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

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

#### PRIOR INDICES

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

#### **ABILITIES**

The following abilities are common to several Londo Bell units:

#### **Mobile Suit**

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

#### **Core Explodes**

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

#### Titanic Presence

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

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

#### Vist Foundation

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

#### Newtype

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

#### **NEWTYPE DISCIPLINE**

#### IT'S A GUNDAM!!

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

#### **Plot Armor**

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

#### **Combat Hypnosis**

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

9 POWER	M	WS		-50 OT		A	Ld	Sv	DAMAGE Some of this mo change as it suff shown below: REMAINING W			
D-50C 185 points	*	*	* 7	6	12	3	7	3+	7-12+	10"	4+	4+
A D-50C Loto unit contain D-50C models ( <b>Power Ra</b> Knives, Crushing Treads, Searchlight.	ıting +9 ea	<b>ch</b> ). Ea	ch mod	del is e	quipp	ed w	ith Bea	am	4-6 1-3	7" 4"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	PE	S	AP	D	ABIL	ITIES				
120mm Low Recoil Cannon Pair +105	96"	Heavy	y 2D6	9	-3	2		. This wea	apon may target ι	units no	ot visible	e to
Beam Knives	Melee	Ме	lee	+3	-3	6			roll a Wound roll inflicts a Mortal			
Crushing Treads	Melee	Me	lee	User	-2	2	Make	2 hit rolls	s for each attack	with thi	is weap	on.
Machine Cannon	30"	Assau	ult 12	6	-1	1	-					
Mega Machine Cannon -5	48"	Heavy		7	-1	3	-					
Missile Launcher	72"	Heav	y D6	8	-2	2	Blast					
Three Shot Missile Launcher	60"	Rapid F	Fire D6	6	-1	1	Blast	-				
WARGEAR OPTIONS	Cannon pa	air ( <b>Pow</b>	er Rat	ing +5	) or a	Meg	ja Mac	hine Can	ight with a 120mr non. o Three Shot Mis			<b>3</b> .
ABILITIES	Searchlig in the prev reroll hit ro overwatch	vious mo	ovemer for its s	nt phas	e, it n		all mo each indep	odels in the other. Fr	dron: The first time his unit must be p om that point onver and is treated as ses.	laced v vards,	within 6' each op	of erates
	Transform Tank Mode At the beg Movemen Mobile Su Mobile Su Mobile Ta 1).  Core Exp	beginn of any comes it may or bacome this m gains	ing of to f your transf k. Wh odel lo	he ga orm to en in ses	ame. o	in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to						
FACTION KEYWORDS	UC, 0096, Londo Bell											
KEYWORDS	Titanic, Ve	hicle, M	lobile T	ank, G	rounc	l, Sp	ace					

10 POWER		MAG HAAG D		NS				DAMAGE Some of this mod change as it suffer shown below:			I
NAME	М	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Mackle/Haagensen 205	*	* * 7	6	12	4	97	3+	7-12+	10"	4+	2+
Daguza Mackle and Conrequipped with two Beam Launchers, and a Search You may only have one u	Knives, Cru light. Only	ushing Treads, a one of this unit	a Mach may b	ine C e incl	ann udec	on, two	o Missile	4-6 1-3	7" 4"	5+ 6+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Low Recoil Cannon Pair +105	96"	Heavy 2D6	9	-3	2		. This wea	apon may target u	nits no	ot visible	e to
Beam Knives	Melee	Melee	+3	-3	6			roll a Wound roll o inflicts a Mortal V			
Crushing Treads	Melee	Melee	User	-2	2	Make	2 hit rolls	s for each attack w	ith thi	s weap	on.
Machine Cannon	30"	Assault 12	6	-1	1	-					
Mega Machine Cannon -5	48"	Heavy 2D3	7	-1	3	-					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast					
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
WARGEAR OPTIONS	Cannon p	air ( <b>Power Rat</b>	ing +5)	or a	Мед	a Mac	hine Can	light with a 120mm non. o Three Shot Miss			S.
ABILITIES	in the previous reroll hit recoverwatch  Transform Tank Mod At the beg Movemen Mobile Su Mobile Ta 1).	mation: This mo e at the beginni ginning of any o t phases it may lit mode, or bac lit Mode, this mo ank and gains N	odel being of ti f your transfek. Who	e, it n g or egins he ga orm to en in ses	nay in ime.	Mobi the m in the turn i unit r Adva the h this u	novement as same tun which it makes a ranced, tha it roll as if unit only grif at leas	Models in this unit phase and still shrn. This unit is elig Advanced. Each anged attack in a track suffers the firing an Assault vain a bonus to its track for the model gains Titani	oot angible to time a turn in e pena weapo save f	d/or change of shoot model which incurrent the shoot of the shoot or being scured for shoot or being s	arge in a in this t rred to lels in g in
FACTION KEYWORDS	UC, 0096,	, Londo Bell									

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

13 POWER		GU		TD-0		<b>A</b> ]	RL	4	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
FD-03 <u>265</u>	*	*	*	7 8	13	2	7	2+	7-13+	12"	4+	4+
A FD-03 Gustav Karl is a	•								4-6	9"	5+	5+
Sabers, a Grenade Launc Feet, and Twin Link 60mm		av Kar	l Shield	d, a Jega	an Be	eam I	Rifle,	Titanic	1-3	5"	6+	6+
WEAPON	RANGE	T	/PE	S	AP	D	ABIL	LITIES				
120mm Machine Gun -45	30"	Assa	ault 12	6	-1	1	-					
Beam Sabers	Melee	Me	elee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Ass	ault 1	6	-1	D3	Each battle		weapons may only	be fir	ed onc	e per
Jegan Beam Rifle	36"	Hea	avy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	Me	elee	User	-2	D3	Mak	e 3 hit rolls	for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans	12"	Rapid	d Fire 4	1 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode	el may ı	replace	e its Jega	an Be	eam I	Rifle w	vith a 120r	nm Machine Gun (	Powe	r Ratin	ı <b>g -1</b> ).
	Mobile Su	<b>uit</b> (p. 1	)				shiel	d has a 5+	hield: A model with invulnerable save erable save roll of	e. Thi		
ABILITIES	Core Exp	lodes (	(p. 1)				360°	Cockpit:	May reroll a hit rol	l once	per tur	n.
FACTION KEYWORDS	UC, 0093,	0096,	Londo	Bell								
KEYWORDS	Titanic, Ve	hicle, I	Mobile	Suit, Spa	ace,	Grou	nd					



## 18 RIDDHE MARCENAS MSN-001A1

**DAMAGE** 

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Riddhe Marcenas 350	*	*	*	8	7	18	3	8	3+	10-18+	20-48"	3+	2+
Riddhe Marcenas in a MS 360° Cockpit, three Beam	Cannons,	two G	renad	e Lau	inche	ers, a	Hea	ıvy Be	am Rifle,	5-9	20-48"	4+	3+
Titanic Feet, and Twin Lin may be taken for your arn		ulcans.	Only	one	unit	with <b>F</b>	Ridd	he Ma	arcenas	1-4	20"	5+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				

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

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

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

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

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

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

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

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

**ABILITIES** 

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

FACTION KEYWORDS

UC, 0096, Londo Bell

**KEYWORDS** 

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

17 POWER		MSZ ZETA						DAMAGE Some of this mo change as it suff shown below:		age, a	S
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSZ-006A1 340	*	* * 8	8	15	2	7	3+	8-15+	20-48"	3+	3+
A MSZ-006A1 Zeta Plus i Cannons, Beam Sabers, a								4-7	20-48"	4+	4+
Vulcans.	,	ŕ						1-3	20"	5+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES				
Beam Cannon	36"	Heavy 1	8	-3	6		•	roll a Wound roll inflicts a Mortal		th this	
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll inflicts a Mortal		th this	
Heavy Beam Rifle	36"	Assault 3	8	-3	4		•	roll a Wound roll inflicts a Mortal		th this	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack	with this	weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	argets th	at can	Fly.
	Airborne:	This model car	nnot ch	arge	,			<b>d:</b> A model with a ulnerable save.	a Comba	t Shiel	d
	can <b>Fly</b> , a	nly be charged nd can only atta n the Fight phas	ack or I	be		it on the straight after the	ne spot u nt forwar ne initial	Each time this mo up to 90°, then mods. Note that it con pivot. When this ove characteristic	ove the annot pive model A	model /ot aga \dvanc	ain es,
	360° Cocl per turn.	<b>cpit</b> : May reroll	a hit ro	oll one	се	of the	phase -	do not roll any did	ce.		
	subtract 1	it: Your oppone from hit rolls fo model in the SI	r attacl	ks tha		3 9				rom ound obile	
	Malalla O.	-14 (				A !!-		4	,	,	

Mobile Suit (p. 1)

Core Explodes (p. 1)

UC, 0096, Londo Bell

Titanic, Vehicle, Mobile Suit, Ground, Fly

**ABILITIES** 

**KEYWORDS** 

**FACTION KEYWORDS** 

**Airborne**. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit may not

use its Twin Link 60mm Vulcans.

# 18 POWER

### MSZ-006A1 ZETA PLUS ACE

#### **DAMAGE**

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MSZ-006A1 Ace	350 *	*	*	8	8	15	3	8	3+	8-15+	20-48"	3+	2+
A MSZ-006A1 Zeta Pl		_							•	4-7	20-48"	4+	3+
Beam Cannons, Bean 60mm Vulcans.	n Sabers, a r	пеачу Бе	am r	ane,	man	ic ree	et, ar	iu iw	III LIIK	1-3	20"	5+	4+

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

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

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

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

Mobile Suit (p. 1)

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

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

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

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

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

15 POWER	М	WS			S- KS			Ld	Sv	DAMAGE Some of this mo change as it suff shown below: REMAINING W			
RAS-96 300	*	*	*	7	7	15	2	8	3+	8-15+	20-48"	3+	3+
A RAS-96 Anksha is a sin Shields, two Beam Rifles,									Combat	4-7 1-3	20-48" 20"	4+ 5+	4+ 5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Не	eavy 3		8	-3	4		-	roll a Wound roll inflicts a Mortal		th this	3
Titanic Feet	Melee	M	1elee		User	-2	2	Make	3 hit rolls	s for each attack	with this	weap	on.
Twin Link 60mm Vulcans	12"	Rapi	id Fire	4	4	0	2	Add 1	to all to	hit rolls against ta	argets the	at can	Fly.
	allied Lon Embark (of The Embark weapon do unit may remode white and may return due to 360° Cooper turn.	or start arked u uring t not tran le ther not mo the a  kpit: N	Embaunit man the short man sform the saluation addition model	rked boting into unit re the nal would can	d) on the asing phane of Mobine Embanen 30 weight and the motes of the motes of the end	his ungle se. le Surked of in a le sur le su	This uit a	Supe it on t straig after t increa	oat Shield I may rer rsonic: E he spot u ht forwar the initial ase its Mo	oat Shields: A mode is has a 5+ Invulned oll an Invulnerable and time this mode in to 90°, then modes. Note that it capivot. When this pove characteristic do not roll any did	nerable see save ro del move ove the ro annot pive model A by 9" ur	es, firs model ot ag	This 1. st pivot I ain ces,
	can Fly, a attacked i can Fly.  Hard to H subtract 1 target this	nd car n the F l <b>it</b> : You from I mode	n only a right plur ur oppo hit rolls I in the	atta hase oner s for e Sh	ck or to e by u nt mus attacl ooting	nits t nits t t ks tha pha	hat at se.	Mobile or any Suit N Supe Chara mode	e Armor I e Suit mo y of your Mode, this rsonic, a acteristic t, this unit	on: This model be Mode, and may tr ode at the beginni Movement phase is model loses Hai and Airborne. Its becomes 15". W	ransforming of the season When to Hit Movement had been made and the season with the season wi	to or e first n in M , ent obile	from round lobile Armor
ABILITIES	Mobile S			re E	xploc	les (	o. 1)	Vulca	ns.				
FACTION KEYWORDS	UC, 0096				it Cra	vind.	Sno	oo Eb	,				
KEYWORDS	Titanic, Ve	riicie,	NIODIIE	; ou	iit, Gro	ound,	Spa	ice, riy	<u>'</u>				

11 POWER		RGI GI	M-8		R			DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	A	Ld	Sv	REMAINING W	M	WS	BS
RGM-86R 220	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	4+
A RGM-86R GM III is a si Beam Sabers, a Combat								4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a wound roll o inflicts a mortal w			
Large Missile Pod +5	48"	Heavy 2D6	8	-2	2		. Each of per battle	these weapons m	nay on	ly be fire	ed
Medium Missile Pod +5	60"	Rapid Fire D6	6	-1	1		. Each of per battle	these weapons m	ay onl	y be fire	ed
Small Missile Pod +5	48"	Assault 2D6	5	-2	1		. Each of per battle	these weapons m	ay onl	y be fire	ed
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add '	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS		el may take 2 La el may take 2 Me					2 Small N	nissile Pods.			
	Mobile S	uit (p. 1)					bat Shield invulneral	<b>d</b> : A model with a ble save.	comba	at shield	l has
ABILITIES	Core Exp	lodes (p. 1)				360°	Cockpit:	May reroll a hit ro	ll once	per turi	n.
FACTION KEYWORDS	UC, 0093	, 0096, Londo B	ell								
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Spa	ace, (	Grou	ınd					

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

10	D	GM-89	<b>/D</b>			201		DAMAGE			
D 12 POWER		EGAN						Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-89/RGM-89D 250	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	4+
A RGM-89 Jegan or RGM 360° Cockpit, Beam Sabe								4-6	9"	5+	5+
Titanic Feet.	ro, Oronac	es, a vegan bec	aiii i (iii	o, a	ooga	ii Oilloid	a, unu	1-3	5"	6+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	ΓIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee Helee +6 -3 6 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.										
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal v			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3	3 hit rolls	s for each attack w	vith thi	s weapo	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS		el may replace it el may take Twir	_				h a Bazo	ooka ( <b>Power Rati</b>	ng -2).		
	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.										
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.										
FACTION KEYWORDS	UC, 0093	, 0096, Londo B	ell								
KEYWORDS	Titanic, Ve	ehicle, Mobile Si	uit, Spa	ace,	Grou	nd					

<b>13 13 1 1 1 1 1 1 1 1 1 1</b>		GM-89 EGAN						DAMAGE Some of this mod	al'e d	naracte	orietice
POWER		VET		RA	N			change as it suffe shown below:			
NAME	М	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-89/D Vet 260	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	3+
A RGM-89 Jegan Veteran								4-6	9"	5+	4+
equipped with a 360° Coc Jegan Shield, and Titanic	•	Sabers, Gren	ades, a	Jega	ın Be	am Ri	fle, a	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast	•				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add <sup>′</sup>	1 to all to	hit rolls against tar	gets t	hat can	ı Fly.
WARGEAR OPTIONS		el may replace el may take Tw	_				ith a Bazo	ooka ( <b>Power Ratir</b>	ng -2)		
	Mobile S	uit (p. 1)				_	vulnerable	A model with a Je e save and a Three	_		

**ABILITIES** 

**KEYWORDS** 

FACTION KEYWORDS

Core Explodes (p. 1)

UC, 0093, 0096, Londo Bell

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

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

13 POWER	];	ATHA RO	WA GM-			IO.	A	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
Hathaway Noa	*	* * 7		13	3	8	3+	7-13+	12"	4+	3+
Hathaway Noa in a RGM- Beam Sabers, Grenades,								4-6	9"	5+	4+
Only one of this unit may								1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast					
Beam Sabers	Melee	weapon, it also inflicts a mortal wound.									
Grenades	6"	6" Grenade 1 6 -1 D3 -									
Jegan Beam Rifle	36"	Heavy 3	8	-3	4			roll a wound roll o inflicts a mortal w			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcan +10	12"	Rapid Fire 4	4	0	2	Add <sup>2</sup>	1 to all to	hit rolls against tai	rgets t	hat can	Fly.
WARGEAR OPTIONS		el may replace el may take Tw					rith a Bazo	ooka ( <b>Power Rati</b> i	ng <b>-2</b> ).	•	
	Mobile S	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.									
ABILITIES	Core Explodes (p. 1) 360° Cockpit: May reroll a hit roll once per turn.										'n.
PSYKER	psychic po in each er manifestir	Newtype This model is considered a psyker. This model can attempt to manifest a single osychic 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.									

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

**KEYWORDS** 

**FACTION KEYWORDS** 

UC, 0093, Londo Bell



## 13 RGM-89/RGM-89D Some of this model's characterist change as it suffers damage, as shown below:

Some of this model's characteristics

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-89/RGM-89D Ace	*	*	*	7	7	13	2	7	3+	7-13+	12"	3+	3+
A RGM-89 Jegan Ace or RGI		_	, ,			U				4-6	9"	4+	4+
with a 360° Cockpit, Beam Sa Shield, and Titanic Feet.	abers,	Grenad	es, a	Jega	n Be	am R	itle,	a Jeg	an	1-3	5"	5+	5+

Shield, and manic reet.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.				
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Grenades	6"	Grenade 1	6	-1	D3	-				
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.				
Titanic Feet	Melee	elee Melee User -2				Make 3 hit rolls for each attack with this weapon.				
Twin Link 60mm Vulcan	Melee Melee User  12" Rapid Fire 4 4				2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .				
WARGEAR OPTIONS		el may replace it el may take Twir	-			Rifle with a Bazooka ( <b>Power Rating -2</b> ). Icans.				
	Mobile St	<b>uit</b> (p. 1)				<b>Jegan Shield</b> : A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.				
ABILITIES	Core Exp	lodes (p. 1)			360° Cockpit: May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0093	, 0096, Londo B	ell							
KEYWORDS	Titanic, Ve	ehicle, Mobile Si	uit, Spa	ace,	Grou	nd, Character				

14 POWER			KA R			A S		J		DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Kayra Su	*	*	*	7	7	13	4	9	3+	7-13+	12"	2+	2+
Kayra Su in a RGM-89 Jeg										4-6	9"	3+	3+
Beam Sabers, Grenades, a You may only have one mo							and	Titanio	Feet.	1-3	5"	4+	4+
WEAPON	RANGE	т	YPF		S	ΔΡ	D	ΔBII	ITIES				

Tou may only have one m	iodoi mini i	tayra oa you.	Gy.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.							
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Grenades	6"	Grenade 1	6	-1	D3	-							
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcan +10	■ 12" Rapid Fire 4 4 0					Add 1 to all to hit rolls against targets that can <b>Fly</b> .							
WARGEAR OPTIONS		el may replace it el may take Twir	-			Rifle with a Bazooka ( <b>Power Rating -2</b> ). cans.							
	Ace: This in each Pl	model may reronase.	oll a fai	led s	ave	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile							
	Mobile S	<b>uit</b> (p. 1)				Launcher.							
ABILITIES	Core Exp	lodes (p. 1)				360° Cockpit: May reroll a hit roll once per turn.							
FACTION KEYWORDS	UC, 0093	UC, 0093, Londo Bell											
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Spa	ace,	Grou	nd, Character, Kayra Su							



## 13 RGM-89DE POWER JEGAN ECOAS TYPE

#### **DAMAGE**

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-89De	*	*	*	7	7	13	2	7	2+	7-13+	12"	4+	3+
A RGM-89De Jegan ECOAS	Type is	s a sing	gle mo	del e	quip	ped w	/ith a	a 360°	° Cockpit,	4-6	9"	5+	4+
Beam Sabers, Grenades, a J	egan B	eam R	ifle, a	Jega	an Sh	ield,	and	Titani	c Feet.	1-3	5"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.					
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Grenades	6"	Grenade 1	6	-1	D3	-					
Jegan Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Three Shot Missile Launcher	60"	Rapid Fire D6	Melee User -2 D3 Make 3 hit rolls for each			Blast.					
Titanic Feet	Melee	Melee				Make 3 hit rolls for each attack with this weapon.					
Twin Link 60mm Vulcan +10	Melee Melee User -2 D3  12" Rapid Fire 4 4 0 2				2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .					
WARGEAR OPTIONS		el may replace it el may take Twir	-			Rifle with a Bazooka ( <b>Power Rating -2</b> ).					
	during the	or: If this unit di movement pha 1's to hit for rar	se this	turn	, it	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.					
ABILITIES	Mobile Su	uit (p. 1); Core E	Explod	es (p	o. 1)	360° Cockpit: May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0096,	Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Spa	ace, (	Grou	nd					
				_							



## 13 RGM-89DE POWER JEGAN ECOAS ACE

#### DAMAGE

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

POWER										snown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
RGM-89De Ace	*	*	*	7	7	13	3	8	2+	7-13+	12"	3+	3+
A RGM-89De Jegan ECO			_							4-6	9"	4+	4+
Cockpit, Beam Sabers, G Feet.	renades, a	Jegan	Beam	n Rifle	e, a J	egar	Shi	eld, aı	nd Titanic	1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
Bazooka -50	48"	Hea	vy 2D	6	8	-2	1	Blast	t.				
Beam Sabers	Melee	N	lelee		+6	-3	6		•	roll a wound roll o inflicts a mortal w		r this	
Grenades	6"	Gre	nade ′	1	6	-1	D3	-					
Jegan Beam Rifle	36"	36" Heavy 3 8 -3 4 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.											
Three Shot Missile Launcher	60"												
Titanic Feet	Melee	M	lelee	Į	Jser	-2	D3	Make	e 3 hit rolls	for each attack w	ith this	weapo	n.
Twin Link 60mm Vulcan +10	12"	Rapi	d Fire	4	4	0	2	Add	1 to all to l	nit rolls against tar	gets th	at can	Fly.
WARGEAR OPTIONS	This mode	-	•		_					ooka ( <b>Power Ratir</b>	ng <b>-2</b> ).		
	Eye Sensor: If this unit did not move during the movement phase this turn, it may reroll 1's to hit for ranged attacks.  Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.												
ABILITIES	Mobile S	uit (p.	1); <b>C</b> o	re Ex	cploc	les (p	o. 1)	360°	Cockpit:	May reroll a hit rol	l once	per turi	n.
FACTION KEYWORDS	UC, 0096	, Londo	o Bell										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Character												

			CO	NR	<b>O</b>	Y							
18 POWER			AA( RGN						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	
Conroy Haagensen 350	*	*	* 7	7	13	4	8	2+	7-13+	12"	3+	2+	
Conroy Haagensen in a R equipped with a 360° Coc Jegan Beam Rifle, a Jega model with <b>Conroy Haag</b> e	kpit, Beam n Handgur	Saber n, a Jeg	s, a Dag gan Shiel	ger Kni d, and	fe, Fi Titan	re N	ut Grei		4-6 1-3	9" 5"	4+ 5+	3+ 4+	
WEAPON	RANGE		YPE	S	AP	D	ABILI	ITIES					
Bazooka -50	48"	Hea	vy 2D6	8	-2	1	Blast.						
Beam Sabers	Melee	М	elee	+6	-3	6			roll a wound roll o inflicts a mortal v				
Dagger Knife	Melee	lee Melee +3 -3 3 Each time you fight, you may make an additional attack with this weapon.											
Fire Nut Grenades	6"	Grena	ade 2D6	6	-1	1	Blast.	This wea	apon automatically	/ hits it	s targe	t.	
Jegan Beam Rifle	36"	He	avy 3	8	-3	4		•	roll a wound roll o inflicts a mortal v				
Jegan Handgun	24"	Pis	stol 3	8	-3	4	weap	on, it also	roll a wound roll on inflicts a mortal when attacking w	vound.	You ma	•	
Three Shot Missile Launcher	60"	Rapid	Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	М	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapi	d Fire 4	4	0	2	Add 1	to all to	hit rolls against ta	rgets t	hat can	Fly.	
WARGEAR OPTIONS		This model may replace its Jegan Beam Rifle with a Bazooka ( <b>Power Rating -1</b> ). This model may take Twin Link 60mm Vulcans.											
	Jegan Shield: A model with a Jegan shield has a 5+ invulnerable save and a Three Shot Missile Launcher.												
ABILITIES	Mobile Su	uit (p. 1	1);	Explod	les (p	o. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tur	n.	
FACTION KEYWORDS	UC, 0096	UC, 0096, Londo Bell											
KEYWORDS	Titanic, Ve	ehicle,	Mobile S	uit, Spa	ace, (	Grou	ınd, Ch	aracter, (	Conroy Haagense	n			

12 POWER		RG STARI				N		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
RGM-89S 240	*	* * 7	7	13	2	7	3+	7-13+	12"	4+	3+	
A RGM-89S Stark Jegan i Sabers, Grenades, a Jega and Titanic Feet.								4-6 1-3	9" 5"	5+ 6+	4+ 5+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Bazooka -50	48"	Heavy 2D6	8	-2	1	Blast.						
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Double Grenade Launchers	30"	Assault 2	6	-1	D3	This v	veapon m	nay only be fired o	nce p	er battle	ı <u>.</u>	
Grenades	6"	Each of those weapons may only be fired twice										
Heavy Missile Launcher +0/+15	48"	pattle. Blast.  Fach time you roll a wound roll of 6+ for this										
Jegan Beam Rifle	36"	Heavy 3 8 -3 4 Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.										
Medium Missile Pod	60"	Rapid Fire D6	6	-1	1		Each of per battle	these weapons ma e.	ay onl	y be fire	:d	
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.	
WARGEAR OPTIONS	This mode This mode This mode This mode <year> ar</year>	el may take Twir el may take a Je el may replace it el may upgrade	n Link 6 gan Sl s Bear to a St ssile L	60mr hield m Sa ark J aund	n Vul ( <b>Pov</b> lbers legar chers	cans.  ver Ra  with De  Protof  which	ting +2). ouble Gro type: it ga n may rep	ooka ( <b>Power Ratir</b> enade Launchers ains the <b>0093</b> Fact blace the Medium <b>I</b>	( <b>Pow</b> e	er Ratin	or	
ARII ITIES	shield has Three Sho 360° Coc per turn.	s a 5+ invulneral ot Missile Launc <b>kpit</b> : May reroll	ole sav her. a hit ro	e an	d a ce	their V charae may b charae the Me Launce	Nound chateristic is ceepected controller in ceepected	A model with Stark naracteristic by 3, very serious by 2. The start of the printed values and/or ley have not yet be a first lost from the	while fine String and the string and	their Mo ark Arm all ut also lo y Missilo ed. Any	ove nor osing e	
ABILITIES  EACTION KEYWORDS			zxpioc	ies (	μ. I)	wound	us iost ar	e first lost from the	: olari	A AITHOL		
FACTION KEYWORDS	•	, Londo Bell	iit Cr	200	Cran	nd						
KEYWORDS	manic, Ve	tanic, Vehicle, Mobile Suit, Space, Ground										

15 POWER			GM-					DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-96X 295	*	* *	7 7	15	3	7	2+	8-15+	15"	4+	3+
A RGM-96X Jesta is a sin two Grenade Launchers,								4-7 1-3	10" 6"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	1 6	-1	D3	Each battle		weapons may only	/ be fir	ed once	e per
Jesta Beam Rifle	When ma	king a shoot	on, choose	e one of the profiles	s belo	W.					
Semi-Auto Mode	36"	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This mode may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fire	D6 6	-1	1	Blast	t.				
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit roll	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire	4 4	0	2	Add	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode	el may take	Twin Link	60mr	m Vu	lcans.					
	360° Coc per turn.	<b>kpit</b> : May re	roll a hit ro	oll on	ce	invul	nerable s	A model with a Jes ave and a Three S s model may reroll	hot Mi	ssile	
ABILITIES	Mobile S	uit (p. 1); Co	re Explo	des (	p. 1)		roll of 1.				
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobil	e Suit, Sp	ace,	Grou	ind					

15 POWER	DAI	RYL M				INI	ESS	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
Daryl McGuinness 305	*	* * 7	7	15	3	7	2+	8-15+	15"	4+	2+
Daryl McGuinness in a RC Cockpit, Beam Sabers, tw Shield, and Titanic Feet.	o Grenade	Launchers, a	Jesta B	eam	Rifle	, a Jes	sta	4-7 1-3	10" 6"	5+ 6+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal v			
Grenade Launcher	30"	battle.									
Jesta Beam Rifle	When ma	king a shooting	attack	with	this	weapo	n, choose	one of the profile	s belo	W.	
Semi-Auto Mode	36"	hen making a shooting attack with this weapon, choose one of the profiles below.  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	vith thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against ta	rgets t	hat can	Fly.
WARGEAR OPTIONS	This mode	el may take Tw	in Link	60mr	n Vu	lcans.					
ABILITIES	per turn.	kpit: May reroll uit (p. 1); Core				invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable					
FACTION KEYWORDS		, Londo Bell	-	`	<u> </u>						

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

15 POWER		VATTS RGI				NE	Y	DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Watts Stepney 305	*	* * 7	7	15	4	7	2+	8-15+	15"	3+	3+
Watts Stepney in a RGM-Cockpit, Beam Sabers, tw Shield, and Titanic Feet. your army.	o Grenade	Launchers, a J	lesta B	eam	Rifle	, a Jes	ta	4-7 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fir	ed once	e per
Jesta Beam Rifle	When ma	king a shooting	attack	with	n, choose	one of the profile	s belo	W.			
Semi-Auto Mode	36"	When making a shooting attack with this weapon, choose one of the profiles below.  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.										
	360° Coc per turn.	kpit: May reroll	a hit ro	oll on	ce	Jesta Shield: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable					
ABILITIES	Mobile S	uit (p. 1); Core	Explo	des (	p. 1)	save ı	roll of 1.				
FACTION KEYWORDS		, Londo Bell									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Watts Stepney									

15 POWER				M-S			C		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS B		Т	W	Α	Ld	Sv	REMAINING W	М	WS	BS
RGM-96X Ace 305	*	* *		7	15	3	8	2+	8-15+	15"	3+	3+
A RGM-96X Jesta Ace is a Sabers, two Grenade Lau									4-7	10"	4+	4+
Feet.	11011010, a c	oota Boa		s, a 00	ola o	111010	, and	ritariio	1-3	6"	5+	5+
WEAPON	RANGE	TYP	E	S	AP	D	ABIL	ITIES				
Beam Sabers	Melee	Mele	ee	roll a wound roll o inflicts a mortal w								
Grenade Launcher	30"	Assau	lt 1	6	-1	of these	e weapons may only be fired once per					
Jesta Beam Rifle									one of the profile	s belo	W.	
Semi-Auto Mode	36"	When making a shooting attack with this weapon, choose one of the profiles below.  Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This mode may reroll hit rolls of 1 when making a shooting attack with this weapon profile.										
Machine Gun Mode	36"	Heav	y 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Three Shot Missile Launcher	60"	Rapid Fi	re D6	6	-1	1	Blast.					
Titanic Feet	Melee	Mele	e	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weapo	n.
Twin Link 60mm Vulcans +10	12"	Rapid F	ire 4	4	0	2	Add 1	to all to	hit rolls against tar	gets tl	nat can	Fly.
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.											
	360° Coc per turn.	<b>kpit</b> : May	reroll	a hit ro	oll on	ce	invuln	nerable sa	A model with a Jea ave and a Three S s model may reroll	hot Mi	ssile	
ABILITIES	Mobile St	uit (p. 1);	Core	Explo	des (	p. 1)		roll of 1.	<b>,</b>			
FACTION KEYWORDS	UC, 0096	, Londo B	ell									
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character										

16 POWER		IGEL RG				ET'	Γ	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	
Nigel Garrett 315	*	* * 7	7	15	4	8	2+	8-15+	15"	3+	2+	
Nigel Garrett in a RGM-96 Beam Sabers, two Grena Titanic Feet. Only one of	de Launch	ers, a Jesta Be	am Rifle	e, a c	Jesta			4-7 1-3	10" 6"	4+ 5+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES					
Beam Sabers	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w				
Grenade Launcher	30"	Assault 1	6	-1	D3	Each of battle.		weapons may only	/ be fir	ed onc	e per	
Jesta Beam Rifle	When ma	When making a shooting attack with this weapon, choose one of the profiles below.										
Semi-Auto Mode	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound. This mod may reroll hit rolls of 1 when making a shooting attack with this weapon profile.											
Machine Gun Mode	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tai	gets t	hat can	Fly.	
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans.											
	360° Coc per turn.	<b>kpit</b> : May reroll	l a hit ro	oll on	ce	invuln	erable sa	A model with a Je ave and a Three S s model may rerol	hot Mi	ssile		
ABILITIES	Mobile S	uit (p. 1); Core	Explo	des (	p. 1)							
FACTION KEYWORDS	UC, 0096, Londo Bell											
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Mobile Suit, Space, Ground, Character										

<b>34</b> 20		RGI					<b>T</b>	DAMAGE Some of this mod			
POWER	J	ESTA	CA		N	UN		change as it suffe shown below:	ers dar	nage, a	
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
RGM-96X Cannon 395	*	* * 7	8	15	3	7	2+	8-15+	15"	4+	3+
A RGM-96X Jesta Cannol Grenade Launchers, a Jea a Missile Launcher, and T	sta Beam F	Rifle, a Jegan Sh				•		4-7 1-3	10" 6"	5+ 6+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers +40/-70	Melee	Melee	+6	-3	6		-	roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fir	ed onc	e per
Jesta Beam Rifle	When ma	king a shooting	attack	with	this	weapoi	n, choose	one of the profile	s belo	W.	
Semi-Auto Mode	36"	Heavy 3	8	-3	4	weap may r	on, it also eroll hit ro	roll a wound roll o inflicts a mortal w olls of 1 when mak weapon profile.	vound.	This n	
Machine Gun Mode	36"	Heavy 5	8	-3	3		•	roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.					
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or me type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1	to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This mode	el may replace it	Grena s Meg	ade l a Pa	₋auno rticle	cher wi Canno	on and Mi	Sabers ( <b>Power R</b> issile Launcher with Shield with a Jes	th Bea	m Sabe	ers
	shield has	nield: A model w s a 5+ invulnerab ot Missile Launc	ole sav			5+ inv Laund	/ulnerable	-5: A model with a e save and a Thre s model may reroll	e Sho	t Missile	Э
ABILITIES	Mobile St	uit (p. 1); Core E	Explod	des (	p. 1)	360°	Cockpit:	May reroll a hit ro	ll once	per tur	n.
FACTION KEYWORDS	UC, 0096	, Londo Bell									
KEYWORDS	Titanic, Ve	ehicle, Mobile Su	uit, Spa	ace,	Grou	nd					

A .											
20	V	VATTS	ST	B	Pr	ME)	Y	DAMAGE			
POWER	RO	<b>GM-96</b> 2		CA	N	NC	N	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
Watts Stepney 405	*	* * 7	8	15	4	7	2+	8-15+	15"	3+	3+
Watts Stepney in a RGM- 360° Cockpit, five Grenad Mega Particle Cannon, a <b>Watts Stepney</b> may be in	e Launche Missile Lau	rs, a Jesta Bear uncher, and Titai	n Rifle	, a Je	egan	Shield	l, a	4-7 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
Beam Sabers +40/-70	Melee	Melee	+6	-3	6			roll a wound roll o inflicts a mortal w			
Grenade Launcher	30"	Assault 1	6	-1	D3	Each battle		weapons may only	y be fi	red onc	e per
Jesta Beam Rifle	When ma	king a shooting	attack	with	this	weapo	n, choose	one of the profile	s belo	W.	
Semi-Auto Mode	36"	may reroll hit rolls of 1 when making a shooting attack with this weapon profile.									
Machine Gun Mode	36"	Heavy 5	8	-3	3			roll a Wound roll o inflicts a Mortal V			
Mega Particle Cannon	48"	Heavy 3	8	-3	4			roll a Wound roll o inflicts a Mortal V			
Missile Launcher	72"	Heavy D6	8	-2	2	Blast	•				
Three Shot Missile Launcher	60"	Rapid Fire D3	6	-1	1			g units with 5 or m type to Rapid Fire		odels, c	hange
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
Twin Link 60mm Vulcans +10	12"	Rapid Fire 4	4	0	2	Add 1	1 to all to	hit rolls against tar	gets t	hat can	Fly.
WARGEAR OPTIONS	This model may take Twin Link 60mm Vulcans. This model may replace a Grenade Launcher with Beam Sabers ( <b>Power Rating +2</b> ). This model may replace its Mega Particle Cannon and Missile Launcher with Beam Sabers ( <b>Power Rating -3</b> ). If it does so, it must replace its Jegan Shield with a Jesta Shield.									ers	
	Jegan Sh	nield: A model w s a 5+ invulneral ot Missile Launc	vith a J	egan	1	Jesta Shield +5: A model with a Jesta shield has a 5+ invulnerable save and a Three Shot Missile Launcher. This model may reroll an Invulnerable save roll of 1.					
ABILITIES	Mobile S	uit (p. 1); Core I	Explo	des (	p. 1)	o. 1) 360° Cockpit: May reroll a hit roll once per turn.					
FACTION KEYWORDS	UC, 0096	, Londo Bell									
					_						

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

28 power		AM	UI RG				Y		DAMAGE Some of this mod change as it suffe shown below:							
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	WS	BS	Α				
Amuro Ray  Amruo Ray in the RGZ-91 a Back Weapon System ( Beam Sabers, a Combat Titanic Feet, and Twin Lin included in your army. On	with two Be Shield, two k 60mm Vu	am Canno Grenade I Icans. Onl	ons an Launcl ly one	d a M hers, a unit w	ega f a Hea ⁄ith <b>A</b>	Partion avy E avy E	cle Car Beam F o Ray	nnon), Rifle, may be	10-18+ 5-9 1-4	2+ 3+ 4+	2+ 3+ 4+	5 2+D3 2				
WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES								
Beam Cannon	36"	Heavy	1	8	-3	6	weap	on, it also	roll a Wound roll on inflicts a Mortal V	Vound.						
Beam Sabers	Melee	Melee	e	+6	-3	6	weap	on, it also	roll a Wound roll of inflicts a Mortal V	Vound.						
Grenade Launcher	30"	Assault	t 1	6	-1	D3	battle		weapons may only			·				
Heavy Beam Rifle	36"	Assault	t 3	8	-3	4	weap	on, it also	roll a Wound roll on inflicts a Mortal V	Vound.						
Mega Particle Cannon	48"	weapon, it also inflicts a Mortal Wound.														
Titanic Feet	Melee											•				
Twin Link 60mm Vulcans	Airborne: and can or can Fly, ar attacked in can Fly. Ace: This in each Ph	12" Rapid Fire 4 4 0 2 Add 1 to all to hit rolls against targets that can <b>Fly</b> . <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn. <b>360° Cockpit</b> : May reroll a hit roll once per turn.										rn. st pivot ain ces, e end				
ABILITIES	Shield gains 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)  Back Weapon System, this mode first 6 points of damage it takes in not use the Heavy Beam Rifle or Vulcans. At any point, it may eject Weapon System, losing the weap Airborne, Supersonic, Hard to It movement of the game.								n a gai Twin l ct the pons e <b>Hit</b> , ar	me, an ink 60 Back quippe nd <b>Fly</b>	d may mm ed to it, for the					
PSYKER	to two psychic po psychic po Discipline psychic po	chic powe wers in ea when mar wers; this	rs in e ach en ifestin is dor	each fr nemy p ng. Th ne bef	iendl osych nis un ore d	y psy iic pl it ma eteri	ychic p nase. I ay rero mining	hase, and It may use Il a die wh if Perils c	This model can atted to an attempt to do any power from the nen attempting to the Warp apply. In Perils of the Warp	eny up the Ne manife Note	to two wtype st or d	eny				
FACTION KEYWORDS	UC, 0093,	Londo Be	ell													
KEYWORDS		Fitanic, Vehicle, Mobile Suit, Ground, Space, Character, Amuro Ray, Newtype, Powerful Newtype, Psyker, Re-GZ, Gundam, Fly														

27 POWER		R	YRA RGZ-	.91				DAMAGE Some of this mode change as it suffer shown below:	ers dar	nage, a	as	
NAME Kovro Su	<b>M</b> 20"-45"	WS BS	<b>S</b> T 8	<b>W</b> 18	<b>A</b>	Ld	<b>Sv</b> 2+	REMAINING W	<b>WS</b> 2+	<b>BS</b> 2+	<b>A</b> 4	
Kayra Su in the RGZ-91 F Back Weapon System (wi Beam Sabers, a Combat Titanic Feet, and Twin Lin included in your army. Or	Re-GZ is a s th two Bear Shield, two k 60mm Vu	m Cannons Grenade La Ilcans. Only	el equipped and a Meg aunchers, y one unit	d with ga Pa a He with	n a 36 article avy E <b>Kayr</b>	e Canr Beam I <b>a Su</b> n	ckpit, a non), Rifle, nay be	5-9 1-4	3+	3+	1+D3	
WEAPON	RANGE	TYPE	S	AP	D D	•	ITIES					
Beam Cannon	36"	Heavy 1		-3	6	Each	time you	roll a Wound roll o inflicts a Mortal V			6	
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Grenade Launcher	30"	Assault	1 6	-1	D3	battle	<b>)</b> .	weapons may onl	•		·	
Heavy Beam Rifle	36"	Assault	3 8	-3	4		•	roll a Wound roll o inflicts a Mortal \			3	
Mega Particle Cannon	48"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			5	
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith this	s weap	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire	e 4 4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .						
	and can of can <b>Fly</b> , a attacked in can <b>Fly</b> .	•	ged by unit attack or l phase by u	ts that be inits	at that	Superit on the straig	ersonic: E the spot u ght forward the initial ase its Mo	May reroll a hit ro Each time this mod up to 90°, then mods. Note that it ca pivot. When this ove characteristic do not roll any dic	del mov ve the annot p model by 9" u	/es, fir model ivot ag Advan	st pivot ain ces,	
ABILITIES	Shield gain Hard to H subtract 1 target this	it: Your opp from hit rol model in th	ulnerable s conent mus ls for attac e Shooting	save. st ks th g pha	at ise.	Back first 6 not us Vulca Weap <b>Airbo</b>	Weapon 5 points of se the He ans. At ar oon Syste orne, Sup	System: Whilst e System, this mode damage it takes in avy Beam Rifle of my point, it may eje m, losing the wea personic, Hard to me. Its movement	el may in a ga r Twin l ect the pons e <b>Hit</b> , ai	ignore me, ar Link 60 Back quippe nd <b>Fly</b>	e the ad may omm and to it, for the	
FACTION KEYWORDS	UC, 0093,	Londo Bell										
KEYWORDS	Titanic, Ve	hicle, Mobi	le Suit, Gro	ound	, Spa	ice, Ch	naracter, k	Kayra Su, Re-GZ,	Gunda	am, Fly	'	

18 POWER			GZ- EZI		5			DAMAGE Some of this mo change as it suff shown below:						
NAME	<b>M</b>	WS BS S		W	A	Ld	Sv	REMAINING W	M	WS	BS			
RGZ-95 355		0		15 Cooks	2	7 Room	3+	8-15+	20-48"	4+	3+			
A RGZ-95 ReZEL is a sing Cannon, Beam Sabers, a 60mm Vulcans, and a Zet	Box Pack,	a Combat Shie					k	4-7 1-3	20-48"	5+ 6+	4+ 5+			
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TES							
Beam Cannon	36"	Heavy 1	8	-3	6			roll a Wound roll inflicts a Mortal		ith this				
Beam Sabers	Melee	Melee	+6	-3	6			roll a Wound roll inflicts a Mortal		ith this				
Dual Grenade Launcher -30	30"	Assault 2	6	-1	D3	This we	eapon m	oon may only be fired once per battle.						
Titanic Feet	Melee	Melee	User	-2	2	Make 3	3 hit rolls	rolls for each attack with this weapon.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2			to hit rolls against targets that can <b>Fly</b> .						
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	time you roll a Wound roll of 6+ with this on, it also inflicts a Mortal Wound.								
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	the Hit r	g with this weapo roll. Each time yo apon, it also inflic	u roll a \	Nound	roll of					
WARGEAR OPTIONS	(Power R	ating +8), or a	Defens	er B	Unit	Rating		•						
	Hard to H subtract 1 target this Airborne: and can o can Fly, a attacked in can Fly.  Supersor moves, first then move When this Move charms	Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may a single weapon during the shooting phase. The unit may not transform into Mobile Suit mode we there is a unit Embarked, and may not move me than 30" in a turn due to the additional mass.  Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embarked unit may a single weapon during the shooting phase. The unit may not transform into Mobile Suit mode we there is a unit Embarked, and may not move me than 30" in a turn due to the additional mass.  Combat Shield: A model with a Combat Shield.												
ABILITIES	·	- do not roll an uit (p. 1); Core		des (	p. 1)	become	es 15".	<b>borne</b> . Its Mover While in Mobile <i>I</i> s Twin Link 60mm	Armor m	ode, th				
FACTION KEYWORDS	UC, 0096,	Londo Bell												
KEYWORDS	Titanic, Ve	ehicle, Mobile S	Suit, Sp	ace,	Fly									



**POWER** 

### RIDDHE MARCENAS

**RGZ-95** 

DAMAGE

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

NAME	М	WS	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Riddhe Marcenas 355	*	*	*	8	7	15	2	7	3+	8-15+	20-48"	4+	3+
Riddhe Marcenas in a RGZ-			_							4-7	20-48"	5+	4+
Cockpit, a Beam Cannon, Be Vulcans, and a Zeta Beam R taken for your army.										1-3	20"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can <b>Fly</b> .
Zeta Beam Rifle (Shooting)	36"	Assault 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Zeta Beam Rifle (Melee)	Melee	Melee	Sx2	-4	6	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.

#### WARGEAR OPTIONS

This model may replace its Box Pack with a Wing Pack (Power Rating +2), a Defenser A Unit (Power Rating +8), or a Defenser B Unit (Power Rating +17).

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

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

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

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

**ABILITIES** 

Limiter Off: This unit may move up to 2d6" in your Charge Phase, even if it did not declare a charge.

Carrier: When in Mobile Armor Mode, an allied Londo Bell Mobile Suit may Embark (or start Embarked) on this unit. The Embarked unit may fire a single weapon during the shooting phase. This unit may not transform into Mobile Suit mode while there is a unit Embarked, and may not move more than 30" in a turn due to the additional mass.

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

**Transformation**: This model begins the battle in Mobile Armor Mode, and may transform to or from Mobile Suit mode at the beginning of the first round or any of your Movement phases. When in Mobile Suit Mode, this model loses Fly, Supersonic, Hard to Hit, and Airborne. Its Movement Characteristic becomes 15". While in Mobile Armor mode, this unit Mobile Suit (p. 1); Core Explodes (p. 1) may not use its Twin Link 60mm Vulcans.

FACTION KEYWORDS

UC, 0096, Londo Bell

**KEYWORDS** 

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

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

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

POWER		3 <b>Z-</b> 9			COCK	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			
Norm Basilicock 365 * *	*	8 7	15	2	8 3+	8-15+	20-48"	3+	3+			
Norm Basilicock in a RGZ-95C ReZEL Colequipped with a 360° Cockpit, a Beam Car Feet, Twin Link 60mm Vulcans, and a Zetabe included in your army.	non, B	eam Sab	ers, a	а Вох	k Pack, Titanic	4-7 1-3	20-48"	4+ 5+	4+ 5+			
WEAPON RANGE 1	YPE	S	AP	D	ABILITIES							
Beam Cannon 36" He	eavy 1	8	-3	6	weapon, it als	ı roll a Wound roll o inflicts a Mortal '	Wound.					
Beam Sabers Melee M	/lelee	+6	-3	6		you roll a Wound roll of 6+ with this also inflicts a Mortal Wound.						
Titanic Feet Melee N	/lelee	User	-2	2	Make 3 hit rol	s for each attack	with this	weapo	n.			
,	id Fire 4	4 4	0	2	Add 1 to all to	hit rolls against ta	argets th	at can	Fly.			
Zeta Beam Rifle (Shooting) 36" As	sault 3	8	-3	4		Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Zeta Beam Rifle (Melee) Melee N	When attacking with this weapon, you must subtra  Melee Sx2 -4 6 1 from the Hit roll. Each time you roll a Wound roll 6+ with this weapon, it also inflicts a Mortal Wound  This model may replace its Box Pack with a Wing Pack ( <b>Power Rating +2</b> ), a Defenser A Ur											
This model may WARGEAR OPTIONS (Power Rating							), a Defe	enser A	Unit			
360° Cockpit: Mere turn.  Hard to Hit: You subtract 1 from target this mode.  Airborne: This and can only be can Fly, and can attacked in the locan Fly.  Supersonic: Earnoves, first pivot then move their When this mode. Move character the phase - do r.  ABILITIES  Mobile Suit (p.	ur oppore hit rolls el in the model of charge in only a eight phodel stell Advaristic by stell advaristic by stell advariation toll a	nent mus for attack Shooting cannot che d by unite attack or be thase by unite the spot unite he spo	t (s that phase arge, s that pe nits the pe nits the pe ne e e e e e e e e e e e e e e e e	t t nat 90°, s. its	Carrier: When Londo Bell M Embarked) or a single weap unit may not to there is a unit than 30" in a to Combat Shie gains a 5+ Invo Transformati Mobile Armor Mobile Suit mor any of your Suit Mode, this to Hit, and Ai becomes 15".	this unit may move e, even if it did not in Mobile Armor lobile Suit may En this unit. The En on during the show ransform into Mobile Embarked, and murn due to the addulate A model with a rulnerable save.  On: This model be Mode, and may trode at the beginni Movement phase is model loses Flyrborne. Its Moven While in Mobile A is Twin Link 60mm	Mode, a mbark (on barked oting phabile Suit ray not not in ditional notational notationa	n alliector start unit mase. The mode whove mass.  t Shield battle to or five first ron in Mosonic, faracteriode, the mode, the mode, the mode of the mode, the mode of the mo	ge.  ay fire his vhile hore  d  in rom bund bile Hard istic			
FACTION KEYWORDS UC, 0096, Lond		C EXPIOU	ι <b>σο</b> (μ	,. ı)	may not use i	.S I WIII LIIIN OUIIIII	ı vulcall	J.				
, ,	Titanic, Vehicle, Mobile Suit, Space, Fly, Character											



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

#### 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
Banagher Links	540	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Banagher Links in the RX-0 Unicorn Gundam is a single model equipped with a 5-9 10" 3+ 3+										3+				
360° Cockpit, a Beam Magnum, Beam Sabers, a Unicorn Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.											1-4	6"	4+	4+

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

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

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

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

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

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

#### **ABILITIES** PAGE)

**Wargear Options** 

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

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



## **MARIDA CRUZ**

RX-0

#### DAMAGE

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Marida Cruz 540	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Marida Cruz in the RX-0 Unith a 360° Cockpit, an Arr		5-9	10"	3+	3+								
Titanic Feet, and Twin Link included in your army. Onl	1-4	6"	4+	4+									

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

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

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

#### **ABILITIES** PAGE)

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

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



#### **DAMAGE**

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

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Riddhe Marcenas 625	*	*	*	8	8	18	5	9	2+	10-18+	15"	2+	2+
Riddhe Marcenas in the RX-model equipped with a 360°	or XC, a	5-9	10"	3+	3+								
Beam Magnum, Beam Sabe 60mm Vulcans. Only one un army. Only one unit with <b>Ba</b>	1-4	6"	4+	4+									

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

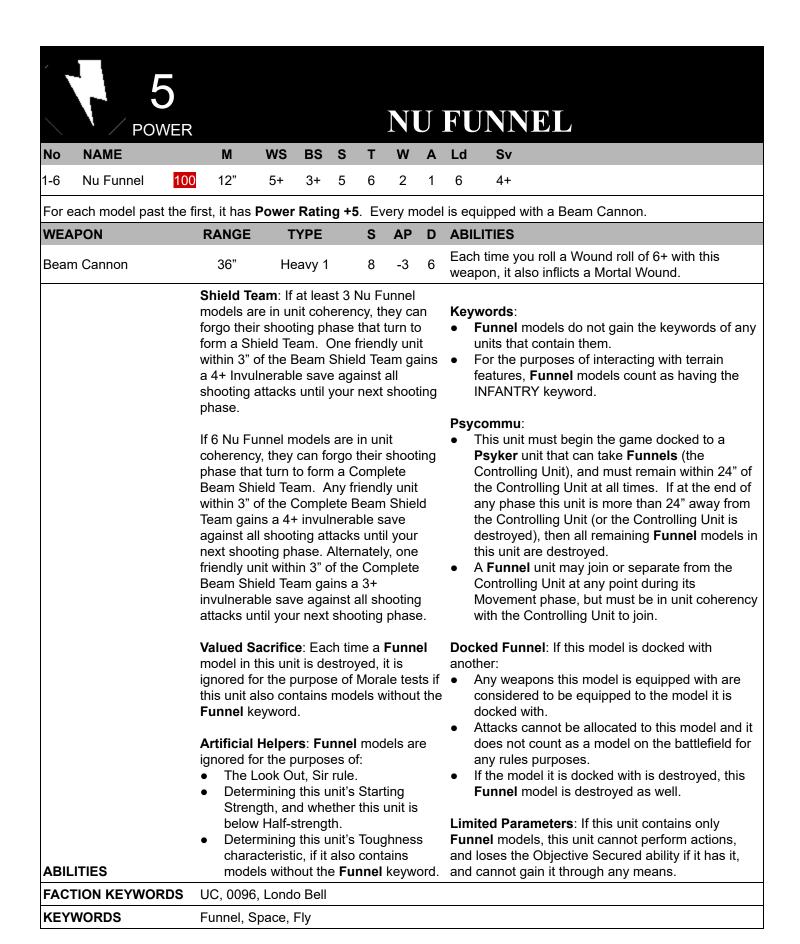
Destroy Mode: When an enemy Psyker is within 36" of this unit, the Destroy Mode is activated, gaining a 3+ invulnerable save against Beam and Energy shooting attacks until the end of that turn. While in Destroy Mode, it may move up to 2d6" in your Charge Phase, even if it did not declare a charge. Its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

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

**ABILITIES** PAGE)

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

52 POWER		AMU R	RO X-9		RA	Y		DAMAGE Some of this mod change as it suffe shown below:				
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
Amuro Ray	*	* * 8	8	18	5	9	2+	10-18+	15"	2+	2+	
Amuro Ray in the RX-93 N Cockpit, a Bazooka, Bean Nu Shield, Titanic Feet, ar Ray may be included in yo	n Sabers, a nd Twin Lin	a Heavy Beam	Rifle, a	Heav	/у В	eam S	aber, a	5-9 1-4	10" 6"	3+ 4+	3+ 4+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
120mm Machine Gun +30	30"	Assault 12	6	-1	1	-						
Bazooka	48"	Heavy 2D6	8	-2	1	Blast						
Beam Cannon	36"	Heavy 1	8	-3	6			roll a Wound roll o inflicts a Mortal V				
Beam Sabers	Melee	Melee	+6	-3	6		•	roll a Wound roll of 6+ with this inflicts a Mortal Wound.				
Heavy Beam Rifle	36"	Assault 3	8	-3	4			roll a Wound roll of 6+ with this inflicts a Mortal Wound.				
Heavy Beam Saber	Melee	Melee	Sx2	-4	6	1 fror	m the Hit i	g with this weapon, you must subtract oll. Each time you roll a Wound roll of apon, it also inflicts a Mortal Wound.				
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.	
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add	1 to all to	hit rolls against taı	gets t	hat can	Fly.	
WARGEAR OPTIONS	Gun ( <b>Pow</b> This mode	er Rating +1).						; this model gains uipment with a Hea				
	the result	ame: This unit of any psyker t ng or denying.			0	Ace: Phas		lel may reroll a fail	ed sav	ve in ea	ch	
ABILITIES (CONTINUED)	a 5+ Invul	A model with nerable save, a uncher, and a	a Three	Shot			-	May reroll a hit ro			n.	
PSYKER	<b>High Power Newtype</b> This model is considered a psyker. This model can attempt to manifest two psychic powers in each friendly psychic phase, and can attempt to deny two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. This unit may reroll a die when attempting to manifest or deny psychic powers; this is done before determining if Perils of the Warp apply. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.											
FACTION KEYWORDS	UC, 0093	UC, 0093, Londo Bell										
KEYWORDS		ehicle, Mobile S Psyker, Nu, G		ound,	Spa	ice, Cl	naracter, A	Amuro Ray, Newty	pe, Po	owerful		



7 POWER		UNI	COI	RN		HIIK	ELD FUNNEL
No NAME		S BS	S T	W	A		Sv
1-3 Unicorn Shield 140 Funnel	15" 6	+ 3+	5 6	2	1	6 4	1+
For each model past the f	irst, it has <b>Po</b> v	ver Ratin	<b>ig +7</b> . Ev	ery m	odel	is equipp	ed with a Twin Beam Gatling.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIE	≣S .
Twin Beam Gatling	30" A	ssault 4D	06 7	-2	1		ound roll is a 6+ with this weapon, it also Mortal Wound.
ABILITIES	keywords them.  For the p terrain fe count as keyword.  Artificial He ignored for th The Lool Determin Strength below Ha Determin characte	els are in use of their sha Shield To of the Be vulnerable cks until y ifice: Each unit is de ne purpose contains ford.  Incodels do so of any use of any use purposes of any use purposes of any use purposes of Out, Sirving this use purpose of Out, Sirving this use and when alf-strengthing this use ristic, if it	unit cohe nooting phenooting phenooting phenooting phenooting phenooting and set of time a stroyed, and set of interaction and set of int	rency, nase the friend Teal gainst shoot shoot frunction it is alle test without the containting woodels TRY dels around the containting woodels are containting woodels around the containting woodels around the containting woodels are containting woodels are containting woodels.	nat ndly m all ing el ts if the	Psyl Conf the C any the C dest this c A Fu Conf Mov with  Docked another: Any cons dock Attac does any If the Funct  Limited Funnel r and lose	unit must begin the game docked to a ker unit that can take Funnels (the trolling Unit), and must remain within 24" of Controlling Unit at all times. If at the end of phase this unit is more than 24" away from Controlling Unit (or the Controlling Unit is royed), then all remaining Funnel models in unit are destroyed.  Innel unit may join or separate from the trolling Unit at any point during its ement phase, but must be in unit coherency the Controlling Unit to join.  Funnel: If this model is docked with weapons this model is equipped with are sidered to be equipped to the model it is ted with.  Each cannot be allocated to this model and it is not count as a model on the battlefield for rules purposes.  In model it is docked with is destroyed, this nel model is destroyed as well.  Parameters: If this unit contains only models, this unit cannot perform actions, is the Objective Secured ability if it has it, not gain it through any means.

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

Funnel, Space, Fly

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

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

8 POWER		D	E		N	SER A UNIT
NAME						
Defenser A Unit 155						
This equipment pack is an	med with s	six Three Shot Mi	ssile	Laund	cher	S.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Three Shot Missile Launcher	60"	Rapid Fire D6	6	-1	1	Blast.
ABILITIES	Equipme for anothe		it is n	ot ava	ailab	ole to take on its own; it must be taken as an upgrade
FACTION KEYWORDS	UC, 0096	, Londo Bell				

## 17 POWER

## DEFENSER B UNIT

NAME

Defenser B Unit 350

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

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

## 26 POWER

## RX-0 FULL ARMOR PACK

The Full Armor Pack is equipped with two Bazookas, two Boost Pods, eight Grenade Launchers, two Three Shot Missile Launchers, and replaces a Unicorn Shield with 3 Unicorn Shield Funnels. 530

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

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

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

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

Armed Armor HJ: This is a Beam Javelin.

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

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

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

#### **GRANTED ABILITIES** PAGE)

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

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

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**POWER** 

## **HEAVY WEAPON SYSTEM**

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Heavy Weapon System 300

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

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