

## **Kabtor:**

Cost: 4 points

Size: Small

HP: 6

Movement: 8" Air  
4" land

Turn Rate: 90\*

Terrain: Land, Air

Type: Beetle



### **Traits:**

Aerial Evasion +2

Open Canopy, -2 on Pilot Wreck Rolls

### **Weapons:**

Giant Horn: 1D5+, damage=2, piercing +1, melee range 3", ramming attack

Concealed Rifle: 1D6+, damage=1, range 24", fixed mount, forward facing

## **Kuwaga/Kuwaganos Version: cost=1**

Movement +1

Aerial Evasion +2

Open Canopy, -2 on Pilot Wreck Rolls

Great Mandible: 2D5+, damage=1, piercing +1, melee range 3", ramming attack

Dual Scissors: 1D5+, damage=2, piercing +1, melee range 3", moving attack

### **Optional: cost=4**

HLR Cannons: 4D6+, damage=2, range 24", forward facing 90\*, heavy weapon reduces movement by 2" on land and 4" when airborne

## **Spideath:**

Cost: 5 points

Size: Small

HP: 10

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Spider

Traits:

Open Canopy, -2 on Pilot Wreck Rolls

Infrared Sensors

Weapons:

Venom Spikes: 4D5+, damage=1, piercing +1, melee range 3"



## **Gusock:**

Cost: 6 points

Size: Small

HP: 8

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Bathynomus

Giganteus



## **Traits:**

Open Canopy, -2 on Pilot Wreck Rolls

Armor +1

## **Weapons:**

Rolly Smash: 1D5+, damage=3, melee range 3", ramming attack only, add up to 3" to the movement phase made before performing this attack, pilot must perform a Wreck Roll every time the attack is made

## **Scorpear:**

Cost: 6 points

Size: Small

HP: 10

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Scorpion



## **Weapons:**

Stinger: 3D5+, damage=1, melee range 3", piercing +1

Claws: 1D5+, damage=1, melee range 3", piercing +1

## **Barigator:**

Cost: 11 points

Size: Small

HP: 18

Movement: 5" Land

10" Water

Turn Rate: 45\* Land,

90\* Water

Terrain: Amphibious

Type: Sarcosuchus



Traits:

Can submerge\surface in water as part of a movement

Smokescreen

Infrared Sensors

Weapons:

Chomp: 1D5+, damage=6, piercing +2, melee range 4"

Optional:

\*I cannot confirm if this comes with the kit

Twin Cannons: 2D6+, damage=1, range 20", turret, cost=1

## **Ankyrox:**

Cost: 11 points

Size: Medium

HP: 16

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Ankylosaurus



Traits:

Armor +1

Weapons:

Mace Tail: 1D5+, damage=4, melee range 4"

Optional Weapons:

\*I cannot confirm if this comes with the kit

Dual Cannons: 2D6+, damage=3, piercing +1, range 36", fixed mount, forward facing, cost=6

## **Dimepulsar:**

Cost: 13 points

Size: Medium

HP: 22

Movement: 5" Land

10" Water

Turn Rate: 45\* Land

90\* Water

Terrain: Amphibious

Type: Dimetrodon



### **Traits:**

Can submerge\surface in water as part of a movement

### **Weapons:**

Chomp: 1D5+, damage=4, piercing +2, melee range 3"

Specter Fin: 4D5+, damage=2, piercing +1, melee range 3", moving attack

Pulse Tuner: 2D6+, damage=2, range 24", (energy attack), (aquatic weapon)

## **Stegosage:**

Cost: 13 points

Size: Medium

HP: 22

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Stegosaurus



### **Weapons:**

Bone Blades: 3D5+, damage=3, melee range 3", piercing +1

Spiked Tail: 1D5+, damage=3, melee range 3", piercing +1

### **Optional Weapons:**

\*I cannot confirm if these come with the kit

Dual Beam Cannons: 4D6+, damage=5, piercing +1, range 36", fixed mount, forward facing, (energy weapon), cost=20

\*This is an abnormal piece, change to 2D6+ cost=10 for standard 'out of the box' specs.

Tri-Missile Pods: 2D5+, damage=1, range 20", homing, fixed mount, forward facing 180\*, ammo=3, cost=1

## **Gilraptor:**

Cost: 13 points

Size: Medium

HP: 16

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Deinonychus



Traits:

Nimble

Boosters: Movement +2

Speed Evasion +2

Weapons:

Wing Shotels: 1D5+, damage=4, piercing +1, melee range 3", moving attack

[Weapon Group Melee]

Laser Claws: 1D5+, damage=3, piercing +1, melee range 3"

Laser Talons: 1D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=3, piercing +2, melee range 3"

**LC Upgrade:** cost=2

[Weapon Group 1]

AZ Rifle: 1D6+, damage=1, range 20", fixed mount, forward facing

AZ Cannon: 1D6+, damage=2, range 24", fixed mount, forward facing

**Pachycedos Version:** cost= -2

HP +4

Nimble

Battering Skull: 1D5+, damage=5, melee range 3", ramming attack

## **Drei Panther:**

Cost: 13 points

Size: Medium

HP: 18

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Panther



### **Traits:**

Nimble

Infrared Sensors

Speed Evasion +2

### **Weapons:**

Triple-Barreled Silent Guns: 6D6+, damage=1, range 20", fixed mount, forward facing

AZ Drei Blades: 1D5+, damage=4, melee range 3", piercing +1, moving attack

### **[Weapon Group Melee]**

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

## Xeno Rex:

Cost: 14 points

Size: Medium

HP: 22

Movement: 6"

Turn Rate: 180\*

Terrain: Land

Type: Tyrannosaurus



### Weapons:

[Weapon Group Melee]

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=5, melee range 3", piercing +2

Optional Top Mount: (only one top mount allowed)

[Weapon Group 1]

Gatling Turret: 6D6+, damage=2, range 24", turret, cost=6

**Core Drive Twin Pile Bunker Upgrade:** (top mount)

Twin Pile Bunkers: 2D5+, damage=3, piercing +1, melee range 3", ramming attack, cost=3

**Booster Set Upgrade:** (top mount) cost=5

Movement +1

[Weapon Group 1]

Quad Cannons: 4D6+, damage=1, range 20", fixed mount, forward facing

Concealed Cannons: 2D6+, damage=2, range 20", turret

**Scissor Set Upgrade:** (top mount) cost=4

Blasters: 4D6+, damage=1, range 16", turret, (energy weapon)

[Weapon Group Melee]

Scissors: 2D5+, damage=2, piercing +1, melee range 3"

Tail Blades: 1D5+, damage=2, piercing +1, melee range 3"

Horn: 1D5+, damage=2, piercing +1, melee range 3", ramming attack

**Buster set Upgrade:** (top mount) cost=11

[Weapon Group 2]

Micro Missiles: 2D5+, damage=1, range 16", homing, turret, ammo=51

Side Pods: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=7

[Weapon Group 1]

Buster Cannons: 2D6+, damage=6, piercing +2, range 60", fixed mount, forward facing, Heavy Weapon reduces movement by 4"

Quad Blasters: 4D6+, damage=1, range 16", rear facing 180\*, (energy weapon)

Head Cannon: 1D6+, damage=1, range 16", forward facing 180\*

# Burning Liger:

Cost: 14 points

Size: Medium

HP: 22

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



## Weapons:

[Weapon Group Melee]

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

[Weapon Group 1]

Head Vulcans: 4D6+, damage=1, range 16", forward facing 90\*

## Weapons:

[Weapon Group Melee]

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=5, melee range 3", piercing +2

Optional Top Mount: (only one top mount allowed)

[Weapon Group 1]

Gatling Turret: 6D6+, damage=2, range 24", turret, cost=6

**Core Drive Twin Pile Bunker Upgrade:** (top mount)

Twin Pile Bunkers: 2D5+, damage=3, piercing +1, melee range 3", ramming attack, cost=3

**Booster Set Upgrade:** (top mount) cost=5

Movement +1

[Weapon Group 1]

Quad Cannons: 4D6+, damage=1, range 20", fixed mount, forward facing

Concealed Cannons: 2D6+, damage=2, range 20", turret

**Scissor Set Upgrade:** (top mount) cost=4

Blasters: 4D6+, damage=1, range 16", turret, (energy weapon)

[Weapon Group Melee]

Scissors: 2D5+, damage=2, piercing +1, melee range 3"

Tail Blades: 1D5+, damage=2, piercing +1, melee range 3"

Horn: 1D5+, damage=2, piercing +1, melee range 3", ramming attack

**Buster set Upgrade:** (top mount) cost=11

[Weapon Group 2]

Micro Missiles: 2D5+, damage=1, range 16", homing, turret, ammo=51

Side Pods: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=7

[Weapon Group 1]

Buster Cannons: 2D6+, damage=6, piercing +2, range 60", fixed mount, forward facing, Heavy Weapon reduces movement by 4"

Quad Blasters: 4D6+, damage=1, range 16", rear facing 180\*, (energy weapon)

Head Cannon: 1D6+, damage=1, range 16", forward facing 180\*

## **Sniptera:**

Cost: 14 points

Size: Medium

HP: 14

Movement: 10"

Turn Rate: 90\*

Terrain: Air

Type: Pteranodon



Traits:

Aerial Evasion +2

Ejection Seat: +2 on Pilot Wreck Rolls

Weapons:

Talons: 1D5+, damage=2, piercing +1, melee range 3", moving attack

Mouth Rifle: 1D6+, damage=3, range 42", forward facing, fixed mount

Missile Drum: 2D5+, damage=1, range 16", homing, forward facing 180\*, ammo=10

[Weapon Group 1]

Twin Vulcans: 4D6+, damage=1, range 16", forward facing, fixed mount

Nose Gun: 1D6+, damage=1, range 16", forward facing, fixed mount

Force Barrel Gatling Guns: 8D6+, damage=1, range 24", forward facing 90\*

## **Gannontoise:**

Cost: 15 points

Size: Medium

HP: 14

Movement: 4"

Turn Rate: 45\*

Terrain: Land

Type: Proganochelys



Traits:

Armor +1

Weapons:

Gannon Cannon: 1D6+, damage=7, range 32", fixed mount, forward facing

**Bazootle Version:** cost=6

HP +4

Armor +1

[Weapon Group 1]

AZ 680 Cannon: 1D6+, damage=6, range 36", fixed mount, forward facing

Beam Rifles: 2D6+, damage=1, range 24", fixed mount, forward facing, (energy weapon)

Missile Pod: 2D5+, damage=1, range 24", homing, fixed mount, forward facing 180\*, ammo=4

## **Fang Tiger:**

Cost: 15 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Smilodon



Traits:

Nimble

Weapons:

Twin Fangs: 2D5+, damage=6, melee range 3", piercing +1, ramming attack

[Weapon Group Melee]

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

## Wild Liger:

Cost: 15 points

Size: Medium

HP: 20

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Lion



Optional:

Booster, Movement +1", cost=1

Beast Upgrade, HP +2, cost=1

Weapons:

[Weapon Group Ramming]

Tategami Blades: 3D5+, damage=4, melee range 3", piercing +1, ramming attack

[Weapon Group Melee]

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Optional Weapons:

\*I can't confirm if these come with the kit, but there is high probability that they are

Heavy Missiles: 1D5+, damage=2, range 32", homing, forward facing 180\*,  
ammo=2, cost=2

[Weapon Group 1]

Quad Cannons: 8D6+, damage=1, range 20", fixed mount, forward facing, cost=4

Top Mount:

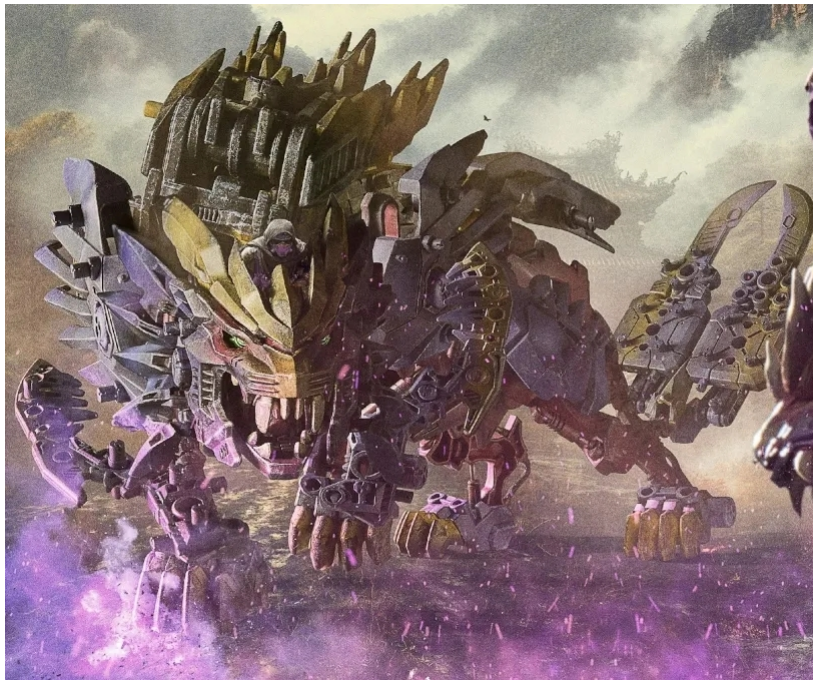
[Weapon Group 1]

AZ Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing, cost=2

Side Mount:

[Weapon Group Melee]

Side Blades: 1D5+, damage=4, melee range 3", piercing +1, moving attack,  
cost=2



**Sinister Upgrade:** cost=3  
HP +2

Optional:  
Heavy Claws, increase claw damage by 2, cost=1

Weapons:  
[Weapon Group Melee]  
Tail Scissors: 2D5+, damage=2, melee range 3", piercing +1, rear facing

Bone Blades: 1D5+, damage=3, melee range 3", moving attack

Optional Weapons:  
Heavy Missiles: 1D5+, damage=2, range 32", homing, forward facing 180\*, ammo=2, cost=2

[Weapon Group Melee]  
Chainsaws: 2D5+, damage=3, melee range 3", piercing +1, cost=2

Saw Blades: 2D5+, damage=2, melee range 3", piercing +1, cost=1

Broad Blades: 2D5+, damage=3, melee range 3", piercing +1, cost=2

Top Mount: (only 1)  
HLR Beam Cannons: 2D6+, damage=2, range 36", fixed mount, forward facing, (energy weapon), cost=4

[Weapon Group 1]  
AZ Cannons: 2D6+, damage=2, range 24", fixed mount, forward facing, cost=2

Side Mount:  
[Weapon Group Ramming]  
Lances: 2D5+, damage=3, piercing +1, melee range 3", ramming attack, cost=2



**Rising Liger Upgrade:** cost=2

HP +4

Armor +1

Weapons:

Replace Tategami Blades with:

Revolver Blade: 1D5+, damage=6, melee range 3", piercing +1, ramming attack

AZ Cannon: 1D6+, damage=1, range 16", fixed mount, forward facing

**Arthur Upgrade:** (requires Rising Liger) cost=0

Replace Revolver Blade with:

Excalibur Lance: 1D6+, damage=4, melee range 16", piercing +2, hit targets are either pulled within 3" of Rising Liger or within 3" of the first obstacle between the target and Rising Liger, whichever is closer to the target, if an obstacle is hit deal 1 additional damage



**Clive Dias Version:** cost=3  
Heavy Weapons reduce movement 2"

Weapons:

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Tri-Missile Pods: 1D5+, damage=1, range 20", homing, fixed mount, forward facing 180\*, ammo=3

[Weapon Group 1]

Nine Barrel Cannons: 9D6+, damage=1, range 24", fixed mount, forward facing

AZ HLR Cannons: 1D6+, damage=3, piercing +1, range 40", fixed mount, forward facing

# Triceradogos:

Cost: 16 points

Size: Medium

HP: 18

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Triceratops



Traits:

Armor +1

Weapons:

[Weapon Group Ramming]

Tri-Horns: 3D5+, damage=2, piercing +1, melee range 3", ramming attack

Impact Horn: 1D5+, damage=6, piercing +1, melee range 3", ramming attack

Optional Weapons:

\*There is a high probability that this is the result of kit bashing, I cannot confirm what weapons come with the kit

[Weapon Group 1]

Quad Cannons: 4D6+, damage=1, range 20", fixed mount, forward facing, cost=2

LR Cannons: 4D6+, damage=1, range 32", fixed mount, forward facing, cost=4

Shock Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing, cost=1

SR Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon), cost=1

Blasters: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon), cost=1

SR Beam Cannon: 2D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon), cost=1

[Weapon Group 2]

Tri-Missile Pods: 2D5+, damage=1, range 20", homing, fixed mount, forward facing 180\*, ammo=3, cost=1

Heavy Missile Pods: 2D5+, damage=1, range 24", homing, forward facing 180\*, ammo=10, cost=1



**Stylaser Version:** cost=0

Armor +1

Weapons:

Horn: 3D5+, damage=4, piercing +1, melee range 3", ramming attack

Guided Missiles: 2D5+, damage=1, range 24", homing fixed mount, forward facing 180\*

[Weapon Group 1]

Beam Gatling Gun: 4D6+, damage=1, range 16", fixed mount, forward facing, (energy weapon)

Nose Gun: 1D6+, damage=1, range 16", fixed mount, forward facing

AZ AA Cannons: 2D6+, damage=1, range 24", fixed mount, forward facing

AZ Short Laser Guns: 4D6+, damage=1, range 20", forward facing 90\*, (energy weapon)

## **Cannon Bull:**

Cost: 16 points

Size: Medium

HP: 20

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Buffalo



Traits:

Armor +1

Weapons:

Carbide Horns: 2D5+, damage=4, piercing +1, melee range 3", ramming attack

[Weapon Group 1]

Nine Barrel Cannons: 9D6+, damage=1, range 24", fixed mount, forward facing

Tri-Cannons: 3D6+, damage=1, range 24", fixed mount, forward facing

## **Hunter Wolf:**

Cost: 16 points

Size: Medium

HP: 18

Movement: 7"

Turn Rate: 90\*

Terrain: Land

Type: Wolf



### **Traits:**

Speed Evasion +2

### **Weapons:**

Laser Claw: 1D5+, damage=4, melee range 3", piercing +1

Laser Fang: 1D5+, damage=4, melee range 3", piercing +2

Howling Gun: 1D6+, damage=2, range 24", fixed mount, forward facing

Sonic Howitzer: 1D6+, damage=5, range 32", fixed mount, forward facing

### **Victor Spiegel Upgrade:** cost=5

Boosters, Movement +1

ECM Blades: 1D5+, damage=3, melee range 3", piercing +1, moving attack only, inflicts Freeze

Force Barrel Gatling Guns: 8D6+, damage=1, range 24", fixed mount, forward facing

## Knuckle Kong:

Cost: 16 points

Size: Medium

HP: 24

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Gorilla



### Traits:

Nimble

Armor +1

### Weapons:

Iron Knuckle: 1D5+, damage=5, melee range 3"

Drop Kick: 1D5+, damage=7, melee range 3", ramming attack only, must sacrifice one movement phase to perform attack

### Optional Weapons:

\*I am unable to verify if these weapons come with the kit

Tri-Missile Pods: 2D5+, damage=1, range 20", homing, turret, ammo=3, cost=1

### [Weapon Group 1]

Quad Cannons: 4D6+, damage=1, range 20", turret, cost=2

Twin Cannons: 2D6+, damage=1, range 20", forward facing 90\*, cost=1

HLR Beam Cannon: 1D6+, damage=2, range 36", turret, cost=2

## Zero Phantoth:

Cost: 19 points

Size: Medium

HP: 26

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Elephant



### Traits:

Armor +1

Shield, forward facing

### Weapons:

Tusks: 2D5+, damage=4, piercing +1, melee range 3", ramming attack

Catapult: 1D6+, damage=5, range 24", AOE 6", fixed mount, forward facing

## Gatling Fox:

Cost: 20 points

Size: Medium

HP: 16

Movement: 6"

Turn Rate: 90\*

Terrain: Land

Type: Fox



### Traits:

Optical Camouflage

Infrared Sensors

### Weapons:

Laser Claw: 1D5+, damage=3, melee range 3", piercing +1

Laser Fang: 1D5+, damage=3, melee range 3", piercing +2

AZ Infinity Gatling Gun: 6D6+, damage=2, range 20", turret

### [Weapon Group 1]

Double Buster Rifle: 2D6+, damage=1, range 20", forward or rear facing 90\*

SR Blasters: 8D6+, damage=1, range 16", forward facing 90\*, (energy weapon)

Shock Cannon: 1D6+, damage=1, range 16", fixed mount, forward facing

### Optional:

\*These might be exclusive to a collaboration kit

Boosters, Movement +1", cost=1

Side Blades: 1D5+, damage=4, melee range 3", piercing +1, moving attack, cost=2

### [Weapon Group 1]

Quad Cannons: 4D6+, damage=1, range 20", turret, cost=2

Dual Cannons: 2D6+, damage=3, piercing +1, range 36", fixed mount, forward facing, Heavy Weapon reduces movement by 2" cost=6

## **Sonic Bird:**

Cost: 17 points

Size: Large

HP: 16

Movement: 16"

Turn Rate: 90\*

Terrain: Air

Type: Archaeopteryx



Traits:

Aerial Evasion +4

Ejection Seat: +2 on Pilot Wreck Rolls

Optional:

Chaff, cost=1

Weapons:

Talons: 1D5+, damage=4, piercing +1, melee range 3", moving attack

Wing Blades: 1D5+, damage=5, piercing +1, melee range 3", moving attack only

Twin Vulcans: 4D6+, damage=1, range 16", forward facing, fixed mount

**Rathlos Upgrade:** cost=2

HP +3

Movement +1"

Optional: cost=6

Dual Cannons: 2D6+, damage=3, piercing +1, range 36", forward facing 180\*, heavy weapon lose 4" movement

## Genospino:

Cost: 38 points

Size: Large

HP: 36

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Spinosaurus



### Traits:

Smokescreen

Infrared Sensors

### Weapons:

Saw Blade: 8D5+, damage=3, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=7, piercing +2, melee range 3"

### [Weapon Group 1]

Saw Vulcans: 8D7+, damage=1, range 16", fixed mount, forward facing

Head Vulcans: 4D6+, damage=1, range 16", fixed mount, forward facing

SR Howitzers: 2D6+, damage=2, range 24", fixed mount, forward or rear facing

Howitzers: 2D6+, damage=2, range 32", fixed mount, forward facing

Heavy Howitzers: 2D6+, damage=5, piercing +1, range 60", fixed mount, forward facing

## Death Rex:

Cost: 20 points

Size: Large

HP: 34

Movement: 5"

Turn Rate: 180\*

Terrain: Land

Type: Tyrannosaurus



### Weapons:

Laser Claws: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

Tail Swipe: 1D5+, damage=4, melee range 8", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

### [Weapon Group Melee]

Ubra Drill: 1D5+, damage=8, piercing +2, melee range 3"

Mandible: 1D5+, damage=5, melee range 3"

### Omega Version: cost=10

HP +4

Armor +1

### Weapons:

Laser Claws: 1D5+, damage=6, piercing +1, melee range 3"

Laser Fang: 1D5+, damage=6, piercing +2, melee range 3"

Tail Swipe: 1D5+, damage=4, melee range 8", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

AZ Heavy Missiles: 2D5+, damage=2, range 36", homing, forward facing 180\*, ammo=3

Charged Particle Cannon: 1D6+, damage=8, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 4), hits all units in a line, range 60", forward facing, fixed mount, cannot 'Double Tap', cannot fire two turns in a row, cannot move and fire in the same turn, (particle weapon)

### [Weapon Group 1]

AZ LR Cannons: 2D6+, damage=2, piercing +1, range 36", fixed mount, forward or rear facing, (energy weapon)

AZ Rapid Cannons: 2D6+, damage=3, range 20", forward facing 90\*

# Grachiosaurus:

Cost: 24 points

Size: Large

HP: 38

Movement: 5"

Turn Rate: 45\*

Terrain: Land

Type: Brachiosaurus



Traits:

Armor +1

Weapons:

Hammer Bone: 2D5+, damage=5, piercing +2, melee range 5"

Optional Weapons:

\*I am unable to verify if these weapons come with the kit

Heavy Missile Pods: 2D5+, damage=1, range 24", homing, forward facing 180\*, ammo=10, cost=1

Quad Cannons: 4D6+, damage=1, range 20", turret, cost=2

AZ HLR Cannons: 2D6+, damage=3, piercing +1, range 40", fixed mount, forward facing, cost=6

## Zero Grizis:

Cost: 67 points

Size: XL

HP: 45

Movement: 5"

Turn Rate: 90\*

Terrain: Land

Type: Giganotosaurus



Traits:

Armor +1

Weapons:

Claw Attack: 1D5+, damage=6, piercing +2, melee range 3"

Bite Attack: 1D5+, damage=7, piercing +2, melee range 3"

Tail Swipe: 1D5+, damage=5, melee range 12", rear facing 180\*, attacks every unit not airborne or submerged within selected 180\* arc

Grizis Core: 1D6+, damage=10, piercing +2, hits all Zoids in the direction of fire and penetrates cover (if target is completely obscured by cover reduce accuracy by 2), hits all units in a line, infinite range, fixed mount, forward facing, cannot 'Double Tap', (particle weapon)

[Weapon Group 1]

Dorsal Cannons: 12D6+, damage=3, range 36", rear facing 180\*, (energy weapon)

Tail Cannons: 7D6+, damage=2, range 24", rear facing 180\*, (energy weapon)