

Zeon Expeditionary Force List

During the Earth Invasion the Zeon forces had the upper hand with superior Mobile Suits, armor, weapons and pilots. Their Mobile Suit teams are used to working together and trained in close support, recon and raiding tactics. The MS Teams often worked closely with more conventional forces such as the Magella Attack Tank, and Doff Fighters operating as a cohesive unit. The Teams even use adapted Lugan Recon planes for a rapid redeployment and terror raids behind enemy lines.

The backbone of the Zeon forces is the Zaku suit, which is adaptable, easy to maintain and largely superior to most Federation suits. Even more specialized Mobile Suits can be found in the Zeon forces as well, like the close combat Gouf and the heavier technological impressive Dom.

The Zeon Expeditionary Force Pilot list

Headquarters - Team Leader

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Lieutenant	4	4	4	3	3	1	4	3	8	8	35
Captain	4	5	4	3	3	2	4	4	8	9	45
Major	4	5	4	3	3	3	4	5	8	9	55

Unit Size: *One Suit*

Mobile Suit Options: MS-06F/J *Zaku II*, MS-07B *Gouf*, MS-09 *Dom*, MSM-03 *Gogg* or MSM-07 *Z-Gok*

Independent Character: *The Team Leader is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.*

Elite

Veteran Pilots

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Veteran Pilot	4	4	4	3	3	1	3	2	8	7	30

Unit Size: *One Suit*

Mobile Suit Options: MS-06F/J *Zaku II*, MS-09 *Dom*, MSM-03 *Gogg* or MSM-07 *Z-Gok*

Independent Character: *A Veteran Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.*



Troops

Pilots

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot	4	3	3	3	3	1	3	2	7	7	15

Unit Size: *One Suit*

Mobile Suit Options: MS-06F/J *Zaku II*, MS-09 *Dom* or MSM-03 *Gogg*

Mutual Support: *Pilots are trained to work in concert with each other and are often too inexperienced to operate alone. Therefore Pilots must always attempt to remain within 8" of another MS unit.*

Heavy Support

Pilot

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot	4	3	3	3	3	1	3	2	7	7	15

Unit Size: *One Suit*

Mobile Suit Options: MS-06F/J *Zaku II*, MS-09 *Dom* or *Magella Attack Tank*

Zeon Mobile Suit Hanger

MS-07B Gouf



The Gouf is a dedicated close-support/combat Mobile Suit. Its pilots are amongst the elite of the Zeon forces, and the Gouf is faster, more powerful and stronger than the Zeon Zaku. This is one of the most deadly Zeon Mobile suits that Federation pilots can face.

Every feature of the Gouf is designed for close combat. It carries a built in 35mm hand cannon, which can be linked to a shield mounted 75mm Gatling Cannon. The suit's other main feature is a Heat Rod, which can be used to grab enemy suits and disable the suits systems. The Gouf is normally only seen piloted by Command level staff and Zeon Aces.

MS-07B/Gouf

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	6	-	-	+1	-	+1	-	-
Armor Values	Front			Side			Rear			PV	
Gouf	12			12			10			130	

MS-07B Gouf Standard equipment & weapon:

The MS-07B/Gouf comes with this equipment and weapons as standard: Shield, heat rod, 35mm hand cannon, flare launcher (*counts as Cracker Grenade*) & jump pack.

MS-07B Gouf Optional equipment & weapon options:

The MS-07B Gouf can be equipped with the following optional equipment. and weapons: Targeter (+5pts) or 120mm machine gun (+40pts) and Heat Sabre (+15pts)



MS-06J Zaku II

The Zaku II is an advanced design sharing only the body design of the first ever mass-produced Mobile Suit the Zaku. It's superior to most Federation Mobile Suit and can be modified to carry several different weapon systems. The Zaku II forms the backbone of the Zeon mobile forces.



MS-09 Dom

The MS-09 Dom is the new Zeon space superiority Mobile Suit, its heavily armored and a superior suit to the Zaku. It is also the only Zeon suit that can mount the 360mm Super Bazooka.

The Mobile Suit has seen extensive use in the Zeon Space Forces and a few suits have found their way onto Earth. On the ground it's a primary role is heavy support.

MS-06J Zaku II

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	+1	-	-	-	-
Armor Values	Front			Side			Rear		PV		
Zaku II	12			12			10		110		

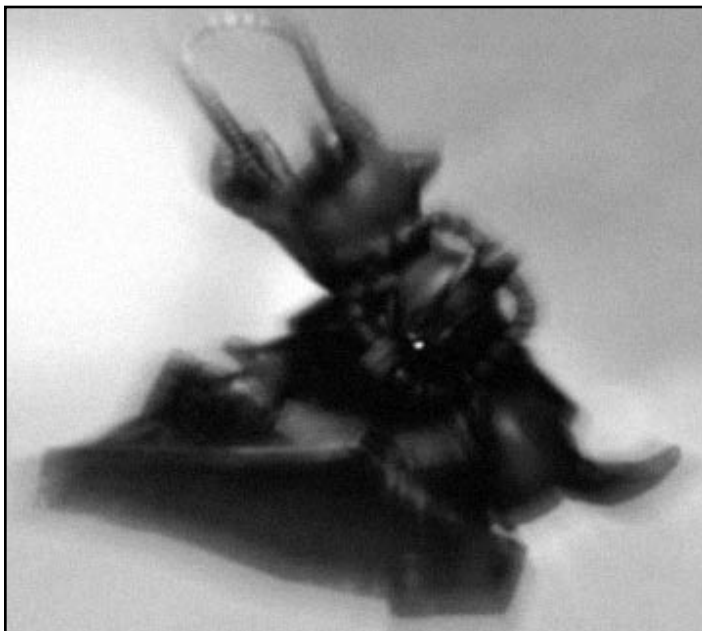
MS-06J Zaku II Standard equipment & weapon:

The MS-06J Zaku II comes with this equipment and weapons as standard: Shield, heat hawk, jump pack & cracker grenade

MS-06J Zaku II Optional equipment & weapon options

The MS-06J Zaku II can be equipped with the following optional equipment and weapons: Targeter (+5pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts), 175mm cannon (45pts) or Beam Cannon (+50pts)

The MS-06J Zaku II can also be equipped with the following weapon systems along side its hand held Mobile Suit weapon. *Note it can only use this system at the same time as its hand held if the MS stays still for that turn.* Three-shot Missile Launcher (+40pts) or 175mm shoulder cannon (45pts)



MS-09 Dom

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	6	-	-	-	+1	+1	-	-
Armor Values	Front			Side			Rear		PV		
Dom	13			12			10		140		

MS-09 Dom Standard equipment & weapon:

The MS-09 Dom comes with this equipment and weapons as standard: Heat sabre, scattering beam cannon (counts as cracker grenade) & jump pack.

MS-09 Dom Optional equipment & weapon options:

The MS-09 Dom can be equipped with the following optional equipment. and weapons: Targeter (+5pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts) or 360mm Super Bazooka (+55pts)

Magella Attack Tank

An odd development in Zeon War machines the Magella is designed to work in close-support of Mobile Suits and conventional forces. The pilots of these vehicles became very adept at ambushing Federation Suits and firing on the run. During the conflict in the Asian jungles they accounted for over a third of the confirmed kills of Federation Mobile suits.

Magella Attack Tank

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	-	-	-	-	-	-	-	-
Armor Values	Front			Side			Rear		PV		
Magella Attack Tank	11			10			10		80		

Magella Attack Tank Standard equipment & weapon:

The Magella Attack Tank comes with this equipment and weapons as standard: 175mm Cannon & 35mm cannon (same as the 35mm hand cannon)

Magella Attack Tank Optional equipment & weapon options:

The Magella Attack Tank can be equipped with the following optional equipment: Targeter (+5pts)

Magella Attack Tank Special Rules

The Magella Attack Tank is a vehicle and follows all the rules featured for vehicles in Warhammer 40,000 rulebook.



MSM-07 Z-Gok

The MSM-07 Z-Gok is the Zeon main submersible Mobile Suit, its heavily armored to withstand the water pressure and is one of the strongest suits available to a Zeon Pilot. Its design limits its weapon systems, but within the crushing depths of the ocean floor this is not a drawback. The Z-Gok saw a lot of action in the Zeons European and pacific operations.

MSM-03 Gogg Optional equipment & weapon options:

The MSM-03 Gogg can be equipped with the following optional equipment. and weapons: Targeter (+5pts) or jump pack (30pts)

Armory Notes

Ablative Armor

Some Suits are fitted with Ablative armor; extra plates the overlay vital systems and is designed to distribute weapons energy.

Suits wearing ablative armor can disregard the first penetrating hit on their suit. After that all shots will penetrate as normal as the ablative armor is now useless.

Improved Comms

Command Suits are sometimes fitted with improved commas, keeping the Teams command in touch with his troops, even in a storm of Minovsky particles.

Suits within 12" of a Command suit fitted with improved comms can use their commander's leadership to take tests on.

Heat Rod

The Heat Rod is a very dangerous weapon in the hands of an experienced pilots its capable of shorting out Mobile Suits rendering them inoperable. It can be also used to grab an opponent in HTH, entangling them and reducing their number of attacks.

A Heat Rod attack takes place just before hand to hand happens. Roll to hit as if you are firing at the enemy suit, if you hit roll a die and apply the result.

1-2- *nothing happens*

3-4 – *Pilot shocked, suit loses an attack this round*

5 – *Mobile Suit overloads roll on the glancing hits table and apply the result.*

6- *Mobile Suit system blow, Suit counts as immobilized for the rest of the game.*

MSM-07 Z-Gok

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	7	-	-	-	-	-	-	-
Armor Values	Front			Side			Rear			PV	
Dom	12			11			10			120	

MSM-07 Z-Gok Standard equipment & weapon:

The MSM-07 Z-Gok comes with this equipment and weapons as standard: 240mm Missile launcher & mega-particle cannon

MSM-07 Z-Gok Optional equipment & weapon options:

The MSM-07 Z-Gok can be equipped with the following optional equipment. and weapons: Targeter (+5pts) or jump pack (25pts)

MSM-03 Gogg

The MSM-03 Gogg is the first mass-produced Zeon submersible Mobile Suit, like the Z-Gok its heavily armored to withstand the water pressure. Although the suit is slow and cumbersome out of the water it is the most powerful suit available in the Zeon Mobile forces. Like the Z-Gok it's design and theatre of war limits its weapon systems.



Cracker Grenade

Zeon forces have developed a number of anti-Suit targeting devices. One of which is the Cracker grenade. When used it can overload the visual sensors of a Mobile suit rendering them useless for a short while.

A Cracker is used in HTH combat and can only very once per game for each suit that carries one. It's sudden flash and scrambling electronic waves will overload the Zeon's opponent on a role of 5+ rendering the enemy suit unable to attack back for that turn or defend itself for that turn.

Pilot Eject System

All Mobile Suits are fitted with a pilot eject system, keeping the valued resource of the pilot alive. It's not an automatic system and the pilot must be conscious to use it. When a Suit is destroyed or immobilized the Pilot can choose to eject. On a 3+ it works and the pilot is safe from harm. If it fails the Pilot is assumed killed or knocked unconscious in his Suit. See the upcoming campaign rules for further expansion on Pilot recovery.

Targeter

A Targeting computer helps a Pilot keep a lock on his target by calculating range, speed and various other factors in to the firing solution. A lot of Mobile Suits have a targeter built in and the +1 to hit is already included in their Pilot bonus profile.

MSM-03 Gogg

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	8	-	-	-	-	-	-	-
Armor Values	Front			Side			Rear			PV	
Gogg	13			11			10			130	

MSM-03 Gogg Standard equipment & weapon:

The MSM-03 Gogg comes with this equipment and weapons as standard: Twin-linked Mega-particle cannon

Good luck Pilots, check your weapons, stay sharp and remember work as a Team. You are now ready to start fighting in the world of Gundams, choose your forces wisely Commander. That is all...

Mobile Suit Weapon Armory

Combat Weapons

Weapons	Range	Modifiers		Str	Type
		Short	Long		
Beam Sabre	-	-	-	+3	HTH*
Twin Beam Sabre	-	-	-	+3	HTH (+1 A)
Heat Hawk	-	-	-	+2	HTH*
Heat Sabre	-	-	-	+3	HTH*
Heat Rod	-	0	0	Special	HTH#
Beam Pistol	12"	+1	-1	9	Pistol
Cracker	-	0	0	Special	HTH#

Assault Weapons

Weapons	Range	Modifiers		Str	Type
		Short	Long		
90mm Machine Gun	18"	+1	-	5	Assault 1
100mm Machine Gun	18"	+1	-	6	Assault 2
105mm Machine Gun	18"	+1	-	6	Assault 2
120mm Machine Gun	24"	+1	-	6	Assault 2
35mm (hand) Cannons	12"	0	0	5	Assault 2
75mm Gatling Cannon	24"	+1	0	7	Assault 3
Scattering Beam Cannon	12"	+1	-1	4	Assault 2
Spray Missile Launchers	72"	+1	0	7	Assault 2

Rapid Fire Weapons

Weapons	Range	Modifiers		Str	Type
		Short	Long		
20mm Vulcan Cannon	8"	-	-	3	Rapid Fire
60mm Vulcan Cannons	12"	+1	-	4	Rapid Fire
Beam Rifle	24"	+1	-1	9	Rapid Fire
Mega-particle cannon	48"	+1	-	8	Rapid Fire
3-Shot Missile Launcher	72"	0	0	6	Rapid Fire

Heavy Weapons

Weapons	Range	Modifiers		Str	Type
		Short	Long		
175mm Cannon	48"	-	-	7	Heavy 2
180mm Cannon	48"	-	-	8	Heavy 2
Bazooka	48"	-	-	7	Heavy
Missile Launcher	72"	-	-	8	Heavy
Beam Cannon	24"	+1	-	8	Heavy
Beam Machine Gun	18"	-	-	8	Heavy 2
240mm Missile Launcher	72"	0	0	8	Heavy
280 mm Bazooka	48"	0	0	7	Heavy
240mm Cannons	84"	0	0	8	Ordinance
120mm Low Reaction Cannon	12"-150"	0	0	10	Ordinance
360mm Super Bazooka	84"	0	0	9	Ordinance

Notes on weapon profiles –

*The Beam sabre or Heat weapons can be used in Hand-to-hand combat only. Add the weapons strength to that of the Mobile Suits when rolling for penetration.

#The Heat Rod and Cracker grenade have a special effect on Mobile Suits - see the armory notes for details
Modifiers – weapons short range (or half range) is half the maximum range of the weapon indicated in its profile. Add modifiers when rolling to hit.

Pistol – Weapon can fire twice (roll two dice) if suit stays still for turn

Rapid Fire – Weapon can fire twice up to half range or once up to maximum range if suit stays still. Or once up to half range if suit moves.

Assault – Weapon can fire the number of dice indicated by the number next to type regardless of movement.

Heavy – Suit must remain still to fire this weapon, can fire as many times as number next to type indicates.

Ordinance – Suit must remain still and not fire any other weapons to use an Ordinance weapon. Uses the big Ordinance template, range must be guessed and use scatter dice to work out hits.

Blast – Suit can move and fire as many times as indicated by type. Uses smaller blast template.

