

MS-06S Zaku II Command Type

This rare variant of the Zaku II is a high-performance model designed for company commanders and ace pilots. The



communications antenna on its head identifies it as a command unit, and its thruster output is 30% higher than that of a normal Zaku II. This limited-edition mobile suit is assigned only to deserving Zeon aces like Major Char Aznable, who won reknown by single-handedly destroying five Federation battleships during the Battle of Loum.

MS-06S Zaku II Command Type Profile

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	+1	5	-	-	+1	-	-	-	-
Armor Values	Front			Side			Rear			PV	
MS-06S Zaku II	12			11			10			195	

MS-06S Zaku II Standard equipment & weapon:

The MS-06S Zaku II comes with this equipment and weapons as standard: Targetor, shield, heat hawk, 120mm Machine Gun & jump pack

MS-06S Zaku II Optional equipment & weapon options

The MS-06S Zaku II can be equipped with the following optional equipment : Cracker grenade (+5pts)

MS-06S Zaku II Army Entry

The MS-06S Zaku II can only be used by Zeon HQ Pilots only.

Special Rules:

Hit & Run: The MS-06S Zaku II is a customized suit with an emphasis on speed. To represent this, the MS-06S Zaku II may make a 6" move in the assault phase regardless of weather of not it is within 6" of an enemy.

Improved Comms: MS-06S Zaku II is fitted with improved Comms and so follows the rules accordingly. Suits within 12" of a Command suit fitted with improved comms

MS-14A Gelgoog



The Gelgoog is Zeon's final mass-produced mobile suit, a vicious machine that rivals the Federation's dreaded Gundam in terms of performance and firepower.

Like the Zaku II, the Gelgoog is intended for use both in space and on Earth, and its forearms house supplemental jet engines for use in atmosphere or within space colonies. These jets can be replaced with small shields, machine guns, or rocket launchers as the mission demands. The main reason for the Gelgoog's late arrival is also its greatest advantage: It's the first general-purpose Zeon mobile suit to carry beam weapons, in the form of a beam rifle and a fancy twin beam sword.

MS-14A Gelgoog Profile

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	-	6	-	-	-	+1	-	-	-
Armor Values	Front			Side			Rear			PV	
MS-14A Gelgoog	13			13			10			195	

MS-14A Gelgoog Standard equipment & weapon:

The MS-14A Gelgoog comes with this equipment and weapons as standard: Twin Beam Sabre & jump pack

MS-14A Gelgoog Optional equipment & weapon options

The MS-14A Gelgoog can be equipped with the following optional equipment : Targetor (+5pts), shield (+25pts), Cracker grenade (+5pts) & 35mm Cannon (15pts)

The MS-14A Gelgoog can be equipped with one of the following optional weapons: Beam Rifle (+35 Pts.), 120 mm Cannon (+40 Pts), 280 mm Bazooka (+45 Pts.)

The MS-14A Gelgoog 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.* 175mm shoulder cannon (45pts)

MS-14A Gelgoog Army Entry

The MS-14A Gelgoog can only be used by Zeon HQ Pilots & Elite Pilotsonly.