PRINCIPALITY OF ZEON ARMY FORCES LIST

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

ABILITIES

The following abilities are common to several Zeon units:

Mobile Suit

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

Escape Vehicle - <Unit Type>

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

Core Explodes

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

Titanic Presence

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

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

Vehicle Squadron

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

Newtype

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

NEWTYPE DISCIPLINE

Three Times Faster

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

Plot Armor

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

Combat Hypnosis

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



DFA-03 DOPP

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

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

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



HT-01B-TOP MAGELLA TOP

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

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

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



HT-01B MAGELLA TANK

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

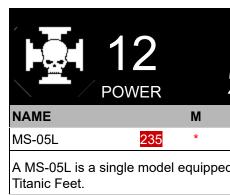
This unit contains a single HT-01B model. It may include an additional single HT-01B (**Power Rating +5**) or an additional two HT-01B (**Power Rating +10**). Each model is equipped with a 35mm Triple Cannon and a 175mm Cannon.

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

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

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

5 POWER				[S-						DAMAGE Some of this mo change as it suff shown below:			
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-05B 100	*	*	*	7	6	12	2	7	3+	7-12+	12"	4+	4+
A MS-05B is a single mod Grenades, a Heat Hawk, a			a 100r	mm M	1 achi	ine C	Gun, (Cracker	r	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TY	/PE		S	AP	D	ABILI	TIES				
100mm Machine Gun	24"	Rapid	d Fire	6	6	-1	1	-					
120mm Machine Gun +5	30"	Assa	ault 12	2	6	-1	1	-					
175mm Cannon	48"	Hea	avy 1		8	-3	2D3	-					
Bazooka	48"	Hea	avy 6		8	-2	1			g units with 5 or n type to Heavy 2D		odels, c	hange
Cracker Grenades	12"	Grena	ade D	6	*	*	*	target. Grena	Instead	loes not inflict any d, if a unit is hit by ir opponent must t unit until the end	any C subtrac	racker ct 1 fron	
Heat Hawk	Melee	Ме	elee		+3	-3	6	-					
Titanic Feet	Melee	Мє	elee	ι	Jser	-2	2	Make	3 hit rolls	s for each attack	with this	s weapo	on.
WARGEAR OPTIONS	This mode Cannon, c This mode	r a Baz	zooka							120mm Machine	Gun, a	175mm	l
ABILITIES	Mobile Su Core Exp									d <mark>+20</mark>: A model w nerable save.	vith a co	ombat s	hield
FACTION KEYWORDS	UC, 0079,	Zeon											
KEYWORDS	Titanic, Ve	hicle, N	Mobile	Suit	, Spa	ace,	Grou	nd					



MS-05L ZAKU SNIPER

DAMAGE

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

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

7 POWER		MS-06] ZA				6J		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06F/MS-06J 140	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06F or MS-06J is a Combat Shield, Cracker G	-					hine G	iun, a	4-6 1-3	9" 5"	5+ 6+	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast.					
Cracker Grenades	12"	Grenade D6	*	*	*	target Grena	Instead ades, you	oes not inflict any d, if a unit is hit by ir opponent must of t unit until the end	any C subtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS		• •						175mm Cannon o le Launchers (Po r			I
ABILITIES		Shield: A model s a 5+ invulneral			nbat		e Suit (p Explode				
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Titanic, Ve	ehicle, Mobile S	uit, Sp	ace,	Grou	nd					

8 POWER		M ZAKU	[S-(E		DAMAGE Some of this mod change as it suffor shown below:			
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS
MS-06 Ace 150	*	* * 7	7	12	3	8	3+	7-12+	12"	3+	3+
A MS-06 Ace is a single n Shield, Cracker Grenades				achir	ne Gu	n, a C	Combat	4-6 1-3	9" 5"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D6	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	12"	Grenade D6	*	*	*	targe Gren	et. Instead ades, you	loes not inflict any d, if a unit is hit by ir opponent must : t unit until the end	any C subtra	racker ct 1 fron	
Heat Hawk	Melee	Melee	+3	-3	6	-					
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast	t				
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack v	vith thi	s weap	on.
WARGEAR OPTIONS								175mm Cannon o le Launchers (Po r			1
ABILITIES		Shield : A model s a 5+ invulnera			nbat		ile Suit (p Explode	,			
FACTION KEYWORDS	UC, 0079	, Zeon									
KEYWORDS	Character	r, Titanic, Vehicle	e, Mob	ile S	uit, S	pace,	Ground				

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

6 POWER	7	MS ZAKU (DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS S	Т	W	Α	Ld	Sv	REMAINING W	M	WS	BS	
MS-06K 115	*	* * 7	7	12	2	7	3+	7-12+	12"	4+	4+	
A MS-06K is a single mod Smoke Grenades, and Ti		d with a 175mm	Cann	on, a	a Cor	nbat Sh	nield,	4-6 1-3	9" 5"	5+ 6+	5+ 6+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES					
75mm Gatling Cannon +25	30"	Assault 12	7	-1	1	-						
120mm Machine Gun +30	30"	Assault 12	6	-1	1	-						
175mm Cannon	48"	Heavy 1	8	-3	2D6	-						
Bazooka +25	48"	Heavy 2D6	8	-2	1	Blast.						
Heat Hawk +20	Melee	Melee	+3	-3	6	-						
MMP-70C +40		acking with this voth, subtract 1 fro						the profiles listed b weapon.	elow.	If you		
90mm MMP-70C	30"	Assault 12	7	-1	1	-						
Grenade Launcher	30"	Assault 1	6	-1	D3	This v	veapon r	nay only be fired o	nce pe	er battle) .	
Three Shot Missile Launcher +25	60"	Rapid Fire D6	6	-1	1	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.	
WARGEAR OPTIONS	Melee Melee User -2 2 Make 3 hit rolls for each attack with this weapon. This model may replace its 175mm Cannon with a 75mm Gatling Cannon (Power Rating +2). This model may take in addition up to 2 Three Shot Missile Launchers (Power Rating +1 each). This model may take a 120mm Machine Gun (Power Rating +1), Bazooka (Power Rating +1), MMP-70C (Power Rating +1). This model may take a Heat Hawk (Power Rating +1).											
	Combat 9	Shield: A model	with a	com								
	shield has	s a 5+ invulnerab uit (p. 1)	ole sav	e.		shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this						

vehicle.

ABILITIES

KEYWORDS

FACTION KEYWORDS

Core Explodes (p. 1)

Titanic, Vehicle, Mobile Suit, Space, Ground

UC, 0079, Zeon



MS-06R1-A ZAKU II HIGH MOBILITY TYPE

DAMAGE

NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MS-06R1-A	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A MS-06R1-A is a sing	ale model eau	Combat	4-6	9"	5+	5+							
Shield, Cracker Grena			1-3	5"	6+	6+							

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

9 POWER		N		GAI -06F		- A			DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 165	*	*	*	7 7	12	3	8	3+	7-12+	12"	4+	3+
Gaia in a MS-06R1-A Zak 120mm Machine Gun, a C Titanic Feet. Only one un	Combat Shi	eld, Čr	racker	Grenade	s, a ŀ	leat	Hawk,		4-6 1-3	9" 5"	5+ 6+	4+ 5+
WEAPON	RANGE	Т	YPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Ass	ault 12	2 6	-1	1	-					
Bazooka -5	48"	Hea	vy 2D	6 8	-2	1	Blast					
Cracker Grenades	12"	Gren	nade D	06 *	*	*	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	M	lelee	+3	-3	6	-					
Titanic Feet	Melee	M	lelee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may	replac	ce its 120	mm N	/lach	ine Gu	ın with a E	Bazooka.			
ABILITIES	Combat S shield has Mobile Su	a 5+ i	invulne			bat		his unit can move (even if it has not s (p. 1)		•		
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Character	, Titani	ic, Veh	nicle, Mob	ile Sı	uit, G	Saia, S	расе				

10 POWER	J(OHNN MS				DE	N	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
Johnny Ridden 175	*	* * 7	8	12	3	8	3+	7-12+	12"	3+	2+
Johnny Ridden in a MS-0		-			_			4-6	9"	4+	3+
equipped with a 120mm N Heat Hawk, and Titanic Fo		•	,					1-3	5"	5+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	t.				
Cracker Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all hit rolls for that unit until the end of the turn.					
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	IONS This model may replace its 120mm Machine Gun with a Bazooka.										
ABILITIES		Shield : A mode a 5+ invulnera ıit (p. 1)			bat	Hit and Run:This unit can move 2D6" in your Charge phase (even if it has not declared a charge). Core Explodes (p. 1)					
FACTION KEYWORDS	UC, 0079,	Zeon									

Character, Titanic, Vehicle, Mobile Suit, Space

11 POWER	C	HAR A	AZ] S-0			BL]	2	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
Char Aznable 215	*	* * 7	7	15	5	9	3+	8-15+	12"	2+	2+
Char Aznable in the MS-0 with a 120mm Machine G Combat Shield. Only one	un, Cracke	r Grenades, a l	Heat Ha	awk,	Titan	ic Fee	et, and a	4-7 1-3	9" 5"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun	30"	Assault 12	6	-1	1	-					
175mm Cannon -5	48"	Heavy 1	8	-3	2D3	-					
Bazooka -5	48"	Heavy 2D6	8	-2	1	Blast	i.				
Cracker Grenades	12"	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any Cracker Grenades, your opponent must subtract 1 from all 12" Grenade D6 * * * hit rolls for that unit until the end of the turn.									
Heat Hawk	Melee	Melee	+3	-3	6	-					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	el may replace i	ts 120r	nm N	Иасh	ine Gu	un with a 1	175mm Cannon or	a Baz	zooka.	
	Mobile Su	uit (p. 1)						This unit can move (even if it has not		•	
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Core Explodes (p. 1)										
PSYKER	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.										
FACTION KEYWORDS	UC, 0079,	Zeon									

Titanic, Vehicle, Mobile Suit, Char Aznable, Psyker, Newtype, Space, Ground

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

10 POWER		RA		IBA [S-0'				DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	ws	BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
Ramba Ral 205	*	*	*	8 7	12	5	9	3+	7-12+	12"	2+	2+	
Ramba Ral in the MS-07E								4-6	9"	3+	3+		
Cannon, a Combat Shield of this unit may be include	•		eat Sa	ber, and	Titan	ic Fe	eet. O	nly one	1-3	5"	4+	4+	
WEAPON	RANGE	T	YPE	S	AP	D	ABIL	ITIES					
35mm Hand Cannon	30"												
120mm Machine Gun +30	30"	Assa	ault 12	6	-1	1	-						
Bazooka +25	48"	Heav	vy 2D6	8	-2	1	Blast						
Heat Rod	Melee	Me	elee	+3	-3	6	weap	on, it also	roll a Wound roll on inflicts a Mortal Volly be used once	Vound	. This		
Heat Saber	Melee	Me	elee	+3	-3	6	-						
Titanic Feet	Melee	Me	elee	User	-2	2	Make	3 hit rolls	s for each attack w	ith this	s weap	on.	
WARGEAR OPTIONS	This model may take a 120mm Machine Gun (Power Rating +1) or a Bazooka (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character	, Titanio	c, Vehi	cle, Mob	ile Sι	uit, G	round						

10 POWER		L		J R S-(R		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
Lou Roher 215	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Lou Roher in the MS-07B- Hand Cannon, a Combat Sone of this unit may be inc	Shield, a H	eat Ro	d, a F							4-6 1-3	9" 5"	3+ 4+	4+ 5+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
35mm Hand Cannon	30"	Pis	stol 6		5	0	1	-					
75mm Gatling Cannon +50	30"	Assa	ault 1	2	7	-1	1	-					
Heat Rod	Melee	Me	elee		+3	-3	6	on, it also	roll a Wound roll o inflicts a Mortal V nly be used once	Vound	. This		
Heat Saber	Melee	M	elee		+3	-3	6	-					
Titanic Feet	Melee	M	elee	ι	Jser	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS	This mode	l may t	take a	a 75m	m G	atling	Ca	nnon (Power Ra	ating +2).			
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Hit and Charge									his unit can move (even if it has not		•	
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)												
FACTION KEYWORDS	UC, 0079, Zeon												
KEYWORDS	Character,	Titanio	c, Veł	nicle,	Mobi	le Su	ıit, G	round					

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

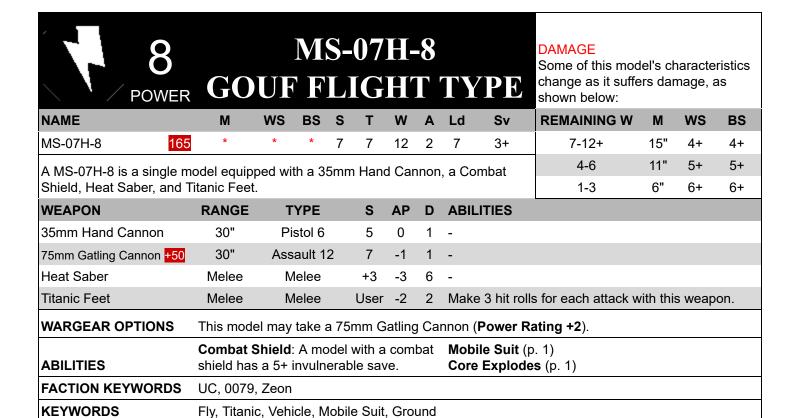


NORRIS PACKARD MS-07B-3

DAMAGE

NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Norris Packard 225	*	*	*	8	7	12	5	9	3+	7-12+	12"	2+	2+
Norris Packard in the MS	-07B-3 Go	with a	4-6	9"	3+	3+							
35mm Hand Cannon, a C Feet. Only one of this un						at Sab	oer, a	and Ti	tanic	1-3	5"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
35mm Hand Cannon	30"	Pistol 6	5	0	1	-						
75mm Gatling Cannon +50	30"	Assault 12	7	-1	1	-						
Heat Rod	Melee	Melee	+3	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be used once per Fight phase.						
Heat Saber	Melee	Melee	+3	-3	6	-						
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.						
WARGEAR OPTIONS	This mode	may take a 7	5mm G	atling	Ca	nnon (Power Rating +2).						
		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, 0079, Zeon											
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground											



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



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

NAME	М	ws	BS	S	T	W	Α	Ld	Sv	REMAINING W	М	ws	BS
Nimbus Schterzen 245	*	*	*	8	7	12	4	9	3+	7-12+	12"	2+	3+
Nimbus Schterzen in a MS equipped with four Grenad	e Launcl	ners, ťw	o Hea	t Sal	oers,	Titani	ic Fe	et, an		4-6	9"	3+	4+
Three Shot Missile Launch Schterzen in your army.	iers. You	may o	пу па	ve o	ne un	iit Witr	1 INIT	nbus		1-3	5"	4+	5+

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



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

DAMAGE

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	М	ws	BS
MS-09/MS-09R 19	*	*	*	8	8	12	2	7	3+	7-12+	15"	4+	4+
A MS-09/MS-09R is a s	nale model	eguipp	ed wit	h a C	Giant	Bazo	oka.	a Hea	at Saber.	4-6	10"	5+	5+
a Diffuse Beam Gun, an	•						,		,	1-3	6"	6+	6+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				

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

8 POWER			MS ETI			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
MS-09 Veteran 215	*	* *	8	8	12	2	8	3+	7-12+	15"	3+	3+
A MS-09 Veteran is a sing a Diffuse Beam Gun, and			th a Gi	ant E	Bazoo	oka,	a Heat	Saber,	4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES				
120mm Machine Gun -40	30"	Assault ²	12	6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2I	D6	9	-3	2	Blast. beare		apon can target ur	nits not	t visible	to the
Bazooka -45	48"	Heavy 2l	D6	8	-2	1	Blast.					
Diffuse Beam Gun	12"	Grenade	· 1	*	*	*	target Guns,	. Instead your opp	oes not inflict any I, if a unit is hit by conent must subtr it until the end of	any Di act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee		+3	-3	6	-					
MMP-70C -30		cking with th, subtrac							the profiles listed l weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault '	12	7	-1	1	-					
Grenade Launcher	30"	Assault	1	6	-1	D3	This w	veapon m	nay only be fired o	nce pe	er battle	
Titanic Feet	Melee	Melee	Į	Jser	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weapo	on.
WARGEAR OPTIONS		el may repla (Power R a							Machine Gun (Pong -2).	wer R	Rating -	2), a
ABILITIES	Mobile Su	uit (p. 1)					Core	Explode	s (p. 1)		-	
FACTION KEYWORDS	UC, 0079,	Zeon										

Titanic, Vehicle, Mobile Suit, Ground, Space

8 POWER			GAI MS-(DAMAGE Some of this mod change as it suffe shown below:					
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
Gaia 210	*	* *	8 8	12	3	8	3+	7-12+	15"	3+	3+
Gaia in a MS-09 Dom is a Diffuse Beam Gun, and Ti your army.								4-6 1-3	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES				
120mm Machine Gun -40	30"	Assault 12	2 6	-1	1	-					
360mm Giant Bazooka	84"	Heavy 2D6	s 9	-3	2	Blast beare		apon can target ur	nits no	t visible	to the
Bazooka -45	48"	Heavy 2D6	8 6	-2	1	Blast					
Diffuse Beam Gun	12"	Grenade 1	*	*	*	targe Guns	t. Instead , your op	oes not inflict any d, if a unit is hit by ponent must subtra hit until the end of t	any D act 1 f	iffuse B rom all	eam
Heat Saber	Melee	Melee	+3	-3	6	-					
MMP-70C -30		cking with th						the profiles listed b weapon.	pelow.	If you	
90mm MMP-70C	30"	Assault 12	2 7	-1	1	-					
Grenade Launcher	30"	Assault 1	6	-1	D3	This	weapon n	nay only be fired o	nce p	er battle).
Titanic Feet	Melee	Melee	User	-2	2	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
WARGEAR OPTIONS		el may replac (Power Rat						Machine Gun (Pong -2).	wer F	Rating -	2), a
ABILITIES	Mobile Su	uit (p. 1)				Core	Explode	s (p. 1)			
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character	naracter, Titanic, Vehicle, Mobile Suit, Gaia, Ground, Space									

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

Titanic, Vehicle, Mobile Suit, Ground, Space

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

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



DAMAGE

NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS
Shin Matsunaga	825 *	*	*	8	8	15	2	8	3+	8-15+	12"	3+	2+
Shin Matsunaga in a N				•	٠.		_			4-7	9"	4+	3+
equipped with a Beam Rifle, Titanic Feet, and a Twin Beam Saber. Only one of this unit may be included in your army.										1-3	5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
Twin Beam Saber	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.				
ABILITIES		n:This unit can e phase (even charge).				Mobile Suit (p. 1) Core Explodes (p. 1)				
FACTION KEYWORDS	UC, 0079, Z	eon								
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Ground, Space									



DAMAGE

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

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

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

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

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

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

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

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

WARGEAR OPTIONS Bazooka.

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

FACTION KEYWORDS UC, 0079, Zeon

KEYWORDS Titanic, Vehicle, Mobile Suit, Ground, Space

MS-14Jg GELGOOG **DAMAGE** Some of this model's characteristics change as it suffers damage, as **POWER** shown below: **REMAINING W** WS BS NAME M WS BS Α Ld Sv M 365 MS-14Jg 8 8 15 2 8 3+ 8-15+ 12" 3+ 3+ 4-7 9" 4+ 4+ A MS-14Jg is a single model equipped with a Beam Machine Gun, Beam Sabers, Two Beam Spot Guns, Titanic Feet, and Twin Link 60mm Vulcans. 1-3 5" 5+ 5+ **RANGE TYPE** WEAPON AP D **ABILITIES** Each time you roll a Wound roll of 6+ with this Beam Machine Gun 36" Heavy 5 8 -3 weapon, it also inflicts a Mortal Wound. Each time you roll a Wound roll of 6+ with this Beam Sabers -3 weapon, it also inflicts a Mortal Wound. Melee Melee +6 6 Each time you roll a Wound roll of 6+ with this Beam Spot Gun 12" Pistol 3 8 -3 2 weapon, it also inflicts a Mortal Wound. User -2 Titanic Feet Melee Melee Make 3 hit rolls for each attack with this weapon. Twin Link 60mm Vulcans 12" Rapid Fire 4 4 0 2 Add 1 to all hit rolls against targets that can **Fly**. Hit and Run: This unit can move 2D6" in Mobile Suit (p. 1) your Charge phase (even if it has not **ABILITIES** declared a charge). Core Explodes (p. 1) FACTION KEYWORDS UC, 0079, Zeon

Titanic, Vehicle, Mobile Suit, Ground, Space

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



CHAR AZNABLE MS-14S

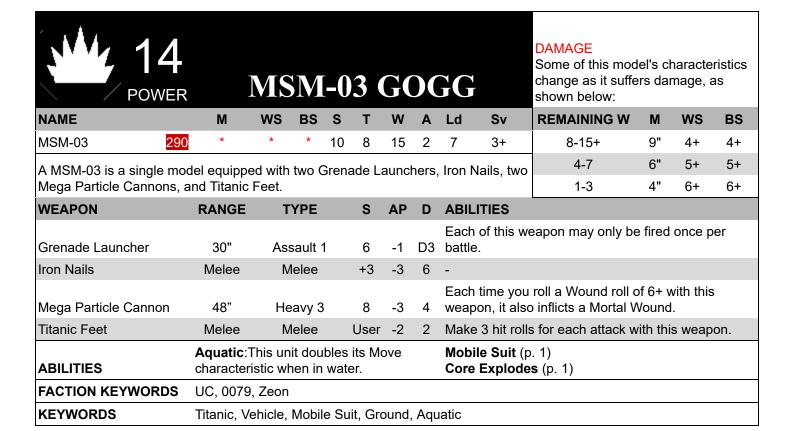
DAMAGE

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
Twin Beam Saber	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.					
						Mobile Suit (p. 1)					
	Combat S	hield: Models	with a 0	Comb	at	. ,					
ABILITIES	Shield have	e a 5+ invulne	rable sa	ave.		Core Explodes (p. 1)					
PSYKER	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.										
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Space										
	, ,										

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

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



15 POWER		MS HY-						DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME	M	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
MSM-03C 315	*	* * 1	0 7	15	2	7	3+	8-15+	9"	4+	4+	
A MSM-03C is a single m	odel equip	ed with two 9	0mm Ma	achin	ie Gu	ıns, fo	ur	4-7	6"	5+	5+	
Grenade Launchers, Iron						,		1-3	4"	6+	6+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	LITIES					
90mm Machine Gun	24"	Rapid Fire 4	6	-1	1	-						
Grenade Launcher	30"	Assault 1	6	-1	D3	Each	of this w	eapon may only be	e fired	l once.		
Iron Nails	Melee	Melee	+3	-3	6	-						
Mega Particle Cannon	48"	Heavy 3	8	-3	4		•	roll a Wound roll o inflicts a Mortal V			;	
Sturm Faust +5	48"	Heavy 1	8	-2	D6	Each	of this w	eapon may only be	e fired	l once.		
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith th	is weap	on.	
WARGEAR OPTIONS	This unit r	nay take up to	two Stu	ırm F	aust	S.						
ABILITIES	•	his unit doubl stic when in w uit (p. 1)		ove		Hand Missile Unit: Each Sturm Faust taken blocks the use of a Mega Particle Cannon until it is fired. Core Explodes (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon											
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound	, Aqı	ıatic						

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

14 POWER			SM-					DAMAGE Some of this mod change as it suffe shown below:			
NAME	М	WS BS	S T	W	Α	Ld	Sv	REMAINING W	M	ws	BS
MSM-07 280	*	* *	9 7	15	3	8	3+	8-15+	9"	3+	3+
A MSM-07 is a single mod	lel equippe	d with two Me	ega Parti	cle C	anno	ons. a	Missile	4-7	6"	4+	4+
Launcher, and Titanic Fee			,		1-3	4"	5+	5+			
WEAPON	RANGE	TYPE	s	AP	ITIES						
Iron Nails	Melee	Melee	+3	-3	6	-					
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast					
Titanic Feet	Melee	Melee	User	-2	2	Make	e 3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	-	his unit doub stic when in v		ove		Explode	\' '				
FACTION KEYWORDS	UC, 0079,	Zeon									
KEYWORDS	Titanic, Ve	hicle, Mobile	Suit, Gro	ound,							



MSM-07E Z'GOK EXPERIMENTAL

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Iron Nails	Melee	Melee	+3	-3	6	-						
Beam Cannon	36"	Heavy 1	8	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.						
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	•	nis unit double tic when in wa		ove		Core Explodes (p. 1) Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079,	Zeon										
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic											

16 CHAR AZNABLE MSM-07S

DAMAGE

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

-			-	-							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Iron Nails	Melee	Melee	+3	-3	6	-					
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.					
Missile Launcher	72"	Heavy D6	8	-2	2	Blast.					
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Core Explodes (p. 1) Mobile Suit (p. 1)										
PSYKER	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.										
FACTION KEYWORDS	UC, 0079, Zeon										
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Newtype, Psyker, Char Aznable, Ground, Aquatic										

42 POWER	MSM-10 ZOCK									DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS	
MSM-10 1485	*	*	*	10	7	15	2	7	3+	8-15+	9"	5+	4+	
A MSM-10 is a single model equipped with 9 Mega Particle Cannons and Titanic 4-7 6" 6+ 5+										5+				
Feet.				J		-				1-3	4"	6+	6+	
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	LITIES					
Mega Particle Cannon								Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.						
Titanic Feet	Melee	М	elee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Aquatic:This unit doubles its Move characteristic when in water. Core Explodes (p. 1)							Restricted Arcs: The Zock may only bring up to 4 of its Mega Particle Cannons against any given unit. Mobile Suit (p. 1)						
FACTION KEYWORDS	UC, 0079, Zeon													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Ground, Aquatic													

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

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

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

PSYKER

KEYWORDS

FACTION KEYWORDS

UC, 0079, Zeon

Ground, Space