAR OPTIONS Bazooka.

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

**FACTION KEYWORDS** UC, 0079, Zeon

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

#### MS-14Jg GELGOOG **DAMAGE** Some of this model's characteristics change as it suffers damage, as **POWER** shown below: **REMAINING W** WS BS NAME M WS BS Α Ld Sv M 365 MS-14Jg 8 8 15 2 8 3+ 8-15+ 12" 3+ 3+ 4-7 9" 4+ 4+ A MS-14Jg is a single model equipped with a Beam Machine Gun, Beam Sabers, Two Beam Spot Guns, Titanic Feet, and Twin Link 60mm Vulcans. 1-3 5" 5+ 5+ **RANGE TYPE** WEAPON AP D **ABILITIES** Each time you roll a Wound roll of 6+ with this Beam Machine Gun 36" Heavy 5 8 -3 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this Beam Sabers -3 weapon, it also inflicts a Mortal Wound. Melee Melee +6 6 Each time you roll a Wound roll of 6+ with this Beam Spot Gun 12" Pistol 3 8 -3 2 weapon, it also inflicts a Mortal Wound. User -2 Titanic Feet Melee Melee 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 hit rolls against targets that can **Fly**. Hit and Run: This unit can move 2D6" in Mobile Suit (p. 1) your Charge phase (even if it has not **ABILITIES** declared a charge). Core Explodes (p. 1) FACTION KEYWORDS UC, 0079, Zeon

Titanic, Vehicle, Mobile Suit, Ground, Space

15 POWER		S-14S CO	GE MM				G	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-14S 300	*	* *	8 8	15	3	8	3+	8-15+	12"	3+	3+
A MS-14S is a single mod	del equippe	d with a Bea	m Rifle a	Con	nbat	Shield	Titanic	4-7	9"	4+	4+
Feet, and a Twin Beam S		a mar a Boo	,	00	ibat	0111014	, maine	1-3	5"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		-	roll a Wound roll o inflicts a Mortal \			5
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
Twin Beam Saber	Melee	Melee	+6	-3	6	wear	oon, it also earer figh	roll a Wound roll of inflicts a Mortal \ to with this weapook with this weapook	Nound	. Each	time
ABILITIES		Shield: Mode ve a 5+ invul			bat	t Mobile Suit (p. 1) Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character.	, Titanic, Vel	nicle, Mob	ile S	uit, (	Ground	l. Space				



# CHAR AZNABLE MS-14S

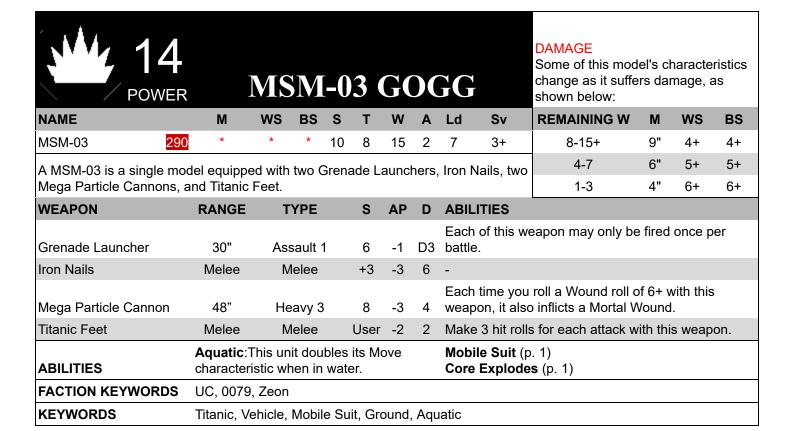
### DAMAGE

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Char Aznable 345	*	*	*	8	8	15	5	9	3+	8-15+	12"	2+	2+
			4-7	9"	3+	3+							
	har Aznable in a MS-14S Gelgoog Command is a single model equipped with a eam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber. Only one u ith <b>Char Aznable</b> may be included in your army.										5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
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.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Saber	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					
						Mobile Suit (p. 1)					
	Combat S	hield: Models	with a 0	Comb	at	. ,					
ABILITIES	Shield have	e a 5+ invulne	rable sa	ave.		Core Explodes (p. 1)					
PSYKER	<b>Newtype</b> : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Space										
	, ,										

12 POWER		M'O		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	Α
M'Quve 235	*	* 3 8	7	12	*	8	3+	7-12+	12"	2+	4
M'Quve in a YMS-15 Gya	n is a singl	e model equipp	ed with	ı a Be	eam	Anti S	Ship	4-6	9"	3+	3
Sword, a Gyan Shield, an your army.	d Titanic F	eet. Only one o	of this u	ınit m	ay b	e inclu	uded in	1-3	5"	4+	2
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Anti Ship Sword	Melee	Melee	x2	-4	6	wear	oon. Each	rract 1 from all Hit r time you roll a Wo t also inflicts a Mor	und r	oll of 6+	with
Gyan Shield	48"	Rapid Fire D6	6	-1	1		•	eld provides a 5+ ir missiles. Blast.	vulne	rable sa	ave in
Titanic Feet	Melee	Melee	User	-2	2	Mak	e 3 hit roll	s for each attack w	ith thi	s weap	on.
ABILITIES	Mobile St	uit (p. 1)			Explode	es (p. 1)					
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Character	, Titanic, Vehicl	e, Mob	ile Sı	uit, C	rounc	l, Space				

8 POWER		MS KÄN						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	
MS18-E 165	*	* * 8	6	12	3	8	3+	7-12+	15"	3+	3+	
A MS-18E is a single mod Link 60mm Vulcans.	lel equippe	d with Beam Sa	ibers, T	Titani	ic Fe	et, and	l Twin	4-6 1-3	10" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast						
Beam Saber	Melee	Melee	+6	-3	6		•	roll a Wound roll o inflicts a Mortal V				
Chain Mine +40	8"	Grenade 2D6	10	-3	1	This \	weapon n	nay only be fired o	nce pe	er battle		
Shotgun +20	When atta	acking with this	weapor	les listed below.								
Solid Slug	30"	Assault 1	7	-2	D6	-						
Scatter Shot	24"	Assault D3	6	-1	D3	-						
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each battle		is weapon may on	ıly be f	ired one	ce per	
Titanic Feet	Melee	Melee	User	-2	1	Make	3 hit rolls	s for each attack w	ith this	s weapo	on.	
Twin Link 60mm Vulcans	24"	Rapid Fire 4	4	0	1	Add 1	I to all hit	rolls against targe	ts that	can <b>Fl</b>	y.	
WARGEAR OPTIONS	This model may take up to two Bazookas (Power Rating +1 each). This model may take a Chain Mine (Power Rating +2). This model may take up to two Shotguns (Power Rating +1 each). This model may take up to two Sturm Fausts.											
	More Arms Than Hands: The Kampfer may fire only 2 of its optional weapons during a given round.  Hit and Run: This unit can move 2D6" in your Charge phase (even if it has not declared a Charge).											
ABILITIES	Mobile S	uit (p. 1)				Core	Explode	<b>s</b> (p. 1)				
FACTION KEYWORDS	UC, 0079	, Zeon										
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Gro	ound	, Spa	ice						



15 POWER		MS HY-	SM-(					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	
MSM-03C 315	*	* *	10 7	15	2	7	3+	8-15+	9"	4+	4+	
A MSM-03C is a single m	odel equip	ped with two 9	00mm Ma	achin	ie Gu	ıns, fo	ur	4-7	6"	5+	5+	
Grenade Launchers, Iron	Nails, two	Mega Particle	Cannon	s, Tit	tanic	Feet.		1-3	4"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
90mm Machine Gun	24"	Rapid Fire D	3 6	-1	1	-						
Grenade Launcher	30"	Assault 1	6	-1	D3	Each	of this we	eapon may only be	fired	l once.		
Iron Nails	Melee	Melee	+3	-3	6	-						
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			;	
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each	of this we	eapon may only be	efired	l once.		
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith th	is weap	on.	
WARGEAR OPTIONS	This unit r	may take up to	two Stu	ırm F	aust	S.						
ABILITIES	•	This unit doublistic when in wuit (p. 1)		ove		Hand Missile Unit: Each Sturm Faust taken blocks the use of a Mega Particle Cannon until it is fired.  Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Titanic, Ve	ehicle, Mobile	Suit, Gro	ound	, Aqı	ıatic						

9 POWER		MS AC						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
MSM-04 210	*	* * 8	6	15	2	7	3+	8-15+	9"	4+	4+
A MSM-04 is a single mod	lel equippe	d with Iron Nai	s. a Me	ega P	artic	le Car	non. a	4-7	6"	5+	5+
Missile Launcher, Titanic F				-			,	1-3	4"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ITIES					
Iron Nails	Melee	Melee	+3	-3	6	-					
Mega Particle Cannon	48"	Heavy 3	8	-3	4		_	roll a Wound roll o inflicts a Mortal W			•
Missile Launcher	72"	Heavy D6	8	-2	2	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith th	is weap	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add <b>Fly</b> .	1 to all to	hit rolls made agai	nst ta	rgets th	at can
ABILITIES	•	his unit double stic when in wa		ove			Explode				
FACTION KEYWORDS	UC, 0079,	Zeon			-						
KEYWORDS	Titanic, Ve										

14 POWER			SM-					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
MSM-07 280	*	* *	9 7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07 is a single mod	lel equippe	d with two Me	ega Parti	cle C	anno	ons. a	Missile	4-7	6"	4+	4+
Launcher, and Titanic Fee			<b>,</b>		1-3	4"	5+	5+			
WEAPON	RANGE	TYPE	s	AP	ITIES						
Iron Nails	Melee	Melee	+3	-3	6	-					
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.					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	-	his unit doub stic when in v		ove		Explode	\' '				
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound,							



## MSM-07E Z'GOK EXPERIMENTAL

**DAMAGE** 

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

NAME		М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-07E	2180	*	*	*	9	7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07E is a	sinale mod	ls. a	4-7	6"	4+	4+								
	MSM-07E is a single model equipped with two Beam Cannons, Iron Nails, a issile Launcher, and Titanic Feet.											4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Iron Nails	Melee	Melee	+3	-3	6	-						
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.						
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	•	nis unit double tic when in wa		ove		Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											

16 CHAR AZNABLE MSM-07S

#### **DAMAGE**

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Char Aznable 345	*	*	*	9	7	15	5	9	3+	8-15+	10"	2+	2+
			4-7	7"	3+	3+							
	nar Aznable in a MSM-07S Z'Gok Commander Type is a single model equalith Iron Nails, two Mega Particle Cannons, a Missile Launcher, and Titanically one unit with <b>Char Aznable</b> may be included in your army.											4+	4+

-			-	-							
WEAPON	RANGE	RANGE TYPE		S AP D		ABILITIES					
Iron Nails	Melee	Melee	+3	-3	-						
Mega Particle Cannon	48"	Heavy 3	Each time you roll a Wound roll of 6+ w Heavy 3 8 -3 4 weapon, it also inflicts a Mortal Wound								
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water.  Core Explodes (p. 1)  Mobile Suit (p. 1)										
PSYKER	<b>Newtype</b> : This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.										
FACTION KEYWORDS	UC, 0079, Zeon										
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Aquatic										

42 POWER	MSM-10 ZOCK									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		
MSM-10 1485	*	*	*	10	7	15	2	7	3+	8-15+	9"	5+	4+		
A MSM-10 is a single model equipped with 9 Mega Particle Cannons and Titanic 4-7 6" 6+ 5+										5+					
Feet.				<b>J</b>		-				1-3	4"	6+	6+		
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	LITIES						
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.								
Titanic Feet	Melee	М	elee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Core Explodes (p. 1)							Restricted Arcs: The Zock may only bring up to 4 of its Mega Particle Cannons against any given unit.  Mobile Suit (p. 1)							
FACTION KEYWORDS	UC, 0079, Zeon														
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic														

16 POWER	NIM	IBUS S RX-					ZEN	DAMAGE Some characteristics ch damage, as show	nange	as it su			
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS		
Nimbus Schterzen 260	*	* * 8	8	18	3	8	2+	10-18+	12"	3+	2+		
Nimbus Schterzen in the RX-79BD-2 Gundam Blue Destiny Unit 2 is a single model equipped with two 90mm Machine Guns, a 100mm Machine Gun, Beam Sabers, a 5-9 9" 4+ 3+ Combat Shield, Two Grenade Launchers, Titanic Feet, and Twin Link 60mm											3+		
Vulcans. Only one model with <b>Nimbus Schterzen</b> may be taken for your army. 1-4									5"	5+	4+		
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES						
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-							
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-							
Beam Rifle +50	36"	Heavy 3	8	-3	4		ach time you roll a wound roll of 6+ for this eapon, it also inflicts a mortal wound.						
Beam Sabers	Melee	Melee	+6	-3	6			ime you roll a wound roll of 6+ for this on, it also inflicts a mortal wound.					
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of 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 hit	rolls against targe	ets that	t can <b>FI</b>	y.		
WARGEAR OPTIONS	This mod	el may replace i	ts 100r	nm N	Иасh	ine Gı	un with a E	Beam Rifle ( <b>Powe</b>	r Ratir	ng +3).			
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)						<b>Combat Shield</b> : A model with a combat shield has a 5+ invulnerable save.						
<b>Exam System:</b> :A model with the EXAM system counts as a Newtype, and is considered a psyker. However, this model must attempt to only manifest Combat Hypnosis from the Newtype Power Discipline in each of your Psychic phases Every time that Combat Hypnosis is successfully manifested, make a Ld check - pass, and nothing else happens. If the Ld check fails, this model must attack the closest model with every possible weapon, even if it is your own. This model can attempt to deny a single psychic power in each enemy psychic phase.											nosis check our		

Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

Character, Titanic, Vehicle, Mobile Suit, Gundam, Nimbus Schterzen, Psyker, Newtype,

**PSYKER** 

**KEYWORDS** 

**FACTION KEYWORDS** 

UC, 0079, Zeon

Ground, Space