

Principality of Zeon temporary Version 2.0 Unit stats

Notes:

Will only list weapon stats for weapons that can/do differ from the generic Weapon baseline stats listed in the rulebook, were not included in the Rule book, or have an unusual/unclear name. Also yes, you must pay +10 points for the Volley (<V>) and Sniper (<Sn>) Tags, as shown in the Juaggu and Zaku I Sniper Type stat blocks.

Same with abilities, though will note when certain abilities like "Fire Support" only affect certain Weapons (ex: Fire Support(240mm Cannons) <Passive> (20 pts)).

Unless the Unit has only mounted equipment, will only list Base Cost. Also the Command Tag (<C>) costs 10 points to "Equip" on a Unit.

Ranged Weapon format: [Name (Cost) | Class | Equip | Tags | Shots | ACC | CRIT | Range | DAM]

CC Weapon format: [Name (Cost) | Equip | Tags | DEX | Attack | ACC | CRIT | DAM]

* Acguy <S> * Base Cost = 100 pts ; Total Cost = 275 pts

Movement/Boost: 4"/8"

Integrity: 4

Armor: 2/5+

Shield: None

Weapons:

- [Mounted] 6 Tube Rocket (50 pts)
- [Mega Particle Gun (70 pts) | Beam | M | RS, P | 1 | 3+ | 5+ | 12" - 36" | 4]
- [105mm Vulcan Guns (15 pts) | Low Calibre | M | PB | 4 | 5+ | / | 0" - 12" | 1]
- CCW: [Mounted] Iron Nail (20 pts)

Abilities:

- Amphibious <Passive> (10 pts)
- Stealthy Signature <Passive> (10 pts)
 - This Unit makes Ambush and Re-enforcement rolls at +1.

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* Dom <S> * Base Cost = 170 pts

Movement/Boost: 10"/20"

Integrity: 5

Armor: 2/5+

Shield: None

Weapons:

- [Carried] 360mm Giant Bazooka (90 pts)
- [Carried] 90mm MMP-80 MG (20 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (?x 10 pts)
- CCW: [Carried] Heat Sabre (40 pts)

Abilities:

- Scatter Beam <Active> (20 pts)

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* Gelgoog <C> * Base Cost = 170 pts

Movement/Boost: 7"/14"

Integrity: 7

Armor: 3/4+

Shield: Heavy (60 pts)

Weapons:

- [Carried] Zeonic Beam Rifle (50 pts)
- [Carried] 360mm Giant Bazooka (90 pts)
- [Sniper Beam Rifle (60 pts) | Beam | C | RS, P, Sn | 1 | 2+ | 4+ | 24" - 48" | 4]
- CCW: [Carried] Beam Naginata (50 pts)

Abilities:

- Beam Flayer <Passive> (10 pts)
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* Gelgoog Marine * Base Cost = 190 pts

Movement/Boost: 8"/16"

Integrity: 8

Aarmor: 3/4+

Shield: Light (20 pts)

Weapons:

- [Carried] Zeonic Beam Rifle (50 pts)
- [Carried] 360mm Giant Bazooka (90 pts)
- [Carried] 90mm MG (20 pts)
- [Mounted] 110mm MG (30 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Extra Fuel <Active> (1x 10 pts)

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* Gogg <S> * Base Cost = 90 pts ; Total Cost = 270 pts

Movement/Boost: 3"/6"

Integrity: 4

Aarmor: 2/5+

Shield: None

Weapons:

- [Torpedo Launcher (60 pts) | Explosive | M | RQ, P | 2 | 4+ | 5+ | 12" - 36" | 3]
- [Mega Particle Gun (70 pts) | Beam | M | RS, P | 1 | 3+ | 5+ | 12" - 36" | 4]
- CCW: [Mounted] Iron Nail (20 pts)

Abilities:

- Amphibious <Passive> (10 pts)
- Frizzy Yard [Medium] <Passive> (20 pts)
 - See "I-Field", Rulebook page 72. This affects "Explosive" Class Weapons instead of "Beam" Class Weapons.

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* Gouf <S> <C> * Base Cost = 110 pts

Movement/Boost: 4"/8"

Integrity: 5

Armor: 2/5+

Shield: Medium (40 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [75mm Hand Machine Gun (15 pts) | Low Calibre | M | / | 3 | 4+ | / | 0" – 18" | 1]
- CCW: [Carried] Heat Sword (40 pts)

Abilities:

- Heat Rod <Active> (10 pts)

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* Gouf Custom <S> <C> * Base Cost = 120 pts

Movement/Boost: 5"/10"

Integrity: 5

Armor: 2/5+

Shield: Medium (40 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 90mm Assault Rifle (20 pts)
- [Wrist Machine Gun (15 pts) | Low Calibre | M | / | 3 | 4+ | / | 0" – 18" | 1]
- [Mounted] 75mm Gatling Gun (60 pts)
- CCW: [Carried] Heat Sword (40 pts)

Abilities:

- Heat Wire <Active> (20 pts)
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* Gyan <C> * Base Cost = 120 pts

Movement/Boost: 4"/8"

Integrity: 5

Armor: 3/4+

Shield: Light (20 pts)

Weapons:

- [Mounted] Needle Missiles (50 pts)
- CCW: [Carried] Beam Sword (50 pts)

Abilities:

- Anti-Beam Coating <Passive> (10 pts)
- Beam Flayer <Passive> (10 pts)

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* Hygogg <S> * Base Cost = 130 pts ; Total Cost = 345 pts

Movement/Boost: 4"/8"

Integrity: 6

Armor: 3/4+

Shield: None

Weapons:

- [Mounted] Hand Missile/Sturm Faust (2x 10 pts)
- [120mm Machine Cannons (30 pts) | Medium Calibre | M | / | 2 | 4+ | 6 | 6" – 24" | 2]
- [Torpedo Launcher (60 pts) | Explosive | M | RQ, P | 2 | 4+ | 5+ | 12" - 36" | 3]
- [Arm Beam Cannons (55 pts) | Beam | M | P | 3 | 4+ | 5+ | 0" – 12" | 2]
- CCW: [Mounted] Vice Claws (20 pts)

Abilities:

- Amphibious <Passive> (10 pts)
 - Hydrojets <Passive> (20 pts)
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* Juaggu <S> * Base Cost = 90 pts

Movement/Boost: 2"/4"

Integrity: 5

Aarmor: 2/5+

Shield: None

Weapons:

- [320mm Rockets (80 pts) | Explosive | M | RQ, P, B, V | 2 | 4+ | 5+ | 12" - 36" | 3]
- [Mega Particle Gun (70 pts) | Beam | M | RS, P | 1 | 3+ | 5+ | 12" - 36" | 4]
- [Large Vulcan Cannons (20 pts) | Low Calibre | M | / | 3 | 4+ | / | 6" – 24" | 1]
- CCW: [Mounted] MS Fists (0 pts)

Abilities:

- Amphibious <Passive> (10 pts)
 - Limited Armament (320mm Rockets or Large Vulcan Cannons) <Passive> (-10 pts)
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* Kampfer <C> * Base Cost = 180 pts

Movement/Boost: 9"/18"

Integrity: 6

Aarmor: 3/4+

Shield: None

Weapons:

- [Carried] 192mm Shotgun (20 pts)
- [Carried] 360mm Giant Bazooka II (90 pts)
- [Carried] Sturm Faust (?x 10 pts)
- [Carried] Prototype Large Beam Rifle (50 pts)
- [Mounted] 60mm Vulcans (10 pts)
- CCW: [Carried] Beam Sabre (50 pts)

Abilities:

- Blitzkrieg(192mm Shotgun) <Passive> (20 pts)
 - Weapon Pack <Passive> (10 pts)
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* Magella Attack Tank <S> * Base Cost = 40 pts ; Total Cost = 120 pts

Movement/Flank: 3"/6"

Integrity: 2

Armor: 1/6+

Weapons:

- [175mm Cannon (50 pts) | High Calibre | M | RQ, P | 1 | 3+ | 5+ | 24" - 48" | 3]
- [Mounted] 35mm Triple MG (10 pts)
- CCW: None

Abilities:

- Tracked <Passive> (0 pts)
- Parting Shot <Passive> (10 pts)
- Massed Fire(175mm Cannon) <Passive> (10 pts)

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* Magella Eins <S> * Base Cost = 35 pts ; Total Cost = 95 pts

Movement/Flank: 3"/6"

Integrity: 1

Armor: 1/6+

Weapons:

- [Light 133mm Cannon (30 pts) | Medium Calibre | M | RQ | 1 | 3+ | 6 | 12" - 48" | 2]
- [Mounted] MG74 Anti-Personnel MG (10 pts)
- CCW: None

Abilities:

- Tracked <Passive> (0 pts)
 - Turreted <Passive> (0 pts)
 - Parachute Pack <Passive> (20 pts)
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* Rick Dom * Base Cost = 120 pts

Movement/Boost: 5"/10"

Integrity: 5

Armor: 2/5+

Shield: None

Weapons:

- [Carried] 360mm Giant Bazooka (90 pts)
- [Carried] 90mm MMP-80 MG (20 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (?x 10 pts)
- [Carried] EX-T2-2 Beam Bazooka (110 pts)
- CCW: [Carried] Heat Sabre (40 pts)

Abilities:

- Scatter Beam <Active> (20 pts)
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* Rick Dom II * Base Cost = 150 pts

Movement/Boost: 6"/12"

Integrity: 6

Armor: 3/4+

Shield: None

Weapons:

- [Carried] 360mm Giant Bazooka (90 pts)
- [Carried] 90mm MMP-80 MG (20 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (?x 10 pts)
- CCW: [Carried] Heat Sabre (40 pts)

Abilities:

- Scatter Beam <Active> (20 pts)
 - Extra Fuel <Active> (1x 10 pts)
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* Wappa Hoverbike <S> * Base Cost = 30 pts ; Total Cost = 60 pts

Movement/Boost: 4"/8"

Integrity: 1

Armor: 0/6+

Weapons:

- [Mounted] MG74 Anti-Personnel MG (10 pts)
- CCW: None

Abilities:

- Aircraft <Passive> (0 pts)
 - VTOL <Passive> (10 pts)
 - Small <Passive> (0 pts)
 - Scout <Passive> (10 pts)
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* Z'Gok <S> <C> * Base Cost = 130 pts ; Total Cost = 300

Movement/Boost: 6"/12"

Integrity: 5

Armor: 2/5+

Shield: None

Weapons:

- [Missile Launcher (70 pts) | Explosive | M | RQ, P, B | 2 | 4+ | 5+ | 12" - 36" | 3]
- [Mega Particle Gun (70 pts) | Beam | M | RS, P | 1 | 3+ | 5+ | 12" - 36" | 4]
- CCW: [Mounted] Iron Nail (20 pts)

Abilities:

- Amphibious <Passive> (10 pts)
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* Zakrello * Base Cost = 160 pts ; Total Cost: 270 pts

Movement/Boost: 10"/20"

Integrity: 4

Armor: 2/5+

Shield: None

Weapons:

- [Mounted] 4-Tube Missiles (50 pts)
- [Scattering Beam Cannon (40 pts) | Beam | M | P | 1 | 3+ | 5+ | 0" - 12" | 3]
- CCW: [Mounted] Heat Nata/"Knives" (30 pts)

Abilities:

- Space Craft <Passive> (0 pts)
 - Unwieldy <Passive> (-10 pts)
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* Zaku Cannon * Base Cost = 70 pts

Movement/Boost: 3"/6"

Integrity: 3

Armor: 2/5+

Shield: Light (20 pts)

Weapons:

- [Mounted] 2-Tube Rocket Gun Launchers (50 pts)
- [180mm Cannon (60 pts) | Explosive | M | RQ, P, V | 1 | 3+ | 5+ | 24" - 48" | 3]
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] 280mm Zaku Bazooka (80 pts)
- CCW: [Mounted] Heat Hawk (30 pts)

Abilities:

- Poor Balance(180mm Cannon and 280mm Bazooka) <Passive> (2x -10 pts)
 - Smoke Launcher <Active> (20 pts)
 - Parachute Pack <Passive> (20 pts)
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* Zaku I <C> * Base Cost = 70 pts

Movement/Boost: 3"/6"

Integrity: 3

Armor: 2/5+

Shield: Light (20 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] Sturm Faust (2x 10 pts)
- [Early 105mm MG (20 pts) | Low Calibre | C | / | 3 | 4+ | / | 6" – 24" | 1]
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Obsolete <Passive> (-10 pts)
- Cracker <Active> (3x 5 pts)

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* Zaku I Sniper Type * Base Cost = 70 pts

Movement/Boost: 3"/6"

Integrity: 3

Armor: 2/5+

Shield: None

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Early 105mm MG (20 pts) | Low Calibre | C | / | 3 | 4+ | / | 6" – 24" | 1]
- [Beam Sniper Rifle (60 pts) | Beam | C | RS, P, Sn | 1 | 2+ | 4+ | 24" – 48" | 4]
- [Mounted] 60mm Vulcan Gun (10 pts)
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Hunter(Beam Sniper Rifle) <Passive> (20 pts)
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* Zaku II * Base Cost = 100 pts

Movement/Boost: 4"/8"

Integrity: 4

Armor: 2/5+

Shield: Light (20 pts)

Optional Shield: Medium (40 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] 90mm MMP-80 MG (20 pts)
- [175mm Recoilless Cannon (50 pts) | High Calibre | C | RQ, P | 1 | 3+ | 5+ | 24" - 48" | 3]
- [Carried] Sturm Faust (?x 10 pts)
- [Flamethrower (30 pts) | Beam | C | <Sp> <F!> | 1 | 3+ | / | 0" - 12" | 2]
- [3-Tube Missile Pods (55 pts) | Explosive | M | RQ, P | 3 | 5+ | 6 | 6" - 24" | 2]
- [Mounted] Optional Shield 75mm Gatling Gun (60 pts)
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Sieg Zeon!(120mm MG, 90mm MG, and Flamethrower) <Passive> (3x 10 pts)
 - Cracker <Active> (3x 5 pts)
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* Zaku II Commander Type <C> * Base Cost = 120 pts

Movement/Boost: 5"/10"

Integrity: 5

Armor: 2/5+

Shield: Light (20 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (?x 10 pts)
- [175mm Recoilless Cannon (50 pts) | High Calibre | C | RQ, P | 1 | 3+ | 5+ | 24" - 48" | 3]
- [Twin 280mm Zaku Bazooka (100 pts) | Explosive | C | RQ, P, B | 2 | 3+ | 5+ | 12" - 36" | 4]
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Cracker <Active> (3x 5 pts)
 - Sieg Zeon!(120mm MG) <Passive> (1x 10 pts)
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* Zaku II Kai/FZ <C> * Base Cost = 130 pts

Movement/Boost: 5"/10"

Integrity: 5

Aarmor: 3/4+

Shield: Light (20 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (?x 10 pts)
- [Carried] 90mm MMP-80 MG (20 pts)
- [Grenade Launcher (25 pts) | Explosive | Attached | RQ, P, LA, | 1 | 3+ | 6 | 6" – 24" | 2]
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Sieg Zeon!(120mm MG and 90mm MG) <Passive> (2x 10 pts)
 - Cracker <Active> (3x 5 pts)
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* Zaku Tank <S> * Base Cost = 40 pts

Movement/Boost: 3"/6"

Integrity: 2

Aarmor: 1/6+

Shield: Light (20 pts)

Weapons:

- [Mounted] 35mm Triple MG (10 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [180mm Cannon (60 pts) | Explosive | M | RQ, P, V | 1 | 3+ | 5+ | 24" - 48" | 3]
- CCW: [Mounted] MS Fists (0 pts)

Abilities:

- Poor Balance(180mm Cannon) <Passive> (-10 pts)
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* Zudah * Base Cost = 140 pts

Movement/Boost: 8"/16"

Integrity: 4

Armor: 2/5+

Shield: Light (20 pts)

Weapons:

- [Carried] 280mm Zaku Bazooka (80 pts)
- [Carried] 120mm Zaku MG (30 pts)
- [Carried] Sturm Faust (2x 10 pts)
- [135mm Anti-Ship Rifle (60 pts) | Explosive | C | RQ, P, Sn | 1 | 3+ | 5+ | 24" – 48" | 3]
- CCW: [Carried] Heat Hawk (30 pts)

Abilities:

- Afterburner <Active> (8x 5 pts)