PRINCIPALITY OF ZEON - THUNDERBOLT ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Principality of Zeon - Thunderbolt (Zeon-TB) 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-TB units - these are described below and referenced on the datasheets.

ABILITIES
The following abilities are common to several Zeon-TB units:

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

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

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

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

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

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.

Alternate Terrain
Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and are a subset of the rules that are found in the GundamHammer 40k Codex.

Open Space
Battles in **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, and the unit may move no more than 3". 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 with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.

Lunar Surface
Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

Debris Field
As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls more than its LD, it must take a Mortal Wound. When rolling to hit in the Shooting Phase, subtract 1 from the roll if the target is more than 12" away.

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POWER

MS-05
ZAKU I

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-05 145pts	*	*	*	7	6	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A MS-05 Zaku I is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	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	Melee	+3	-3	6	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.
ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1) **Hit and Run**:This unit can move 2D6" in your Charge phase (even if it has not declared a charge).
FACTION KEYWORDS	UC, 0078, Zeon-TB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

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POWER

MS-05
ZAKU I VETERAN

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-05 Vet 150pts	*	*	*	7	6	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A MS-05 Zaku I Veteran is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	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	Melee	+3	-3	6	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Hit and Run**:This unit can move 2D6” in your Charge phase (even if it has not declared a charge).

FACTION KEYWORDS	UC, 0078, Zeon-TB

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground

7 POWER

DARYL LORENZ
MS-05

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daryl Lorenz 160pts	*	*	*	7	6	12	3	8	3+

REMAINING W	M	WS	BS
7-12+	12"	2+	3+
4-6	9"	3+	4+
1-3	5"	4+	5+

Daryl Lorenz in a MS-05 Zaku I is a single model equipped with a 120mm Machine Gun, a Bazooka, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one unit with **Daryl Lorenz** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	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	Melee	+3	-3	6	-
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a Bazooka.

ABILITIES	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)	**Hit and Run:** This unit can move 2D6” in your Charge phase (even if it has not declared a charge).

FACTION KEYWORDS	UC, 0078, Zeon-TB

KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz

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POWER

MS-06 ZAKU II

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06 `155pts`	*	*	*	7	7	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	12"	4+	4+
4-6	9"	5+	5+
1-3	5"	6+	6+

A MS-06 Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	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	*	*	*	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	Melee	+3	-3	6	-
Sturm Faust `+5`	48”	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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-TB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space

	8 POWER	SEAN MITADERA MS-06	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:		

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Sean Mitadera	160pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	3+	4+

Sean Mitadera in a MS-06 Zaku II is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet. Only one model with **Sean Mitadera** may be included in your army.

REMAINING W	M	WS	BS
4-6	9"	4+	5+
1-3	5"	5+	6+

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun		30"	Assault 12	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	*	*	*	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	Melee	+3	-3	6	-
Sturm Faust	+5	48”	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.

ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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-TB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Sean Mitadera

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POWER

MS-06
ZAKU II ACE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-06 165pts	*	*	*	7	7	12	3	8	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	3+
4-6	9"	4+	4+
1-3	5"	5+	5+

A MS-06 Zaku II Ace is a single model equipped with a 120mm Machine Gun, a Combat Shield, Cracker Grenades, a Heat Hawk, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	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	*	*	*	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	Melee	+3	-3	6	-
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts.
ABILITIES	**Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**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-TB
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space

DARYL LORENZ MS-06R

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

NAME				M	WS	BS	S	T	W	A	Ld	Sv
Daryl Lorenz	405pts			*	*	*	7	8	12	3	8	3+

REMAINING W	M	WS	BS
7-12+	12"	3+	2+
4-6	9"	4+	3+
1-3	5"	5+	4+

Daryl Lorenz in a MS-06R Zaku High Mobility Type (Psycho Zaku / Reuse "P" Device) is a single model equipped with a 120mm Machine Gun, three 360mm Giant Bazookas, a Bazooka, a Combat Shield, a Heat Hawk, and Titanic Feet. Only one model with **Daryl Lorenz** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
120mm Machine Gun	30"	Assault 12	6	-1	1	-
360mm Giant Bazooka	84"	Heavy 2D6	9	-3	2	Blast. This weapon can target units not visible to the bearer.
Beam Bazooka +90	48"	Heavy 2D6	8	-2	4	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Bazooka	48"	Heavy 2D6	8	-2	1	Blast
Heat Hawk	Melee	Melee	+3	-3	6	-
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each of these weapons may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take a Beam Bazooka (**Power Rating +5**). This model may take up to three Sturm Fausts.

	More Arms than Hands: This model may only fire up to two of its ranged weapons at a time. **Combat Shield**: A model with a combat shield has a 5+ invulnerable save.	**Reuse "P" Device**: This model may reroll a save die once per turn. **Hit and Run**:This unit can move 2D6" in your Charge phase (even if it has not declared a charge). **Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
ABILITIES	**Mobile Suit** (p. 1)	**Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, Zeon-TB	
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Space, Daryl Lorenz	

MS-09R RICK DOM

9 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-09R 175pts	*	*	*	8	8	12	2	7	3+

REMAINING W	M	WS	BS
7-12+	15"	4+	4+
4-6	10"	5+	5+
1-3	6"	6+	6+

A MS-09R Rick Dom is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heat Saber	Melee	Melee	+3	-3	6	-
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
---- 90mm MMP-70C	30"	Assault 12	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.

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, Zeon-TB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space

MS-09R VETERAN

9 POWER

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
MS-09R Veteran 190pts	*	*	*	8	8	12	2	8	3+

REMAINING W	M	WS	BS
7-12+	15"	3+	3+
4-6	10"	4+	4+
1-3	6"	5+	5+

A MS-09R Rick Dom Veteran is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heat Saber	Melee	Melee	+3	-3	6	-
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
---- 90mm MMP-70C	30"	Assault 12	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.

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	UC, 0079, Zeon-TB
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space

	10 POWER	**HOOVER MS-09R**	DAMAGE

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

NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Hoover	200pts	*	*	*	8	8	12	3	8	3+	7-12+	15"	2+	3+
											4-6	10"	3+	4+
											1-3	6"	4+	5+

Hoover in a MS-09R Rick Dom is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heat Saber	Melee	Melee	+3	-3	6	-
MMP-70C	When attacking with this weapon, choose one or both of the profiles listed below. If you choose both, subtract 1 from all to hit rolls made with this weapon.					
---- 90mm MMP-70C	30"	Assault 12	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.

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Mobile Suit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	UC, 0079, Zeon-TB	
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character	

15 POWER — MS-14A GELGOOG

NAME		M	WS	BS	S	T	W	A	Ld	Sv
MS-14A	310pts	*	*	*	8	8	15	2	8	3+

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

REMAINING W	M	WS	BS
8-15+	12"	3+	3+
4-7	9"	4+	4+
1-3	5"	5+	5+

A MS-14A Gelgoog is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.

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	**Combat Shield**: Models with a Combat Shield have a 5+ invulnerable save. **Mobile Suit** (p. 1), **Core Explodes** (p. 1)					**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
FACTION KEYWORDS	UC, 0079, Zeon-TB					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space					

16 POWER — DARYL LORENZ MS-14A

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Daryl Lorenz	315pts	*	*	*	8	8	15	3	8	3+

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

REMAINING W	M	WS	BS
8-15+	12"	3+	3+
4-7	9"	4+	4+
1-3	5"	5+	5+

Daryl Lorenz in a MS-14A is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber. Only one unit with Daryl Lorenz may be taken for your army.

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	**Combat Shield**: Models with a Combat Shield have a 5+ invulnerable save. **Mobile Suit** (p. 1), **Core Explodes** (p. 1)					**Hard to Hit**: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
FACTION KEYWORDS	UC, 0079, Zeon-TB					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz					

15
POWER

BIG GUN

This model is equipped with a Mega Beam Launcher. This model is considered an additional Wargear Option for any Zeon unit in this Index except for **Daryl Lorenz** in a **MS-06R**. Only one of these models may be taken for your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mega Beam Launcher +300pts	96"	Heavy 5	10	-4	4	The Mega Beam Launcher can only be fired if a model is docked with the Big Gun and fires no other weapons this round. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired once every other turn.
--- Ancillary Targets	72"	Heavy 1	9	-4	3	When the Mega Beam Launcher is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can **Fly**. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This is a Beam weapon.
ABILITIES	**Anchored**: A model equipped with the Big Gun is considered Docked, and cannot move without first disengaging from the Big Gun. When Docked, the model may not move for any reason, overriding the typical **Open Space** movement requirements. If the model wishes to move, it may undock at the beginning of any of its movement phases. At that point, it's subject to the typical movement requirements of the mission. Any other Zeon unit that may equip it may then dock with and equip the Big Gun if it begins its movement phase within 3" of the Big Gun. If the Big Gun is not Docked and an enemy unit targets it, it is considered to have T6, Sv 4+, 4W. If it reaches 0W, then the **Core Explodes** (p. 12) Ability applies.					
FACTION KEYWORDS	UC, 0079, Zeon-TB					
KEYWORDS	Space					