

# 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.

## KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC-TB**, **Zeon-TB**, **<Year>**, **Ground**, **Aquatic**, and **Space**. **UC-TB** defines the particular universe of Gundam that these suits fall into (Universal Century - Thunderbolt), **Zeon-TB** as the Principality of Zeon - Thunderbolt, and **<Year>** as the year the unit was deployed. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

## ABILITIES

The following abilities are common to several Zeon-TB 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.

### 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.

## 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.

| <div><div><div><div></div></div></div><div>6</div><div>POWER</div></div> <div>MS-05</div> <div>ZAKU I</div>                     |  |            |    |      |    |    |   |    |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
|---|--|------------|----|------|----|----|---|----|----|--|-----|----|----|
| NAME  | M  | WS         | BS | S    | T  | W  | A   | Ld | Sv | REMAINING W  | M   | WS | BS |
| MS-05   | *  | *          | *  | 7    | 6  | 12 | 2   | 7  | 3+ | 7-12+  | 12" | 4+ | 4+ |
| 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. |  |            |    |      |    |    |   |    |    | 4-6  | 9"  | 5+ | 5+ |
|   |  |            |    |      |    |    |   |    |    | 1-3  | 5"  | 6+ | 6+ |
|   |  |            |    |      |    |    |   |    |    |  |     |    |    |
| WEAPON  | RANGE  | TYPE       |    | S    | AP | D  | ABILITIES   |    |    |  |     |    |    |
| 120mm Machine Gun   | 30"  | Assault 6  |    | 6    | -1 | 1  | -   |    |    |  |     |    |    |
| Bazooka   | 48"  | Heavy 2D3  |    | 8    | -2 | 1  | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |    |    |  |     |    |    |
| 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      |    | +1   | -2 | D6 | -   |    |    |  |     |    |    |
| Titanic Feet  | Melee  | Melee      |    | User | -2 | D3 | 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)<br>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-TB, 0078, Zeon-TB   |            |    |      |    |    |   |    |    |  |     |    |    |
| KEYWORDS  | Titanic, Vehicle, Mobile Suit, Space, Ground                 |            |    |      |    |    |   |    |    |  |     |    |    |

|   |  |            |    |      |    |    |   |    |    |  |     |    |    |
|---|--|------------|----|------|----|----|---|----|----|--|-----|----|----|
| <div></div> <div>6<br/>POWER</div> <div>MS-05<br/>ZAKU I VETERAN</div> |  |            |    |      |    |    |   |    |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
| NAME  | M  | WS         | BS | S    | T  | W  | A   | Ld | Sv | REMAINING W  | M   | WS | BS |
| MS-05 Vet   | *  | *          | *  | 7    | 6  | 12 | 2   | 7  | 3+ | 7-12+  | 12" | 3+ | 3+ |
| 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.                 |  |            |    |      |    |    |   |    |    | 4-6  | 9"  | 4+ | 4+ |
|   |  |            |    |      |    |    |   |    |    | 1-3  | 5"  | 5+ | 5+ |
|   |  |            |    |      |    |    |   |    |    |  |     |    |    |
| WEAPON  | RANGE  | TYPE       |    | S    | AP | D  | ABILITIES   |    |    |  |     |    |    |
| 120mm Machine Gun   | 30"  | Assault 6  |    | 6    | -1 | 1  |   |    |    |  |     |    |    |
| Bazooka   | 48"  | Heavy 2D3  |    | 8    | -2 | 1  | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |    |    |  |     |    |    |
| 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      |    | +1   | -2 | D6 |   |    |    |  |     |    |    |
| Titanic Feet  | Melee  | Melee      |    | User | -2 | D3 | 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)<br>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-TB, 0078, Zeon-TB   |            |    |      |    |    |   |    |    |  |     |    |    |
| KEYWORDS  | Titanic, Vehicle, Mobile Suit, Space, Ground                 |            |    |      |    |    |   |    |    |  |     |    |    |



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# 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 | REMAINING W | M   | WS | BS |
|---|---|------------|----|------|----|----|---|----|----|-------------|-----|----|----|
| Daryl Lorenz  | *   | *          | *  | 7    | 6  | 12 | 3   | 8  | 3+ | 7-12+       | 12" | 2+ | 3+ |
| 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 model with <b>Daryl Lorenz</b> may be included in your army. |   |            |    |      |    |    |   |    |    | 4-6         | 9"  | 3+ | 4+ |
|   |   |            |    |      |    |    |   |    |    | 1-3         | 5"  | 4+ | 5+ |
| WEAPON  | RANGE   | TYPE       |    | S    | AP | D  | ABILITIES   |    |    |             |     |    |    |
| 120mm Machine Gun   | 30"   | Assault 6  |    | 6    | -1 | 1  | -   |    |    |             |     |    |    |
| Bazooka   | 48"   | Heavy 2D3  |    | 8    | -2 | 1  | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |    |    |             |     |    |    |
| 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      |    | +1   | -2 | D6 | -   |    |    |             |     |    |    |
| Titanic Feet  | Melee   | Melee      |    | User | -2 | D3 | 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)<br>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-TB, 0078, Zeon-TB  |            |    |      |    |    |   |    |    |             |     |    |    |
| KEYWORDS  | Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz |            |    |      |    |    |   |    |    |             |     |    |    |

| <div><div><div><div></div></div><div>8</div></div><div>POWER</div></div> <div>MS-06</div> <div>ZAKU II</div>                           |  |            |    |      |    |   |   |    |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
|--|--|------------|----|------|----|---|---|----|----|--|-----|----|----|
| NAME   | M  | WS         | BS | S    | T  | W   | A   | Ld | Sv | REMAINING W  | M   | WS | BS |
| MS-06  | *  | *          | *  | 7    | 7  | 12  | 2   | 7  | 3+ | 7-12+  | 12" | 4+ | 4+ |
| 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. |  |            |    |      |    |   |   |    |    | 4-6  | 9"  | 5+ | 5+ |
|  |  |            |    |      |    |   |   |    |    | 1-3  | 5"  | 6+ | 6+ |
| WEAPON   | RANGE  | TYPE       |    | S    | AP | D   | ABILITIES   |    |    |  |     |    |    |
| 120mm Machine Gun  | 30"  | Assault 6  |    | 6    | -1 | 1   | -   |    |    |  |     |    |    |
| 175mm Cannon   | 48"  | Heavy 1    |    | 8    | -3 | 2D3   | -   |    |    |  |     |    |    |
| Bazooka  | 48"  | Heavy 2D3  |    | 8    | -2 | 1   | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |    |    |  |     |    |    |
| 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      |    | +1   | -2 | D6  | -   |    |    |  |     |    |    |
| Sturm Faust  | 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 replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts. |            |    |      |    |   |   |    |    |  |     |    |    |
|  | 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). |   |    |    |  |     |    |    |
| ABILITIES  | Mobile Suit (p. 1)   |            |    |      |    | Core Explodes (p. 1)  |   |    |    |  |     |    |    |
| FACTION KEYWORDS   | UC-TB, 0079, Zeon-TB   |            |    |      |    |   |   |    |    |  |     |    |    |
| KEYWORDS   | Titanic, Vehicle, Mobile Suit, Space   |            |    |      |    |   |   |    |    |  |     |    |    |



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# 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  | *  | *          | *  | 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 <b>Sean Mitadera</b> may be included in your army. |  |            |    |      |    |     |   |    |    | 4-6         | 9"  | 4+ | 5+ |
|  |  |            |    |      |    |     |   |    |    | 1-3         | 5"  | 5+ | 6+ |
| WEAPON   | RANGE  | TYPE       |    | S    | AP | D   | ABILITIES   |    |    |             |     |    |    |
| 120mm Machine Gun  | 30"  | Assault 6  |    | 6    | -1 | 1   | -   |    |    |             |     |    |    |
| 175mm Cannon   | 48"  | Heavy 1    |    | 8    | -3 | 2D3 | -   |    |    |             |     |    |    |
| Bazooka  | 48"  | Heavy 2D3  |    | 8    | -2 | 1   | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |    |    |             |     |    |    |
| 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      |    | +1   | -2 | D6  | -   |    |    |             |     |    |    |
| Sturm Faust  | 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 replace its 120mm Machine Gun with a 175mm Cannon or a Bazooka. This model may take in addition up to 2 Sturm Fausts. |            |    |      |    |     |   |    |    |             |     |    |    |
|  | 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).   |    |    |             |     |    |    |
| ABILITIES  | Mobile Suit (p. 1)   |            |    |      |    |     | Core Explodes (p. 1)  |    |    |             |     |    |    |
| FACTION KEYWORDS   | UC-TB, 0079, Zeon-TB   |            |    |      |    |     |   |    |    |             |     |    |    |
| KEYWORDS   | Titanic, Vehicle, Mobile Suit, Space, Character, Sean Mitadera   |            |    |      |    |     |   |    |    |             |     |    |    |



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# 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 | REMAINING W | M   | WS | BS |
|--|--|------------|------|----|-----|---|---|----|----|-------------|-----|----|----|
| MS-06  | *  | *          | *    | 7  | 7   | 12  | 3 | 8  | 3+ | 7-12+       | 12" | 3+ | 3+ |
| 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. |  |            |      |    |     |   |   |    |    | 4-6         | 9"  | 4+ | 4+ |
|  |  |            |      |    |     |   |   |    |    | 1-3         | 5"  | 5+ | 5+ |
| WEAPON   | RANGE  | TYPE       | S    | AP | D   | ABILITIES   |   |    |    |             |     |    |    |
| 120mm Machine Gun  | 30"  | Assault 6  | 6    | -1 | 1   |   |   |    |    |             |     |    |    |
| 175mm Cannon   | 48"  | Heavy 1    | 8    | -3 | 2D3 |   |   |    |    |             |     |    |    |
| Bazooka  | 48"  | Heavy 2D3  | 8    | -2 | 1   | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |   |    |    |             |     |    |    |
| 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      | +1   | -2 | D6  |   |   |    |    |             |     |    |    |
| Sturm Faust  | 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 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).  |   |    |    |             |     |    |    |
| FACTION KEYWORDS   | UC-TB, 0079, Zeon-TB   |            |      |    |     |   |   |    |    |             |     |    |    |
| KEYWORDS   | Character, Titanic, Vehicle, Mobile Suit, Space  |            |      |    |     |   |   |    |    |             |     |    |    |



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# 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 | REMAINING W | M   | WS | BS |
|---|--|-----------|------|----|----|---|---|----|----|-------------|-----|----|----|
| Daryl Lorenz  | *  | *         | *    | 7  | 8  | 12  | 3 | 8  | 3+ | 7-12+       | 12" | 3+ | 2+ |
| 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 <b>Daryl Lorenz</b> may be included in your army. |  |           |      |    |    |   |   |    |    | 4-6         | 9"  | 4+ | 3+ |
|   |  |           |      |    |    |   |   |    |    | 1-3         | 5"  | 5+ | 4+ |
| WEAPON  | RANGE  | TYPE      | S    | AP | D  | ABILITIES   |   |    |    |             |     |    |    |
| 120mm Machine Gun   | 30"  | Assault 6 | 6    | -1 | 1  | -   |   |    |    |             |     |    |    |
| 360mm Giant Bazooka   | 84"  | Heavy D6  | 9    | -3 | D2 | This weapon can target units not visible to the bearer. 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. |   |    |    |             |     |    |    |
| Bazooka   | 48"  | Heavy 2D3 | 8    | -2 | 1  | When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.   |   |    |    |             |     |    |    |
| Heat Hawk   | Melee  | Melee     | +1   | -2 | D6 | -   |   |    |    |             |     |    |    |
| Sturm Faust   | 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 ( <b>Power Rating +5</b> ).<br>This model may take three Sturm Fausts ( <b>Power Rating +1</b> ). |           |      |    |    |   |   |    |    |             |     |    |    |
|   | Reuse “P” Device: This model may reroll a save die once per turn.  |           |      |    |    |   |   |    |    |             |     |    |    |
|   | More Arms than Hands: This model may only fire up to two of its ranged weapons at a time.  |           |      |    |    |   |   |    |    |             |     |    |    |
|   | Hit and Run:This unit can move 2D6” in your Charge phase (even if it has not declared a charge).                                     |           |      |    |    |   |   |    |    |             |     |    |    |
| ABILITIES   | Combat Shield: A model with a combat shield has a 5+ invulnerable save.  |           |      |    |    |   |   |    |    |             |     |    |    |
|   | 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-TB, 0079, Zeon-TB   |           |      |    |    |   |   |    |    |             |     |    |    |
| KEYWORDS  | Character, Titanic, Vehicle, Mobile Suit, Space, Daryl Lorenz  |           |      |    |    |   |   |    |    |             |     |    |    |



|   |   |    |           |   |      |    |    |  |    |  |     |    |    |
|---|---|----|-----------|---|------|----|----|--|----|--|-----|----|----|
| <div><div></div><div>9</div><div>POWER</div></div> <div>MS-09R</div> <div>RICK DOM</div> |   |    |           |   |      |    |    |  |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
| NAME  | M   | WS | BS        | S | T    | W  | A  | Ld   | Sv | REMAINING W  | M   | WS | BS |
| MS-09R  | *   | *  | *         | 8 | 8    | 12 | 2  | 7  | 3+ | 7-12+  | 15" | 4+ | 4+ |
| A MS-09R Rick Dom is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.   |   |    |           |   |      |    |    |  |    | 4-6  | 10" | 5+ | 5+ |
|   |   |    |           |   |      |    |    |  |    | 1-3  | 6"  | 6+ | 6+ |
| WEAPON  | RANGE   |    | TYPE      |   | S    | AP | D  | ABILITIES  |    |  |     |    |    |
| Heat Saber  | Melee   |    | Melee     |   | +2   | -2 | D6 | -  |    |  |     |    |    |
| 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 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 | D3 | 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)<br>Core Explodes (p. 1)         |    |  |     |    |    |
| FACTION KEYWORDS  | UC-TB, 0079, Zeon-TB  |    |           |   |      |    |    |  |    |  |     |    |    |
| KEYWORDS  | Titanic, Vehicle, Mobile Suit, Space  |    |           |   |      |    |    |  |    |  |     |    |    |

|   |   |           |    |      |    |    |  |    |    |  |     |    |    |
|---|---|-----------|----|------|----|----|--|----|----|--|-----|----|----|
| <div>9<br/>POWER</div> <div>MS-09R<br/>VETERAN</div> |   |           |    |      |    |    |  |    |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
| NAME  | M   | WS        | BS | S    | T  | W  | A  | Ld | Sv | REMAINING W  | M   | WS | BS |
| MS-09R Veteran  | *   | *         | *  | 8    | 8  | 12 | 2  | 8  | 3+ | 7-12+  | 15" | 3+ | 3+ |
| A MS-09R Rick Dom Veteran is a single model equipped with a Heat Saber, an MMP-70C, and Titanic Feet.                                   |   |           |    |      |    |    |  |    |    | 4-6  | 10" | 4+ | 4+ |
|   |   |           |    |      |    |    |  |    |    | 1-3  | 6"  | 5+ | 5+ |
| WEAPON  | RANGE   | TYPE      |    | S    | AP | D  | ABILITIES  |    |    |  |     |    |    |
| Heat Saber  | Melee   | Melee     |    | +2   | -2 | D6 | -  |    |    |  |     |    |    |
| 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 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 | D3 | 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)<br>Core Explodes (p. 1)         |    |    |  |     |    |    |
| FACTION KEYWORDS  | UC-TB, 0079, Zeon-TB  |           |    |      |    |    |  |    |    |  |     |    |    |
| KEYWORDS  | Titanic, Vehicle, Mobile Suit, Space  |           |    |      |    |    |  |    |    |  |     |    |    |




10  
POWER


# HOOVER MS-09R

## 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   | *   | *         | *    | 8  | 8  | 12   | 3 | 8  | 3+ | 7-12+       | 15" | 2+ | 3+ |
| 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 model amy be included in your army. |   |           |      |    |    |  |   |    |    | 4-6         | 10" | 3+ | 4+ |
|  |   |           |      |    |    |  |   |    |    | 1-3         | 6"  | 4+ | 5+ |
| WEAPON   | RANGE   | TYPE      | S    | AP | D  | ABILITIES  |   |    |    |             |     |    |    |
| Heat Saber   | Melee   | Melee     | +2   | -2 | D6 | -  |   |    |    |             |     |    |    |
| 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 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 | D3 | 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-TB, 0079, Zeon-TB  |           |      |    |    |  |   |    |    |             |     |    |    |
| KEYWORDS   | Titanic, Vehicle, Mobile Suit, Space, Character   |           |      |    |    |  |   |    |    |             |     |    |    |

|  |   |    |         |   |      |    |     |  |    |  |     |    |    |
|--|---|----|---------|---|------|----|-----|--|----|--|-----|----|----|
| <div></div> <div>15</div> <div>POWER</div> <div>MS-14A</div> <div>GELGOOG</div> |   |    |         |   |      |    |     |  |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |     |    |    |
| NAME   | M   | WS | BS      | S | T    | W  | A   | Ld   | Sv | REMAINING W  | M   | WS | BS |
| MS-14A   | *   | *  | *       | 8 | 8    | 15 | 2   | 8  | 3+ | 8-15+  | 12" | 3+ | 3+ |
| A MS-14A Gelgoog is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.   |   |    |         |   |      |    |     |  |    | 4-7  | 9"  | 4+ | 4+ |
|  |   |    |         |   |      |    |     |  |    | 1-3  | 5"  | 5+ | 5+ |
| 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 | D3  | 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   |    | Melee   |   | +3   | -3 | 2D3 |  |    |  |     |    |    |
| ABILITIES  | Combat Shield: Models with a Combat Shield have a 5+ invulnerable save. |    |         |   |      |    |     | 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-TB, 0079, Zeon-TB  |    |         |   |      |    |     |  |    |  |     |    |    |
| KEYWORDS   | Titanic, Vehicle, Mobile Suit, Space                                    |    |         |   |      |    |     |  |    |  |     |    |    |

| <div><div>15<br/>POWER</div></div> <div>DARYL LORENZ<br/>MS-14A</div>   |  |         |      |    |     |  |   |    |    | <div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div> |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
|--|--|---------|------|----|-----|--|---|----|----|--|-------|------|----|----|---|-----------|------------|-----|---------|--------|----|---|--|--------------|-------|-------|------|----|----|---|-----------------|-------|-------|-------------|----|-----|--|-----------|--|----|----|-----|----|--|------------------|----------------------|----|----|----|--|--|--|--|--|----------|---|--|--|--|--|--|--|--|--|
| <table><tr><th>NAME</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>MS-14A</td><td>*</td><td>*</td><td>*</td><td>8</td><td>8</td><td>15</td><td>3</td><td>8</td><td>3+</td></tr></table>  |  |         |      |    |     |  |   |    |    | NAME   | M     | WS   | BS | S  | T | W         | A          | Ld  | Sv      | MS-14A | *  | * | *  | 8            | 8     | 15    | 3    | 8  | 3+ | <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>12"</td><td>3+</td><td>3+</td></tr><tr><td>4-7</td><td>9"</td><td>4+</td><td>4+</td></tr><tr><td>1-3</td><td>5"</td><td>5+</td><td>5+</td></tr></table> |                 |       |       | REMAINING W | M  | WS  | BS   | 8-15+     | 12"  | 3+ | 3+ | 4-7 | 9" | 4+   | 4+               | 1-3                  | 5" | 5+ | 5+ |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| NAME   | M  | WS      | BS   | S  | T   | W  | A | Ld | Sv |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| MS-14A   | *  | *       | *    | 8  | 8   | 15   | 3 | 8  | 3+ |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| REMAINING W  | M  | WS      | BS   |    |     |  |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| 8-15+  | 12"  | 3+      | 3+   |    |     |  |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| 4-7  | 9"   | 4+      | 4+   |    |     |  |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| 1-3  | 5"   | 5+      | 5+   |    |     |  |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| A MS-14A is a single model equipped with a Beam Rifle, a Combat Shield, Titanic Feet, and a Twin Beam Saber.   |  |         |      |    |     |  |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| <table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>Beam Rifle</td><td>36"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Beam Saber</td><td>Melee</td><td>Melee</td><td>+3</td><td>-3</td><td>2D3</td><td>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.</td></tr><tr><td>ABILITIES</td><td colspan="5"><b>Combat Shield:</b> Models with a Combat Shield have a 5+ invulnerable save.<br/><b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1)</td><td><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</td></tr><tr><td>FACTION KEYWORDS</td><td colspan="9">UC-TB, 0079, Zeon-TB</td></tr><tr><td>KEYWORDS</td><td colspan="9">Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz</td></tr></table> |  |         |      |    |     |  |   |    |    | 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 | D3 | Make 3 hit rolls for each attack with this weapon.  | Twin Beam Saber | Melee | Melee | +3          | -3 | 2D3 | 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 | <b>Combat Shield:</b> Models with a Combat Shield have a 5+ invulnerable save.<br><b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1) |    |    |     |    | <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. | FACTION KEYWORDS | UC-TB, 0079, Zeon-TB |    |    |    |  |  |  |  |  | KEYWORDS | Titanic, Vehicle, Mobile Suit, Space, Character, Daryl Lorenz |  |  |  |  |  |  |  |  |
| 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 | D3  | Make 3 hit rolls for each attack with this weapon.   |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| Twin Beam Saber  | Melee  | Melee   | +3   | -3 | 2D3 | 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  | <b>Combat Shield:</b> Models with a Combat Shield have a 5+ invulnerable save.<br><b>Mobile Suit</b> (p. 1), <b>Core Explodes</b> (p. 1) |         |      |    |     | <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.   |   |    |    |  |       |      |    |    |   |           |            |     |         |        |    |   |  |              |       |       |      |    |    |   |                 |       |       |             |    |     |  |           |  |    |    |     |    |  |                  |                      |    |    |    |  |  |  |  |  |          |   |  |  |  |  |  |  |  |  |
| FACTION KEYWORDS   | UC-TB, 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 | 96"   | Heavy 5 | 10 | -4 | 4 | <p>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. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword.</p> |
| ABILITIES          | <p><b>Anchored:</b> 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 <b>Open Space</b> 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 that is on the field 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 <b>Core Explodes</b> (p. 12) Ability applies.</p> |         |    |    |   |   |
| FACTION KEYWORDS   | UC-TB, 0079, Zeon-TB  |         |    |    |   |   |
| KEYWORDS           | Space   |         |    |    |   |   |

# ZEON-TB 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.

| HQ        |                 |   |
|-----------|-----------------|---|
| UNIT      | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-06 Ace | 1               | 95  |

| TROOPS |                 |   |
|--------|-----------------|---|
| UNIT   | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-05  | 1               | 70  |
| MS-06  | 1               | 85  |
| MS-09R | 1               | 115   |

| ADDITIONAL WARGEAR OPTION |                 |   |
|---------------------------|-----------------|---|
| UNIT                      | MODELS PER UNIT | POINTS PER MODEL (DOES INCLUDE WARGEAR) |
| Big Gun                   | 1               | 300                                     |

| RANGED WEAPONS      |                   |
|---------------------|-------------------|
| WEAPON              | POINTS PER WEAPON |
| 120mm Machine Gun   | 30                |
| 175mm Cannon        | 25                |
| 360mm Giant Bazooka | 70                |
| Bazooka             | 25                |
| Beam Bazooka        | 90                |
| Beam Rifle          | 75                |
| Cracker Grenades    | 0                 |
| MMP-70C             | 40                |
| Sturm Faust         | 6                 |

| ELITES         |                 |   |
|----------------|-----------------|---|
| UNIT           | MODELS PER UNIT | POINTS PER MODEL (DOES NOT INCLUDE WARGEAR) |
| MS-05 Veteran  | 1               | 75  |
| MS-09R Veteran | 1               | 130   |
| MS-14A         | 1               | 165   |

| NAMED CHARACTERS     |                 |   |
|----------------------|-----------------|---|
| UNIT                 | MODELS PER UNIT | COST PER MODEL (DOES NOT INCLUDE WARGEAR) |
| Daryl Lorenz, MS-05  | 1               | 85  |
| Sean Mitadera, MS-06 | 1               | 90  |
| Daryl Lorenz, MS-06R | 1               | 100                                       |
| Hoover, MS-09R       | 1               | 140                                       |
| Daryl Lorenz, MS-14A | 1               | 170                                       |

| MELEE WEAPONS   |                   |
|-----------------|-------------------|
| WEAPON          | POINTS PER WEAPON |
| Heat Hawk       | 20                |
| Heat Saber      | 20                |
| Titanic Feet    | 0                 |
| Twin Beam Saber | 50                |

| OTHER WARGEAR |                 |
|---------------|-----------------|
| WARGEAR       | POINTS PER ITEM |
| Combat Shield | 20              |

# ZEON-TB WARGEAR

## RANGED WEAPONS

| WEAPON               | RANGE   | TYPE       | S  | AP | D   | ABILITIES  |
|----------------------|---|------------|----|----|-----|--|
| 120mm Machine Gun    | 30"   | Assault 6  | 6  | -1 | 1   | -  |
| 175mm Cannon         | 48"   | Heavy 1    | 8  | -3 | 2D3 | -  |
| 360mm Giant Bazooka  | 84"   | Heavy D6   | 8  | -3 | 2   | This weapon can target units not visible to the bearer. When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.  |
| 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 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.   |
| 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.  |
| Mega Beam Launcher   | 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. Draw a line from the firing model to the target. Any model within 1" of the line is automatically hit, including friendly models, excluding models with the <b>Fly</b> keyword. |
| 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 Machine Gun | 30"   | Assault 6  | 7  | -1 | 1   | -  |
| ----Grenade Launcher | 30"   | Assault 1  | 6  | -1 | D3  | This weapon may only be fired once per battle.   |
| Sturm Faust          | 48"   | Heavy 1    | 8  | -2 | D6  | Each of these weapons may only be fired once per battle.   |

## MELEE WEAPONS

| WEAPON          | RANGE | TYPE  | S    | AP | D   | ABILITIES  |
|-----------------|-------|-------|------|----|-----|--|
| Heat Hawk       | Melee | Melee | +1   | -2 | D6  | -  |
| Heat Rod        | Melee | Melee | +1   | -2 | D6  | 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.  |
| Titanic Feet    | Melee | Melee | User | -2 | D3  | Make 3 hit rolls when attacking with this weapon.  |
| Twin Beam Saber | Melee | Melee | +3   | -3 | 2D3 | 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. |

## OTHER WARGEAR

|               |  |
|---------------|--|
| Combat Shield | A model with a Combat Shield has a 5+ invulnerable save. |
|---------------|--|