



UEDF Area Denial Squadron

Base Point Cost = 60 Base Command Points = 4



Tomahawk x2

→ *Focused Fire*
HTH Base: 1
BB, K, P, STMP



Defender x2

→ *None*
HTH Base: 0
BB, K, STMP

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	2	2	5	0	0
Command Tomahawk	5	3	3	5	2	+10
Defender	6	2	2	4	0	0
Command Defender	6	3	3	4	2	+10

1



4	4	4	4	4	4
1	1	1	1	1	1
	2	2	2*	2*	

1



2



4	4	4	4	4	4
1	1	1	1	1	1
	2	2	2*	2*	

2



Type	Rng	MDC	Spec	Upgrade Cost					
Tomahawk									
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire					
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	Volley (4)			
Quad Rocket Launchers RDS-2	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)			
Dual TZ-IV Gun Clusters	9	8							
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)				
Dual .50 Cal Machineguns	9	4							
Defender									
78 MM Autocannons	32	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	32	14	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	AA	+5 (Pair)
78 MM (Tracer)	32	12	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+8 (Pair)



UEDF Armored Squadron



Tomahawk x4

→ *Focused Fire*

HTH Base: 1
BB, K, P, STMP

Base Point Cost = 80 Base Command Points = 4

1



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

2



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

3



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

4



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	2	2	5	0	0
Command Tomahawk	5	3	3	5	2	+10

Type	Rng	MDC	Spec			
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
Quad Rocket Launchers RDS-2	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	9	4				



UEDF Artillery Squadron



Phalanx x4

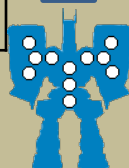
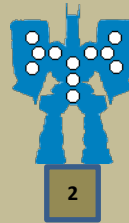
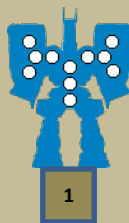
→ None

HTH Base: 0
BB, K, STMP

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Phalanx	5	1	2	4	0	0
Command Phalanx	5	2	3	4	2	+10

Type	Rng	MDC	Spec
Phalanx			
Derringer Missiles	*	*	Missile
RQV-10	6	1	Anti-Missile

Base Point Cost = 80 Base Command Points = 4





UEDF Brawler Squadron



Tomahawk x2

→ *Focused Fire*

HTH Base: 1
BB, K, P, STMP



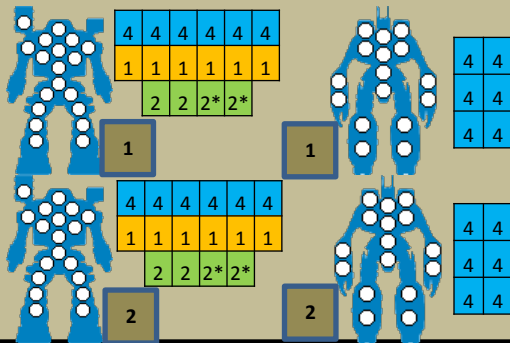
Spartan x2

→ *Focused Fire*
+ Brawler

HTH Base: 2
HTH (All)

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	2	2	5	0	0
Command Tomahawk	5	3	3	5	2	+10
Spartan	7	2	3	5	0	0
Command Spartan	7	3	4	5	2	+10

Base Point Cost = 70 Base Command Points = 4



Type	Rng	MDC	Spec	Upgrade Cost			
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
Quad Rocket Launchers RDS-2	9	8					
Dual TZ-IV Gun Clusters	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)	
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)		
Dual .50 Cal Machineguns	9	4					
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
RQV-10	6	1	Anti-Missile				
GU-11	24	6	Rapid Fire				+10 (Pair)
Melee Club	1	*	Melee				+5(Pair)



UEDF Close Quarters Squadron



Spartan x4

→ *Focused
Fire +
Brawler*

*HTH Base: 2
HTH (All)*

Base Point Cost = 60

Base Command Points = 4

1



4	4
4	4
4	4

2



4	4
4	4
4	4

3



4	4
4	4
4	4

4



4	4
4	4
4	4

Unit

MV

PIL

GUN

DF

LDR

Upgrade

Spartan

7

2

3

5

0

0

Command
Spartan

7

3

4

5

2

+10

Type

Rng

MDC

Spec

Upgrade Cost

Spartan

9

4

TZ-IV Gun Cluster

*

*

Missile

SRM (24)

Volley (4)

Dual Missile Pods

6

1

Anti-Missile

RQV-10

24

6

Rapid Fire

+20 (Squadron)

GU-11

1

*

Melee

+10(Squadron)

Melee Club



UEDF Fire Support Squadron



Phalanx x2

→ None

HTH Base: 0
BB, K, STMP



Defender x2

→ None

HTH Base: 0
BB, K, STMP

Base Point Cost = 60 Base Command Points = 4

1



4	4	4	4
4	4	4	4
4	4	4	

1



2



4	4	4	4
4	4	4	4
4	4	4	

2



Unit	MV	PIL	GUN	DF	LDR	Upgrade
Phalanx	5	1	2	4	0	0
Command Phalanx	5	2	3	4	2	+10
Defender	6	2	2	4	0	0
Command Defender	6	3	3	4	2	+10

Type	Rng	MDC	Spec						Upgrade Cost
Phalanx									
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)				
RQV-10	6	1	Anti-Missile						
Defender									
78 MM Autocannons	32	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	32	14	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	AA	+5 (Pair)
78 MM (Tracer)	32	12	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+8 (Pair)



UEDF Tomahawk Squad



Tomahawk x2

→ *Focused Fire*

HTH Base: 1
BB, K, P, STMP

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	2	2	5	0	0
Command Tomahawk	5	3	3	5	2	+10

Base Point Cost = 40

Base Command Points = 2

1



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

2



4	4	4	4	4	4
1	1	1	1	1	1
2	2	2*	2*		

Type	Rng	MDC	Spec			
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
Quad Rocket Launchers RDS-2	9	8				
Dual TZ-IV Gun Clusters	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	9	4				



UEDF Defender Squad



Defender x2

→ None

HTH Base: 0

BB, K, STMP

Base Point Cost = 20 Base Command Points = 2

1



2



Unit	MV	PIL	GUN	DF	LDR
Defender	6	2	2	4	0

Type	Rng	MDC	Spec							Upgrade Cost
Defender										
78 MM Autocannons	32	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire			
78 MM (Airburst)	32	14	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	AA	+5 (Pair)	
78 MM (Tracer)	32	12	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+8 (Pair)	



UEDF Spartan Squad



Spartan x2

→ *Focused
Fire +
Brawler*

HTH Base: 2

HTH (All)

Base Point Cost = 30 Base Command Points = 2

1



4	4
4	4
4	4

2



4	4
4	4
4	4

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Spartan	7	2	3	5	0	0

Type	Rng	MDC	Spec	Upgrade Cost		
Spartan						
TZ-IV Gun Cluster	9	4				
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
RQV-10	6	1	Anti-Missile			
GU-11	24	6	Rapid Fire			+10 (Squad)
Melee Club	1	*	Melee			+5(Squad)



UEDF Phalanx Squad



Phalanx x2

→ None

HTH Base: 0

BB, K, STMP

Base Point Cost = 40 Base Command Points = 2



1



2



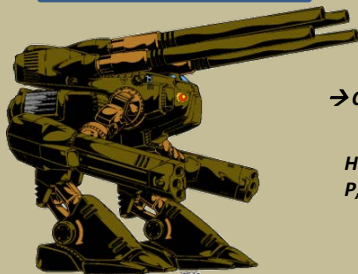
Unit	MV	PIL	GUN	DF	LDR
Phalanx	5	1	2	4	0

Type	Rng	MDC	Spec		
Phalanx					
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)
RQV-10	6	1	Anti-Missile		



UEDF Mac II Monster

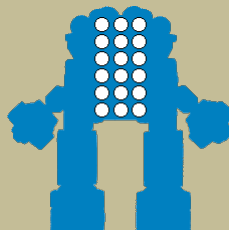
Base Point Cost = 50 Base Command Points = 1



→ Co-Pilot

HTH Base: 3
P, K, STMP

4	2	1
4	2	1
4	2	1



4	2	1
4	2	1
4	2	1

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Monster	2	1	2	7	0	0
Command Monster	2	2	3	7	2	+10

Type	Rng	MDC	Spec				Upgrade Cost
Monster							
400 MM Autocannons	60	12	Accurate	Blast	Overwhelming	PowerUp	
Multi-Missile Launchers	*	*	Missile	LRM(6)	Volley(X)		
MK21 Laser Arms	42	12					+10



UEDF Valkyrie Squadron



VF-1J x1 VF-1A X3

HTH Base: 1

Base Point Cost = 80 Base Command Points = 6



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

J



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

2



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3

Type	Rng	MDC	Spec	
VF-1J /VF-1A				
GU-11	24/12/12	6	Rapid Fire	
Head Lasers / Head Laser	9	2 / 1	Anti-Missile	
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X) LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	10	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	12	3	3	6	2	Flight, Afterburner, Aircraft, Fast Mover
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



UEDF Valkyrie Squadron 2x VF-1A Upgraded to VF-1R



VF-1J x1 VF-1R X2
VF-1A X3

HTH Base: 1

Base Point Cost = 90 Base Command Points = 6



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

J



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1

Type	Rng	MDC	Spec		
VF-1J / VF-1A / VF-1R					
GU-11	24/12/12	6	Rapid Fire		
Dual Lasers/ Head Laser / Dual Lasers	9	2 / 1 / 2	Anti-Missile		
NA / NA / Head-Mounted 20MM Autocannon	6	2	Anti-Missile 3+	Rapid Fire	
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R1

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	10	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	12	3	3	6	2	Flight, Afterburner, Aircraft, Fast Mover
VF-1A/R Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A/R Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A/R Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R2



UEDF Valkyrie Squadron VF-1R Upgraded VF-1J



VF-1R(J) x1 VF-1A
X3

HTH Base: 1

Base Point Cost = 90 Base Command Points = 6



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

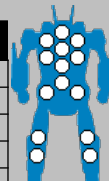
R



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1

Type	Rng	MDC	Spec		
VF-1J /VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile		
Head Mounted 20MM / NA	6	2	Anti-Missile 3+	Rapid Fire	
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

2

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1R(J) Battloid	5	3	4	5	2	Hands, HTH(All)
VF-1R(J) Guardian	10	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R(J) Fighter	12	3	3	6	2	Flight, Afterburner, Aircraft, Fast Mover
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3



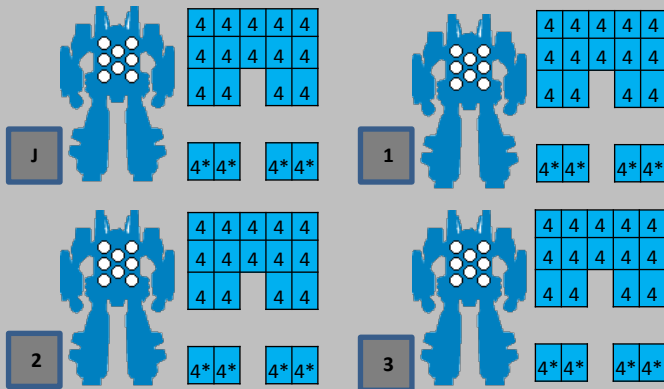
UEDF Armored Valkyrie Squadron

Base Point Cost = 90 Base Command Points = 6



Armored VF-1J x1
Armored VF-1A X3

HTH Base: 1



Type	Rng	MDC	Spec		
VF-1J /VF-1A					
GU-11	24	6	Rapid Fire		
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All)
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)



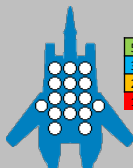
UEDF Super Valkyrie Squadron

Base Point Cost = 110 Base Command Points = 6



Super VF-1J x1
Super VF-1A X3

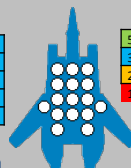
HTH Base: 1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

4	4
4	4
4	4
4	4
4	4

3* 3*



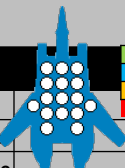
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3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3* 3*

4	4
4	4
4	4
4	4
4	4

J

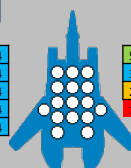
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5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

4	4
4	4
4	4
4	4
4	4

3* 3*



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3* 3*

4	4
4	4
4	4
4	4
4	4

2

3

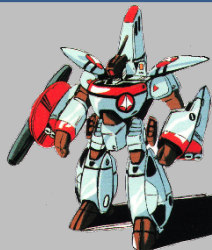
Type	Rng	MDC	Spec		
VF-1J / VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	4	5	6	2	Hands, HTH(All)
VF-1J Guardian	13	5	4	6	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	16	5	4	7	2	Flight, Afterburner, Aircraft, Fast Mover
VF-1A Battloid	6	3	4	6	0	Hands, HTH(All)
VF-1A Guardian	13	4	3	6	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	4	3	7	0	Flight, Afterburner, Aircraft, Fast Mover



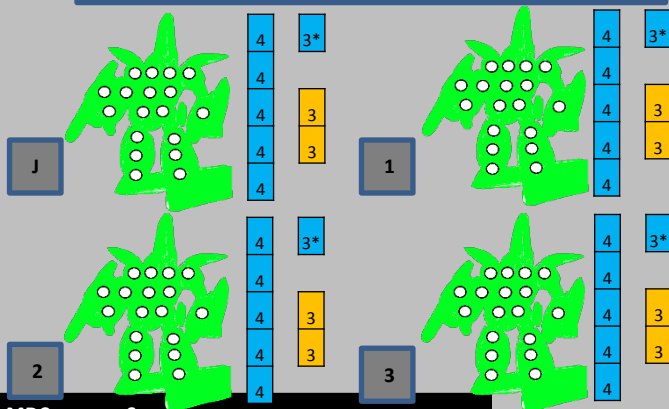
UEDF Jotun Squadron

Base Point Cost = 100 Base Command Points = 6



Jotun-1J x1
Jotun VF-1A X3

HTH Base: 1



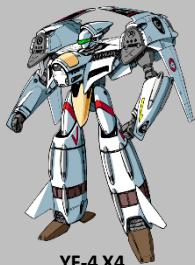
Type	Rng	MDC	Spec		
1J /1A					
GU-12	32	5	Rapid Fire	Overwhelming	
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile		
Hailstorm Pack	*	*	Missile	Volley(4)	SRM(23)
Hip Missile Pack	*	*	Missile	Volley(3)	MRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
1J Battloid	5	3	4	5	2	Hands, HTH(All)
1A Battloid	5	2	3	5	0	Hands, HTH(All)



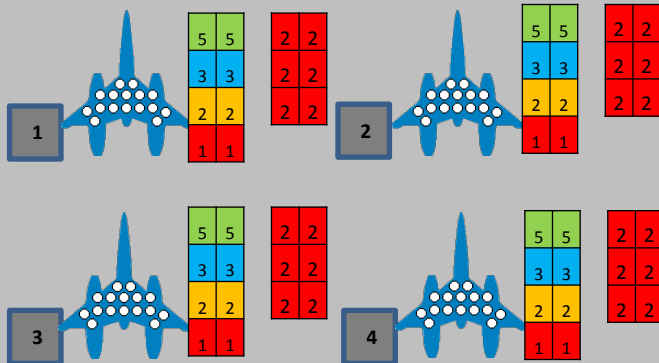
UEDF YF-4 Squadron

Base Point Cost = 110 Base Command Points = 4



YF-4 X4

HTH Base: 1



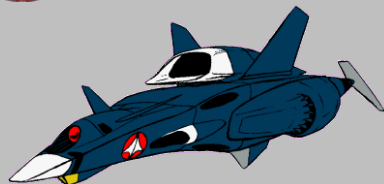
Type	Rng	MDC	Spec		
YF-4					
GU-11	24/12/12	6	Rapid Fire		
Shoulder Missile Pods	*	*	Missile	Volley(3)	LRM(12)
Wing Mounted Hardpoints (2)	*	*	Missile	Volley(3)	LRM(2)
Arm-Mounted Dual Particle Cannons	24	8	Split Fire	Overwhelming	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	3	4	5	0	Hands, HTH(All)
Guardian	12	4	3	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	14	3	3	6	0	Flight, Afterburner, Aircraft, Fast Mover

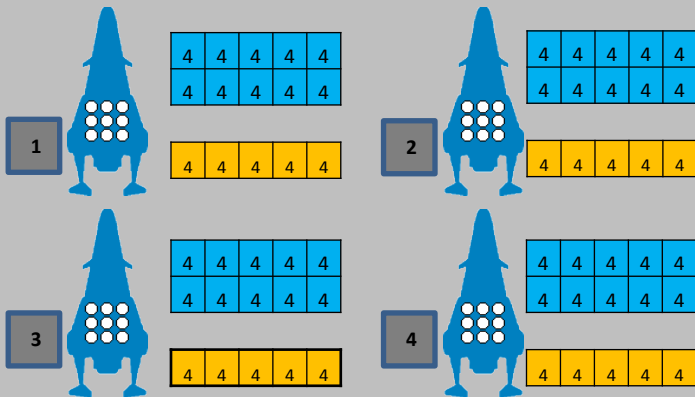


UEDF Ghost Squadron

Base Point Cost = 70 Base Command Points = 4



QF-3000 Ghost x4



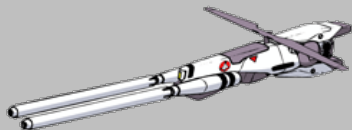
Type	Rng	MDC	Spec		
Ghost					
30MM Autocannons	30	12	Split Fire		
Improved Missile Launcher	*	*	Missile	MRM(20)	Volley(4)

Unit	MV	PIL	GUN	DF	LDR	Special			
Ghost	13	1	1	6	0	AI	Aircraft	Flight	Fast Mover

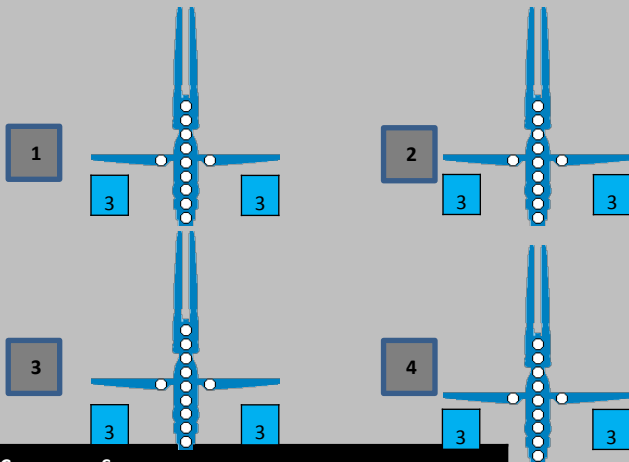


UEDF Lancer II Squadron

Base Point Cost = 70 Base Command Points = 4



Lancer II x4



Type	Rng	MDC	Spec		
Lancer II					
Dual Particle Beams	48	10			
Short Range Missiles	*	*	Missile	SRM(6)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special			
Lancer II	22	1	3	5	0	Space	Aircraft	Afterburner	Fast Mover



UEDF Valkyrie Wing



VF-1A X2

HTH Base: 1

Base Point Cost = 40 Base Command Points = 2



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

2

Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	2	3	5	0	Hands, HTH(All)
Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



UEDF Valkyrie Wing Upgraded to VF-1R



VF-1A X2

HTH Base: 1

Base Point Cost = 50 Base Command Points = 2



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R2

Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	2	3	5	0	Hands, HTH(All)
Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



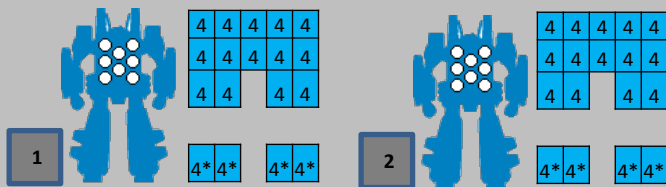
UEDF Armored Valkyrie Wing

Base Point Cost = 45 Base Command Points = 2



Armored VF-1A X2

HTH Base: 1



Type	Rng	MDC	Spec		
VF-1A					
GU-11	24	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)



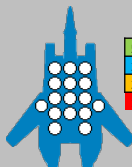
UEDF Super Valkyrie Wing

Base Point Cost = 55 Base Command Points = 2

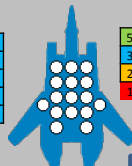


Super VF-1A X2

HTH Base: 1



1



2



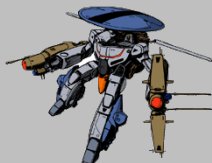
Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	4	5	6	2	Hands, HTH(All)
VF-1J Guardian	13	5	4	6	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	16	5	4	7	2	Flight, Afterburner, Aircraft, Fast Mover
VF-1A Battloid	6	3	4	6	0	Hands, HTH(All)
VF-1A Guardian	13	4	3	6	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	4	3	7	0	Flight, Afterburner, Aircraft, Fast Mover



UEDF VEF-1 Valkyrie

Base Point Cost = 30 Base Command Points = 2



VEF-1 X1

→ Electronic
Defense
Suite

HTH Base: 1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

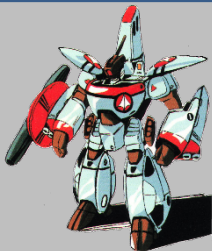
Type	Rng	MDC	Spec		
VEF-1					
Dual Head Lasers	9	2	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	2	3	5	0	Hands, HTH(All)
Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover



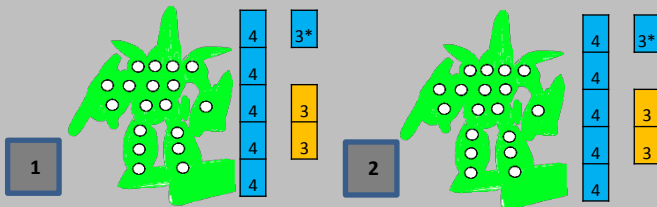
UEDF Jotun Squad

Base Point Cost = 50 Base Command Points = 2



Jotun VF-1A X2

HTH Base: 1



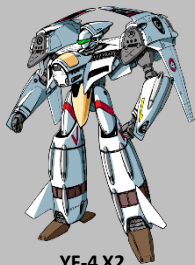
Type	Rng	MDC	Spec		
Jotun					
GU-12	32	5	Rapid Fire	Overwhelming	
Head Laser	9	1	Anti-Missile		
Hailstorm Pack	*	*	Missile	Volley(4)	SRM(23)
Hip Missile Pack	*	*	Missile	Volley(3)	MRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	2	3	5	0	Hands, HTH(All)



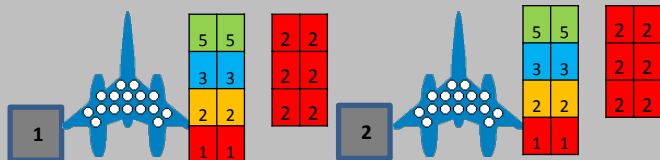
UEDF YF-4 Squad

Base Point Cost = 55 Base Command Points = 2



YF-4 X2

HTH Base: 1



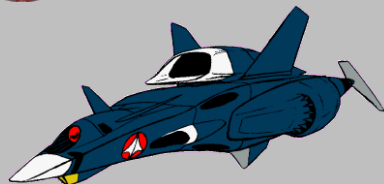
Type	Rng	MDC	Spec		
YF-4					
GU-11	24/12/12	6	Rapid Fire		
Shoulder Missile Pods	*	*	Missile	Volley(3)	LRM(12)
Wing Mounted Hardpoints (2)	*	*	Missile	Volley(3)	LRM(2)
Arm-Mounted Dual Particle Cannons	24	8	Split Fire	Overwhelming	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	3	4	5	0	Hands, HTH(All)
Guardian	12	4	3	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	14	3	3	6	0	Flight, Afterburner, Aircraft, Fast Mover

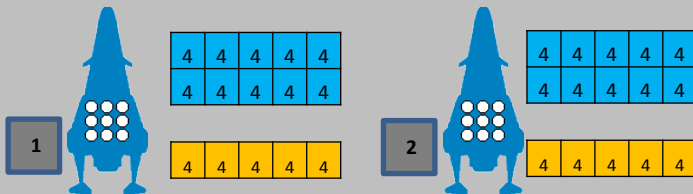


UEDF Ghost Squad

Base Point Cost = 35 Base Command Points = 2



QF-3000 Ghost x2



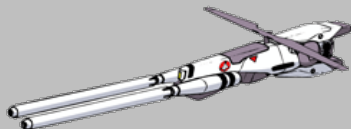
Type	Rng	MDC	Spec		
Ghost					
30MM Autocannons	30	12	Split Fire		
Improved Missile Launcher	*	*	Missile	MRM(20)	Volley(4)

Unit	MV	PIL	GUN	DF	LDR	Special			
Ghost	13	1	1	6	0	AI	Aircraft	Flight	Fast Mover



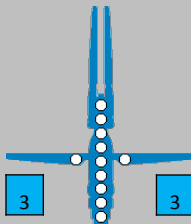
UEDF Lancer II Squadron

Base Point Cost = 35 Base Command Points = 2

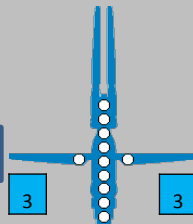


Lancer II x2

1



2



Type	Rng	MDC	Spec		
Lancer II					
Dual Particle Beams	48	10			
Short Range Missiles	*	*	Missile	SRM(6)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special			
Lancer II	22	1	3	5	0	Space	Aircraft	Afterburner	Fast Mover



UEDF VF-1D Valkyrie

Base Point Cost = 22 Base Command Points = 3



→ Co-Pilot

HTH Base: 1

VF-1D X1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

Type	Rng	MDC	Spec		
VF-1D					
GU-11	24/12/12	6	Rapid Fire		
Dual Head Lasers	9	2	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	LRM6)	Volley(X)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	3	4	5	2	Hands, HTH(All)
Guardian	10	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	3	3	6	2	Flight, Afterburner, Aircraft, Fast Mover



UEDF Armored VF-1D Valkyrie

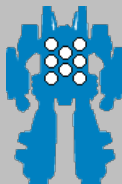
Base Point Cost = 27 Base Command Points = 3



→ Co-Pilot

Armored
VF-1D X1

HTH Base: 1



Type	Rng	MDC	Spec		
VF-1D					
GU-11	24	6	Rapid Fire		
Dual Head Lasers	9	2	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(X)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	4/5	2	3	5	2	Hands, HTH(All)
Guardian	NA/10	3	2	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/12	2	2	6	2	Flight, Afterburner, Aircraft, Fast Mover



UEDF Super VF-1D Valkyrie

Base Point Cost = 32 Base Command Points = 3



→ Co-Pilot

VF-1D X1

HTH Base: 1



5	5	5	5	5	5			4	4
3	3	3	3	3	3			4	4
2	2	2	2	2	2			4	4
1	1	1	1	1	1			4	4
								4	4

3* 3*

Type	Rng	MDC	Spec		
VF-1D					
GU-11	24/12/12	6	Rapid Fire		
Dual Head Lasers	9	2	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	SRM(46)	Volley (4/3*)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	3	4	6	2	Hands, HTH(All)
Guardian	13	4	3	6	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	4	3	7	2	Flight, Afterburner, Aircraft, Fast Mover



UEDF VF-1S

Base Point Cost = 30 Base Command Points = 5



VF-1S

HTH Base: 1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

Type	Rng	MDC	Spec		
VF-1S					
GU-11	24/12/12	6	Rapid Fire		
Quad Head Lasers	9	4	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	5	4	5	5	4	Hands, HTH(All)
Guardian	10	5	4	5	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	4	4	6	4	Flight, Afterburner, Aircraft, Fast Mover



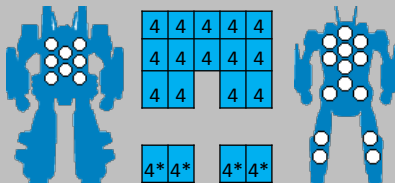
UEDF Armored VF-1S



Armored VF-1S

HTH Base: 1

Base Point Cost = 35 Base Command Points = 5



Type	Rng	MDC	Spec		
VF-1S					
GU-11	24/12/12	6	Rapid Fire		
Quad Head Lasers	9	4	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	4/5	4	5	5	4	Hands, HTH(All)
Guardian	NA/10	5	4	5	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/12	4	4	6	4	Flight, Afterburner, Aircraft, Fast Mover



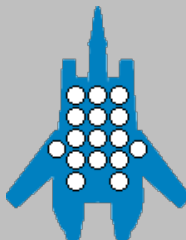
UEDF Super VF-1S



Super VF-1S

HTH Base: 1

Base Point Cost =40 Base Command Points = 5



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

4	4
4	4
4	4
4	4
4	4

3*	3*
----	----

Type	Rng	MDC	Spec		
VF-1S					
GU-11	24/12/12	6	Rapid Fire		
Quad Head Lasers	9	4	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley(4/3*)	SRM(46)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	4/5	4	5	6	4	Hands, HTH(All)
Guardian	NA/10	5	4	6	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/12	4	4	7	4	Flight, Afterburner, Aircraft, Fast Mover



Zentraedi Attack Squadron



Glaug

→ *Focused
Fire, Leap,
Spawn(6)*

HTH Base: 2

BB, K, JK, P, PP, STMP



Regult x9

→ *Focused
Fire, Leap,
Life is Cheap*

HTH Base: 2

BB, K, JK, STMP

Base Point Cost = 85 Base Command Points = 5



3 3



1



2



3



4



5



6



7



8



9

Unit	MV	PIL	GUN	DF	LDR
Glaug	7	3	3	7	4
Regult	5	2	1	6	0

Type	Rng	MDC	Spec		
Glaug					
Charged Particle Cannon	48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	15	2	Split Fire		
150MM Missiles	*	*	Missile	SRM(6)	Volley(X)
Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	
Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannons	12	2			
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire	



Zentraedi Attrition Squadron



Regult x12

→ *Focused Fire,
Leap, Life is Cheap*

HTH Base: 2

BB, K, JK, STMP

Base Point Cost = 70 Base Command Points = 0

Unit

MV

PIL

GUN

DF

LDR

Regult

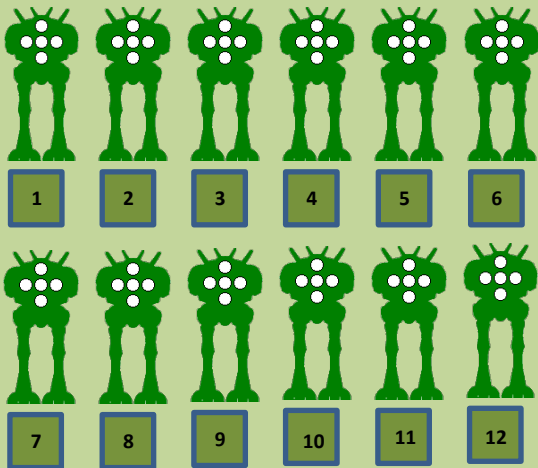
5

2

1

6

0



Type

Rng

MDC

Spec

Regult

Dual Heavy Particle Cannon

18

4

Accurate

Dual 22.33MM Autocannons

12

2

Dual Light Air Defense Lasers

9

2

Anti-Missile

Rear Fire



Zentraedi Artillery Squadron



Serauhaug-Regult x4

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



Gluuhau-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP

Base Point Cost = 90 Base Command Points = 0



6	6
6	6



6	6
6	6



6	6
6	6



6	6
6	6



1	1
1	1



1	1
1	1

Unit	MV	PIL	GUN	DF	LDR
Serauhaug-Regult	4	2	1	5	0
Gluuhau-Regult	4	2	1	5	0

Type	Rng	MDC	Spec		
Serauhaug-Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannon	12	2			
313 MM Missiles	*	*	Missiles	SRM(24)	Volley(6)
Gluuhau-Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannon	12	2			
791 MM Missiles	*	*	Missiles	LRM(4)	Volley(1)



Zentraedi Recon Squadron



Glaug

→ *Focused Fire, Leap, Spawn(6)*

HTH Base: 2
BB, K, JK, P, PP, STMP



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



Quel-Regult

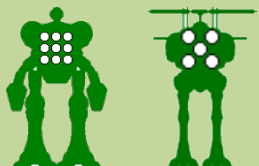
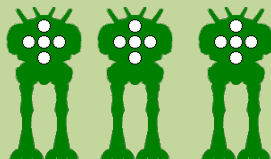
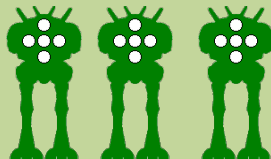
→ *Leap, Electronic Attack System*

HTH Base: 2
BB, K, JK, STMP

Unit	MV	PIL	GUN	DF	LDR
Glaug	7	3	3	7	4
Regult	5	2	1	6	0
Quel-Regult	6	2	1	6	2

Type	Rng	MDC	Spec		
Glaug					
Charged Particle Cannon	48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	15	2	Split Fire		
150MM Missiles	*	*	Missile	SRM(6)	Volley(3)
Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	
Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannons	12	2			
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire	

Base Point Cost = 75 Base Command Points = 7





Zentraedi Serau-Ger Infantry Squadron



Serau-Ger x12

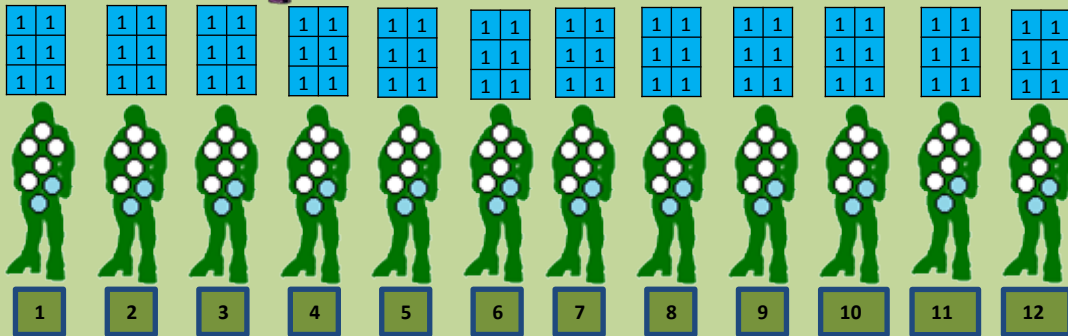
→ *Life is Cheap*

HTH Base: 0

HTH(All)

Base Point Cost = 25 Base Command Points = 0

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	0	4	0	0
Officer	3	2	1	4	2	+10



Type	Rng	MDC	Spec	Upgrade Cost		
Serau-Ger						
Particle Rifle	18	3	Accurate			
Flechette Cannon	12	2	Blast(2)			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+24 (Squadron)



Zentraedi Gluu-Ger Infantry Squadron



Gluu-Ger x12

→ *Life is Cheap*

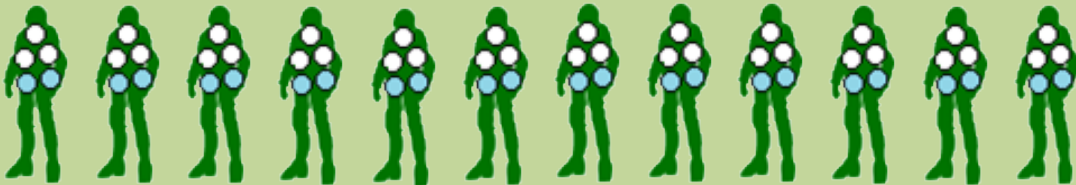
HTH Base: 0

HTH(All)

Base Point Cost = 35 Base Command Points = 0

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Gluu-Ger	4	1	0	4	0	
Officer	4	2	1	4	2	+10

1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1
1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1
1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1



1	2	3	4	5	6	7	8	9	10	11	12
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Type	Rng	MDC	Spec	Upgrade Cost		
Gluu-Ger						
Particle Rifle	18	3	Accurate			
Flechette Cannon	12	2	Blast(2)			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+24 (Squadron)



Zentraedi Regult Squad



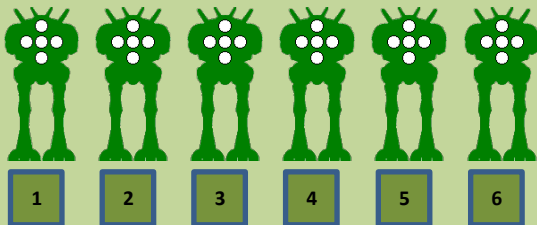
Regult x6

→ *Focused Fire,
Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP

Unit	MV	PIL	GUN	DF	LDR
Regult	5	2	1	6	0

Base Point Cost = 35 Base Command Points = 0



Type	Rng	MDC	Spec	
Regult				
Dual Heavy Particle Cannon	18	4	Accurate	
Dual 22.33MM Autocannons	12	2		
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire



Zentraedi Gluuhaug-Regult Squad

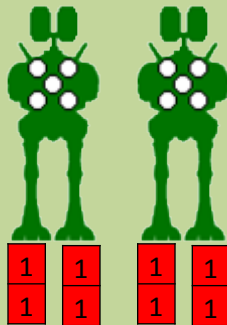
Base Point Cost = 40 Base Command Points = 0



Gluuhaug-
Regult x2

→ *Focused
Fire, Leap, Life
is Cheap*

HTH Base: 2
BB, K, JK, STMP



Unit	MV	PIL	GUN	DF	LDR
Gluuhaug-Regult	4	2	1	5	0

Type	Rng	MDC	Spec		
Gluuhaug-Regult					
Dual Heavy Particle Cannons	18	4	Accurate		
Dual 22.33MM Autocannons	12	2			
791 MM Missiles	*	*	Missiles	LRM(4)	Volley(1)



Zentraedi Serauhaug-Regult Squad

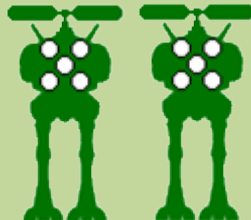
Base Point Cost = 25 Base Command Points = 0



Serauhaug-
Regult x2

→ *Focused Fire, Leap,
Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



6	6
6	6

6	6
6	6

Unit	MV	PIL	GUN	DF	LDR
Serauhaug-Regult	4	2	1	5	0

Type	Rng	MDC	Spec		
Serauhaug-Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannon	12	2			
313 MM Missiles	*	*	Missiles	SRM(24)	Volley(6)



Zentraedi Quel-Regult



Quel-Regult

→ *Leap,
Electronic
Attack
System*

HTH Base: 2
BB, K, JK, STMP

Base Point Cost = 15 Base Command Points = 2



Unit	MV	PIL	GUN	DF	LDR
Quel-Regult	6	2	1	6	2

Type	Rng	MDC	Spec
Quel-Regult	NA	NA	NA



Zentraedi Nousjadeul-Ger Squad



Nousjadeul-Ger x3

→ None

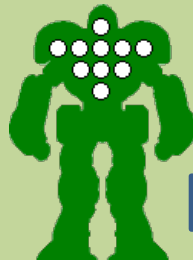
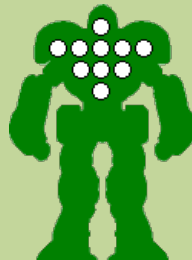
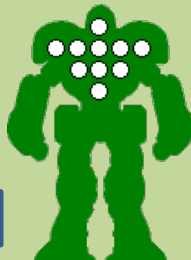
HTH Base: 1

HTH (All)

Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	4	3	3	5	0

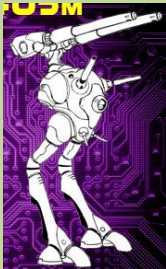
Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	30	4	
64MM Grenade Launcher	18	6	Blast(4)
Plasma Machine Pistol	12	8	Rapid Fire

Base Point Cost = 25 Base Command Points = 3





Zentraedi Telnesta-Regult Squad



Telnesta-Regult
Squad x2

→ *Focused Fire,
Leap, Life is
Cheap*

HTH Base: 2
BB, K, JK, STMP

Base Point Cost = 15 Base Command Points = 0

1



2

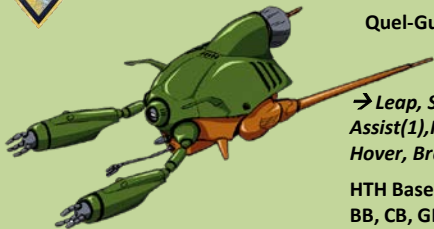


Unit	MV	PIL	GUN	DF	LDR
Telnesta-Regult	4	2	1	5	0

Type	Rng	MDC	Spec			
Telnesta-Regult						
Dual Heavy Particle Cannon	18	4	Accurate			
Dual 22.33MM Autocannons	12	2				
Dual Charged Particle Cannons	48	12	Accurate	Inescapable	Overwhelming	Slow Fire



Zentraedi Quel-Gulnau

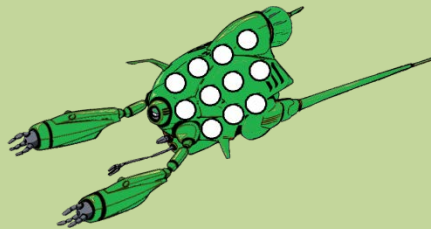


Quel-Gulnau

→ Leap, Spawn
Assist(1), Flight,
Hover, Brawl

HTH Base: 4
BB, CB, GR, P, PP

Base Point Cost = 10 Base Command Points = 1



Unit	MV	PIL	GUN	DF	LDR
Quel-Gulanu	11	2	1	5	0

Type	Rng	MDC	Spec
Quel-Gulnau			
Taser	8	*	Taser



Serau-Ger Infantry Squad



Serau-Ger x6

→ *Life is Cheap*

HTH Base: 0
HTH(All)

Base Point Cost = 15 Base Command Points = 0

1	1
1	1
1	1

1	1
1	1
1	1

1	1
1	1
1	1

1	1
1	1
1	1

1	1
1	1
1	1

1	1
1	1
1	1



1

2

3

4

5

6

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	0	4	0	0
Officer	3	2	1	4	2	+10

Type	Rng	MDC	Spec	Upgrade Cost		
Serau-Ger						
Particle Rifle	18	3	Accurate			
Flechette Cannon	12	2	Blast(2)			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+12 (Squad)



Zentraedi Gluu-Ger Infantry Squad



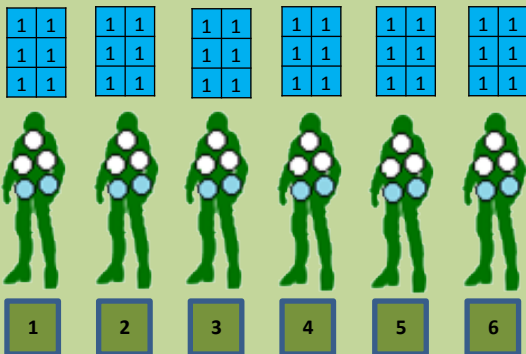
Gluu-Ger x6

→ *Life is Cheap*

HTH Base: 0
HTH(All)

Base Point Cost = 10 Base Command Points = 0

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Gluu-Ger	4	1	0	4	0	0
Officer	4	2	1	4	2	+10



Type	Rng	MDC	Spec	Upgrade Cost		
Gluu-Ger						
Particle Rifle	18	3	Accurate			
Flechette Cannon	12	2	Blast(2)			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+12 (Squad)



Zentraedi Glaug



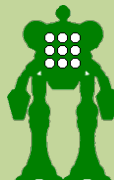
Glaug

→ *Focused Fire,
Leap, Spawn(6)*

HTH Base: 2

BB, K, JK, P, PP, STMP

Base Point Cost = 25 Base Command Points = 5



Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

Glaug	7	3	3	7	4
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Type	Rng	MDC	Spec		
------	-----	-----	------	--	--

Glaug					
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Charged Particle Cannon	48	6	Accurate	Overwhelming	
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Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
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Dual Electromagnetic Rail Cannons	15	2	Split Fire		
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150MM Missiles	*	*	Missile	SRM(6)	Volley(X)
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Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	
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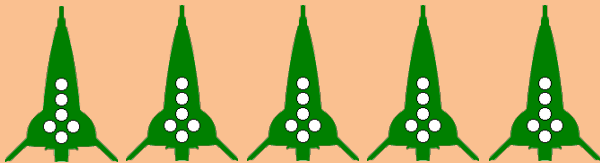
Zentraedi Gnerl Attack Squadron

Base Point Cost = 65 Base Command Points = 6



Gnerl x6

→ Aircraft,
Afterburner,
Fast Mover,
Flight



3	3
3	3
3	3

3	3
3	3
3	3

3	3
3	3
3	3

3	3
3	3
3	3

3	3
3	3
3	3

1

2

3

4

5

Unit	MV	PIL	GUN	DF	LDR
Gnerl	9	2	1	6	0

Type	Rng	MDC	Spec		
Gnerl					
Rotary Particle Cannon	15	6	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)



3	3
3	3
3	3

6



Zentraedi Nousjadeul-Ger Squadron



Nousjadeul-Ger x6

→ None

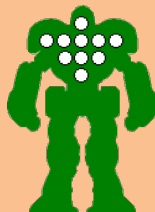
HTH Base: 1

HTH (All)

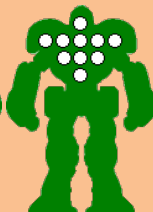
Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	4	3	3	5	0

Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	30	4	
64MM Grenade Launcher	18	6	Blast(4)
Plasma Machine Pistol	12	8	Rapid Fire

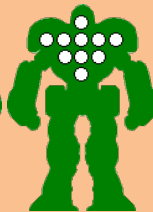
Base Point Cost = 50 Base Command Points = 6



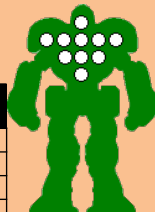
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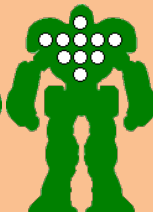
2



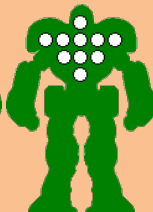
3



4



5



6



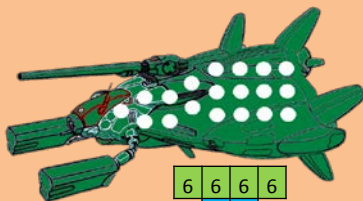
Zentraedi Glaug-Eldare Squadron

Base Point Cost = 150 Base Command Points = 15



Glaug-Eldare x3

→ Aircraft,
Afterburner,
Fast Mover,
Flight

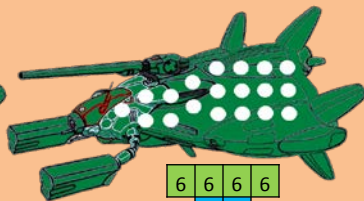


1

6 6 6 6

4 4

3 3

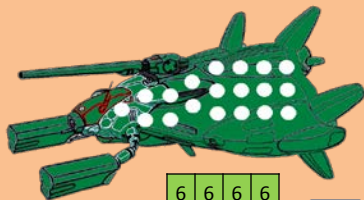


6 6 6 6

4 4

3 3

2



6 6 6 6

4 4

3 3

3

Unit	MV	PIL	GUN	DF	LDR
Glaug-Eldare	12	3	3	7	4

Type	Rng	MDC	Spec		
Glaug					
Charge Particle Cannon	48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	15	2	Split Fire		
150MM Missiles	*	*	Missile	SRM(6)	Volley(X)
Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	
Air-Defense Missiles	*	*	Missile	Mini(24)	Volley(6)
Anti-Aircraft Missiles	*	*	Missile	SRM(8)	Volley(4)



Zentraedi Qeadluun-Rau Squadron

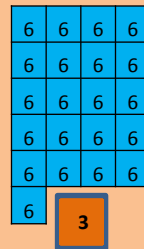
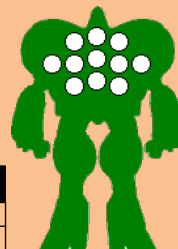
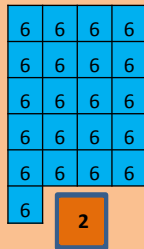
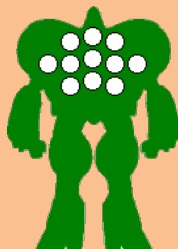
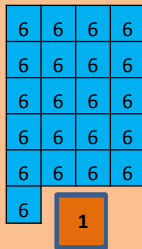
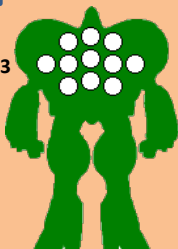
Base Point Cost = 100 Base Command Points = 9



Qeadluun-Rau x3

→ Hover,
Flight

HTH Base: 1
HTH (All)



Unit	MV	PIL	GUN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	Rng	MDC	Spec		
Qeadluun-Rau					
Dual 64MM Grenade Launcher	18	12	Blast(4)	Split Fire	
Dual Triple Barelled Particle Cannon	12	8	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)



Zentraedi Elite Gnerl Squad



Gnerl X3

Base Point Cost = 35 Base Command Points = 3



3	3
3	3
3	3

1



3	3
3	3
3	3

2



3	3
3	3
3	3

3

Type	Rng	MDC	Spec		
Gnerl					
Rotary Particle Cannon	15	6	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
Gnerl	9	2	1	6	0	Flight, Afterburner, Aircraft, Fast Mover



Zentraedi Elite Nousjadeul-Ger Squad



Nousjadeul-Ger x3

→ None

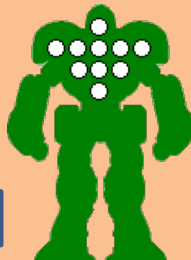
HTH Base: 1

HTH (All)

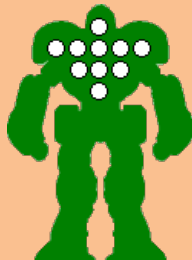
Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	4	3	3	5	0

Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	30	4	
64MM Grenade Launcher	18	6	Blast(4)
Plasma Machine Pistol	12	8	Rapid Fire

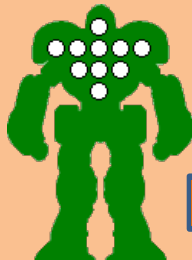
Base Point Cost = 25 Base Command Points = 3



1



2



3



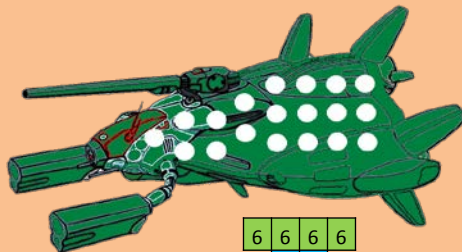
Zentraedi Glaug-Eldare

Base Point Cost = 50 Base Command Points = 5



Glaug-Eldare x3

→ Aircraft,
Afterburner,
Fast Mover,
Flight



6	6	6	6
4	4		

3	3
---	---

Unit	MV	PIL	GUN	DF	LDR
Glaug-Eldare	12	3	3	7	4

Type	Rng	MDC	Spec		
Glaug					
Charge Particle Cannon	48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	15	2	Split Fire		
150MM Missiles	*	*	Missile	SRM(6)	Volley(X)
Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	
Air-Defense Missiles	*	*	Missile	Mini(24)	Volley(8)
Anti-Aircraft Missiles	*	*	Missile	SRM(8)	Volley(4)



Zentraedi Glaug

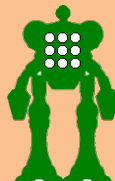


Glaug

→ *Focused*
Fire, Leap,
Spawn(6)

HTH Base: 2
BB, K, JK, P, PP, STMP

Base Point Cost = 25 Base Command Points = 5



Unit	MV	PIL	GUN	DF	LDR
Glaug	7	3	3	7	4

Type	Rng	MDC	Spec		
Glaug					
Charged Particle Cannon	48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	15	2	Split Fire		
150MM Missiles	*	*	Missile	SRM(6)	Volley(X)
Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile	



Zentraedi Qeadluun-Rau

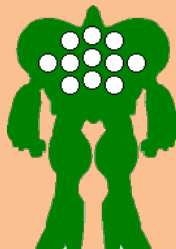
Base Point Cost = 30 Base Command Points = 3



Qeadluun-Rau x1

→ *Hover,
Flight*

HTH Base: 1
HTH (All)



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			

Unit	MV	PIL	GUN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	Rng	MDC	Spec		
Qeadluun-Rau					
Dual 64MM Grenade Launcher	18	12	Blast(4)	Split Fire	
Dual Triple Barelled Particle Cannon	12	8	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)



Malcontent Air Defense Squadron



Serauhaug-Regult x4

→ *Focused Fire, Leap, Life is Cheap*

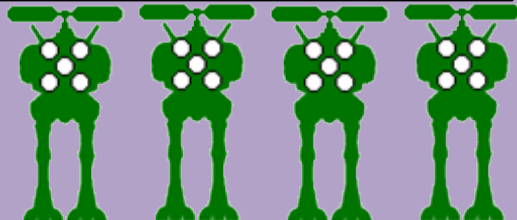
HTH Base: 2
BB, K, JK, STMP



→ *None*

HTH Base: 0
BB, K, STMP

Base Point Cost = 70 Base Command Points = 2



1

2

Unit

MV

PIL

GUN

DF

LDR

Serauhaug-Regult

4

2

1

5

0

Defender

6

2

2

4

0

Type

Rng

MDC

Spec

Serauhaug-Regult

Dual Heavy Particle Cannon

18

4

Accurate

Dual 22.33MM Autocannon

12

2

313 MM Missiles

*

*

Missiles

SRM(24)

Volley(6)

Defender

78 MM Autocannons

32

16

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

78 MM (Airburst)

32

14

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

AA

+5 (Pair)

78 MM (Tracer)

32

12

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

Tracer

+8 (Pair)



Malcontent Armored Assault Squadron

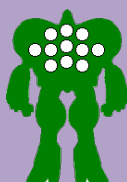


HTH Base: 1
HTH (All)



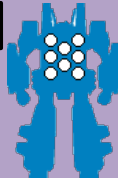
HTH Base: 1
HTH (All)

Queadluun-Rau x1
Armored VF-1A X3



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			

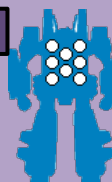
2



4	4	4	4	4
4	4	4	4	4
4	4		4	4

4*	4*	4*	4*
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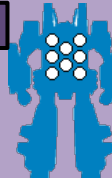
1



4	4	4	4	4
4	4	4	4	4
4	4		4	4

4*	4*	4*	4*
----	----	----	----

3



4	4	4	4	4
4	4	4	4	4
4	4		4	4

4*	4*	4*	4*
----	----	----	----

Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

VF-1A Battloid	5	2	3	5	0	Hands
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Queadluun-Rau	12	3	3	6	2	Hover, Flight
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Type	Rng	MDC	Spec		
------	-----	-----	------	--	--

VF-1A					
-------	--	--	--	--	--

GU-11	24	6	Rapid Fire		
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Head Laser	9	1	Anti-Missile		
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Barrage Missile Pack	*	*	Missile	SRM(72)	Volley(4)
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Queadluun-Rau					
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Dual 64MM Grenade Launcher	18	6	Blast(4)		
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Dual Triple Barelled Particle Cannon	12	8	Inescapable	Split Fire	
--------------------------------------	----	---	-------------	------------	--

Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)
------------------------------	---	---	---------	-----------	----------



Malcontent Artillery Support Squadron



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



Phalanx x2

→ *None*

HTH Base: 0
BB, K, STMP

Base Point Cost = 80 Base Command Points = 2



1

6	6
6	6



2

6	6
6	6



1

4	4	4	4
4	4	4	4
4	4	4	



2

4	4	4	4
4	4	4	4
4	4	4	

Unit

MV

PIL

GUN

DF

LDR

Serauhaug-Regult

4

2

1

5

0

Phalanx

5

1

2

4

0

Type

Rng

MDC

Spec

Serauhaug-Regult

Dual Heavy Particle Cannon

18

4

Accurate

Dual 22.33MM Autocannon

12

2

313 MM Missiles

*

*

Missiles

SRM(24)

Volley(6)

Phalanx

Derringer Missiles

*

*

Missile

LRM(44)

Volley(4)

RQV-10

6

1

Anti-Missile



Malcontent Main Battle Squadron



Nousjadeul-Ger x3

HTH Base: 1

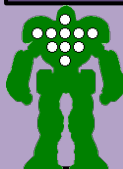
HTH (All)

Tomahawk X2

HTH Base: 1

BB, K, P, STMP

Base Point Cost = 65 Base Command Points = 5



1



2



1



3



2

Unit

MV

PIL

GUN

DF

LDR

Nousjadeul-Ger

4

3

3

5

0

Hands

Tomahawk

5

2

2

5

0

Focused
Fire

Type

Rng

MDC

Spec

Nousjadeul-Ger

NA

NA

NA

Shoulder Mounted Particle Cannon

30

4

64MM Grenade Launcher

18

6

Blast(4)

Plasma Machine Pistol

12

8

Rapid Fire

Tomahawk

Dual Heavy Particle Cannons

36

8

Overwhelming

Split Fire

Dual Missile Pods

*

*

Missile

SRM (24)

Volley (4)

Quad Rocket Launchers RDS-2

*

*

Missile

Mini (8)

Volley (2)

Rear Fire (4)

Dual TZ-IV Gun Clusters

9

8

Air-Defense Missile Pod

*

*

Missile

MRM (6)

Volley (1)

Dual .50 Cal Machineguns

9

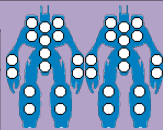
4



Malcontent Heavy Defense Squadron

Base Point Cost = 95 Base Command Points = 9

Unit	MV	PIL	GUN	DF	LDR	
Glaug	7	3	3	7	4	Focused Fire, Leap, Spawn(6), HTH Base: 2, BB, K, JK, P, PP, STMP
Tomahawk	5	2	2	5	0	Focused Fire, HTH Base: 1, BB, K, P, STMP
Spartan	7	2	3	5	0	Focused Fire, Brawler, HTH Base: 2, HTH (All)



4	4	4	4
4	4	4	4
4	4	4	4



4	4	4	4	4	4
1	1	1	1	1	1
	2	2	2*	2*	



4	4	4	4	4	4
1	1	1	1	1	1
	2	2	2*	2*	

Type	Rng	MDC	Spec			
Glaug						
Charged Particle Cannon		48	6	Accurate	Overwhelming	
Dual Heavy Particle Cannon		18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons		15	2	Split Fire		
150MM Missiles		*	*	Missile	SRM(6)	Volley(X)
Dual Light Autocannons		6	1	Rapid Fire	Anti-Missile	
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
Quad Rocket Launchers RDS-2	9	8				
Dual TZ-IV Gun Clusters	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	9	4				
Spartan						
TZ-IV Gun Cluster	9	4				
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
RQV-10	6	1	Anti-Missile			



3	3
---	---



Malcontent Light Raider Squadron

Base Point Cost = 65 Base Command Points = 2



Spartan x2

→ *Focused Fire + Brawler*

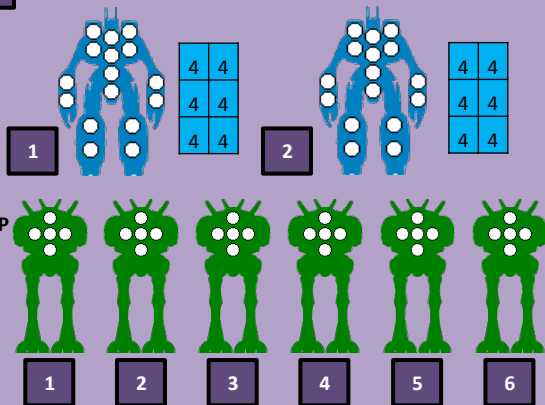
HTH Base: 2
HTH (All)



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



Unit	MV	PIL	GUN	DF	LDR
Spartan	7	2	3	5	0
Regult	5	2	1	6	0

Type	Rng	MDC	Spec		
Spartan					
TZ-IV Gun Cluster	9	4			
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)
RQV-10	6	1	Anti-Missile		
Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannons	12	2			
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire	



Malcontent Mixed Infantry Squadron

Base Point Cost = 65 Base Command Points = 2



Spartan x2



Serau-Ger x3



Gluu-Ger x3

HTH Base: 2

HTH (All)

HTH Base: 0

HTH(All)

HTH Base: 0

HTH(All)



4	4
4	4
4	4

1



4	4
4	4
4	4

2

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Spartan	7	2	3	5	0	
Regult	5	2	1	6	0	
Serau-Ger	3	1	0	4	0	0
Officer	3	2	1	4	2	+10
Gluu-Ger	4	1	0	4	0	0
Officer	4	2	1	4	2	+10



1
1
1
1
1
1

1



1
1
1
1
1
1

2



1
1
1
1
1
1

3



1
1
1
1
1
1

1



1
1
1
1
1
1

2

Type	Rng	MDC	Spec	Upgrade Cost
Spartan				
TZ-IV Gun Cluster	9	4		
Dual Missile Pods	*	*	Missile	SRM (24) Volley (4)
RQV-10	6	1	Anti-Missile	
Particle Rifle	18	3	Accurate	
Flechette Cannon	12	2	Blast(2)	
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6) Volley(1) +6(1/2 Infantry) +12(All Infantry)



1
1
1
1
1
1

3



Malcontent Assault Squadron



Nousjadeul-Ger
x3

→ Hands

HTH Base: 1
HTH(All)

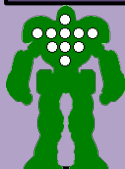


Regult x6

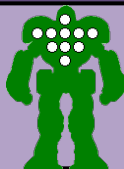
→ Focused Fire,
Leap, Life is Cheap

HTH Base: 2
BB, K, JK, STMP

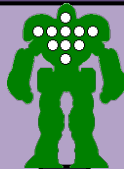
Base Point Cost = 65 Base Command Points = 2



1



2



3



1



2



3



4



5



6

Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	4	3	3	5	0
Regult	5	2	1	6	0

Type	Rng	MDC	Spec	
Nousjadeul-Ger	NA	NA	NA	
Shoulder Mounted Particle Cannon	30	4		
64MM Grenade Launcher	18	6	Blast(4)	
Plasma Machine Pistol	12	8	Rapid Fire	
Regult				
Dual Heavy Particle Cannon	18	4	Accurate	
Dual 22.33MM Autocannons	12	2		
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire



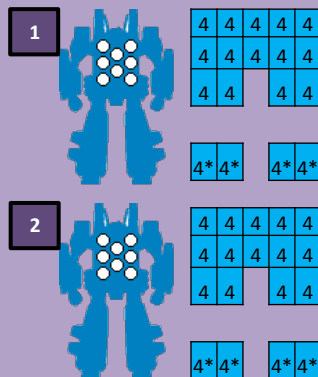
Malcontent Armored Valkyrie Squad



Armored VF-1A X2

HTH Base: 1
HTH (All)

Base Point Cost = 50 Base Command Points = 2



Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

VF-1A Battloid	5	2	3	5	0	Hands
----------------	---	---	---	---	---	-------

Type	Rng	MDC	Spec
------	-----	-----	------

VF-1A				
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GU-11	24	6	Rapid Fire	
-------	----	---	------------	--

Head Laser	9	1	Anti-Missile	
------------	---	---	--------------	--

Barrage Missile Pack	*	*	Missile	SRM(72) Volley(4)
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Malcontent Assault Destroid Squad

Base Point Cost = 35 Base Command Points = 2



Tomahawk x2

→ *Focused Fire*

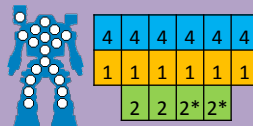
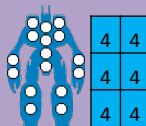
HTH Base: 1
BB, K, P, STMP



Spartan x2

→ *Focused Fire + Brawler*

HTH Base: 2
HTH (All)



Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

Tomahawk	5	2	2	5	0
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Spartan	7	2	3	5	0
---------	---	---	---	---	---

Type

Rng

MDC

Spec

Type	Rng	MDC	Spec				
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
Quad Rocket Launchers RDS-2	9	8					
Dual TZ-IV Gun Clusters	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)	
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)		
Dual .50 Cal Machineguns	9	4					
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
RQV-10	6	1	Anti-Missile				



Malcontent Support Destroid Squad

Base Point Cost = 30 Base Command Points = 2



→ None

HTH Base: 0
BB, K, STMP



→ None

HTH Base: 0
BB, K, STMP



4	4	4	4
4	4	4	4
4	4	4	

Unit	MV	PIL	GUN	DF	LDR
Phalanx	5	1	2	4	0
Defender	6	2	2	4	0

Type	Rng	MDC	Spec						
Phalanx									
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)				
RQV-10	6	1	Anti-Missile						
Defender									
78 MM Autocannons	32	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	32	14	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	AA	+5 (Pair)
78 MM (Tracer)	32	12	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+8 (Pair)



Malcontent Regult Squad

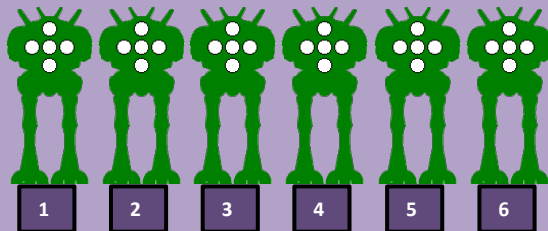
Base Point Cost = 35 Base Command Points = 0



Regult x6

→ *Focused
Fire, Leap, Life
is Cheap*

HTH Base: 2
BB, K, JK, STMP



Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

Regult	5	2	1	6	0
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Type	Rng	MDC	Spec
------	-----	-----	------

Regult			
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Dual Heavy Particle Cannon			
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Dual 22.33MM Autocannons			
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Dual Light Air Defense Lasers			
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Malcontent Regult Support Squad

Base Point Cost = 65 Base Command Points = 0



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



Gluuhauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 2
BB, K, JK, STMP



6	6
6	6



6	6
6	6



1	1
1	1



1	1
1	1

Unit	MV	PIL	GUN	DF	LDR
Serauhaug-Regult	4	2	1	5	0
Gluuhauhaug-Regult	4	2	1	5	0

Type	Rng	MDC	Spec		
Serauhaug-Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannon	12	2			
313 MM Missiles	*	*	Missiles	SRM(24)	Volley(6)
Gluuhauhaug-Regult					
Dual Heavy Particle Cannon	18	4	Accurate		
Dual 22.33MM Autocannon	12	2			
791 MM Missiles	*	*	Missiles	LRM(4)	Volley(1)



Malcontent Serau-Ger Infantry Squad



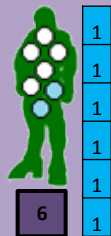
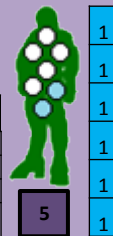
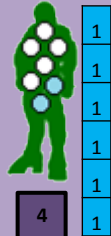
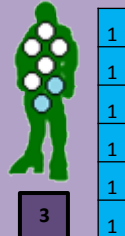
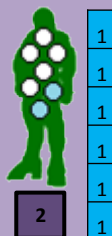
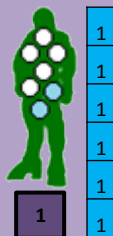
Serau-Ger x6

→ *Life is Cheap*

HTH Base: 0

HTH(All)

Base Point Cost = 15 Base Command Points = 0



Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	0	4	0	0
Officer	3	2	1	4	2	+5

Type	Rng	MDC	Spec	Upgrade Cost
Serau-Ger				
Particle Rifle	18	3	Accurate	
Flechette Cannon	12	2	Blast(2)	
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6) Volley(1) +12(Squad)



Malcontent Gluu-Ger Infantry Squad

Base Point Cost = 10 Base Command Points = 0

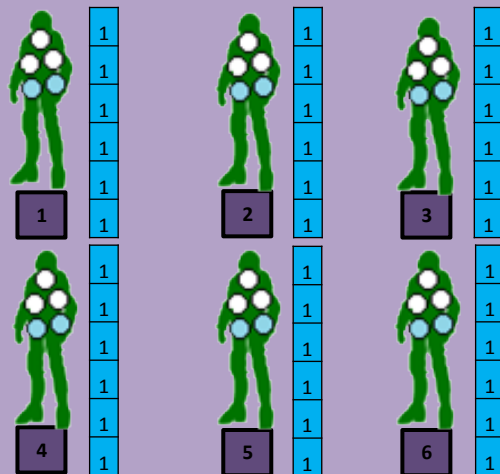


Gluu-Ger x6

→ *Life is Cheap*

HTH Base: 0
HTH(All)

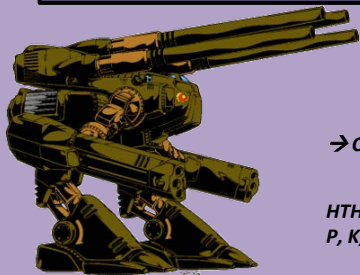
Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Gluu-Ger	4	1	0	4	0	0
Officer	4	2	1	4	2	+10



Type	Rng	MDC	Spec	Upgrade Cost		
Gluu-Ger						
Particle Rifle	18	3	Accurate			0
Flechette Cannon	12	2	Blast(2)			0
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+12(Squad)



Malcontent Mac II Monster

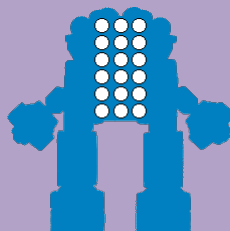


→ Co-Pilot

HTH Base: 3
P, K, STMP

Base Point Cost = 60 Base Command Points = 1

4	2	1
4	2	1
4	2	1



4	2	1
4	2	1
4	2	1

Unit	MV	PIL	GUN	DF	LDR
Command Monster	2	2	3	7	2

Type	Rng	MDC	Spec	Upgrade Cost			
Monster							
400 MM Autocannons	60	12	Accurate	Blast	Overwhelming	PowerUp	
Multi-Missile Launchers	*	*	Missile	LRM(6)	Volley(X)		
MK21 Laser Arms	42	12					+10



Malcontent Glaug

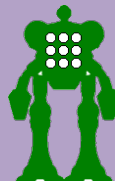


Glaug

→ *Focused Fire,
Leap, Spawn(6)*

HTH Base: 2
BB, K, JK, P, PP, STMP

Base Point Cost = 25 Base Command Points = 5



Unit	MV	PIL	GUN	DF	LDR
------	----	-----	-----	----	-----

Glaug	7	3	3	7	4
-------	---	---	---	---	---

Type	Rng	MDC	Spec			
------	-----	-----	------	--	--	--

Glaug						
-------	--	--	--	--	--	--

Charged Particle Cannon	48	6	Accurate	Overwhelming		
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Dual Heavy Particle Cannon	18	4	Accurate	Split Fire		
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Dual Electromagnetic Rail Cannons	15	2	Split Fire			
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150MM Missiles	*	*	Missile	Anti-Missile	SRM(6)	Volley(X)
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Dual Light Autocannons	6	1	Rapid Fire	Anti-Missile		
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Malcontent Quel-Regult



Quel-Regult

→ *Leap, Electronic
Attack System*

HTH Base: 2
BB, K, JK, STMP

Base Point Cost = 15 Base Command Points = 2



Unit	MV	PIL	GUN	DF	LDR
Quel-Regult	6	2	1	6	2

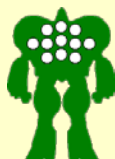
Type	Rng	MDC	Spec
Quel-Regult	NA	NA	NA



Malcontent Air Superiority Squadron



Queadluun-Rau x1
VF-1A X3



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

2

3

Type	Rng	MDC	Spec
VF-1A			
GU-11	24/12/12	6	Rapid Fire
Dual Head Lasers / Head Laser	9	1	Anti-Missile
Wing-Mounted Hardpoints (6)	*	*	Missile
Queadluun-Rau			
Dual 64MM Grenade Launcher	18	6	Blast(4)
Dual Triple Barelled Particle Cannon	12	8	Inescapable
Mini-Missile Launcher System	*	*	Missile

LRM(6)	Volley(X)
Split Fire	
Volley(6)	SRM(126)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	5	2	3	5	0	Hands, HTH Base: 1, HTH(All)
VF-1A Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH Base: 1, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover
Queadluun-Rau	12	3	3	6	2	Hover, Flight, HTH Base: 1, HTH(All)



Malcontent Air Superiority Squadron Upgraded VF-1A



Queadluun-Rau x1 VF-1A
X1 VF-1R x2



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1

Type	Rng	MDC	Spec
VF-1A / VF-1R			
GU-11	24/12/12	6	Rapid Fire
Head Laser / Dual Head Laser	9	1 / 2	Anti-Missile
NA / Head Mounted 20MM AC	6	2	Anti-Missile 3+
Wing-Mounted Hardpoints (6)	*	*	Missile
Queadluun-Rau			
Dual 64MM Grenade Launcher	18	6	Blast(4)
Dual Triple Barelled Particle Cannon	12	8	Inescapable
Mini-Missile Launcher System	*	*	Missile

5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

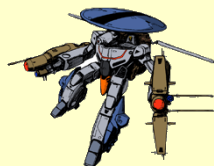
R2

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A/R Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A/R Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A/R Fighter	12	2	2	6	0	Flight, Afterburner, Aircraft, Fast Mover
Queadluun-Rau	12	3	3	6	2	Hover, Flight, HTH Base: 1, HTH(All)



Malcontent Assault Recon Squadron

Base Point Cost = 65 Base Command Points = 6



→ Electronic
Defense
Suite

HTH Base: 1

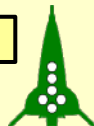


VEF-1 x1 Gnerl X3

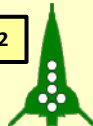


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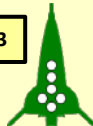
1



2



3



3	3
3	3
3	3

3	3
3	3
3	3

3	3
3	3
3	3

Type	Rng	MDC	Spec		
VEF-1					
Dual Head Lasers	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Gnerl					
Rotary Particle Cannon	15	6	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
VEF-1 Battloid	5	3	4	5	2	Hands, HTH(All)
VEF-1 Guardian	10	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VEF-1 Fighter	12	3	3	6	2	Flight, Afterburner, Aircraft, Fast Mover
Gnerl	9	2	1	6	0	Flight, Afterburner, Aircraft, Fast Mover



Malcontent Ground Attack Squadron

Base Point Cost = 75 Base Command Points = 7



HTH Base: 1



HTH Base: 1



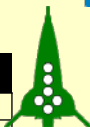
VF-1J x1 VF-1A x1 Gnerl X3



5	5	5	5	5	5
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2	2	2	2	2	2
1	1	1	1	1	1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1



3	3
3	3
3	3



3	3
3	3
3	3



3	3
3	3
3	3



Type	Rng	MDC	Spec			
VF-1J /VF-1A						
GU-11	24/12/12	6	Rapid Fire			
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile			
Wing-Mounted Hardpoints(6)	*	*	Missile	Volley(X)	SRM(18)	
Gnerl						
Rotary Particle Cannon	15	6	Overwhelming			
Anti-Aircraft Missiles	*	*	Missile	Anti-Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J /VF-1A Battloid	5	3/2	4/3	5	2/0	Hands, HTH(All)
VF-1J /VF-1A Guardian	10	4/3	3/2	5	2/0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J /VF-1A Fighter	12	3/2	3/2	6	2/0	Flight, Afterburner, Aircraft, Fast Mover



Malcontent Ground Attack Squadron Upgraded VF-1J



HTH Base: 1



HTH Base: 1



VF-1R(J) x1 VF-1A x1 Gnerl X3



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R(J)



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

A



3	3
3	3
3	3

1

3	3
3	3
3	3

2

3	3
3	3
3	3

3

Type	Rng	MDC	Spec		
VF-1R(J) /VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
NA / Head Mounted 20MM	6	2	Anti-Missile 3+	Rapid Fire	
Gnerl					
Rotary Particle Cannon	15	6	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1R(J) /VF-1A Battloid	5	3/2	4/3	5	2/0	Hands, HTH(All)
VF-1R(J) /VF-1A Guardian	10	4/3	3/2	5	2/0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R(J) /VF-1A Fighter	12	3/2	3/2	6	2/0	Flight, Afterburner, Aircraft, Fast Mover
Gnerl	9	2	1	6	0	Flight, Afterburner, Aircraft, Fast Mover



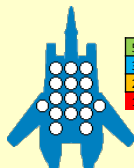
Malcontent Super Valkyrie Squadron

Base Point Cost = 100 Base Command Points = 4



Super VF-1A X4

HTH Base: 1

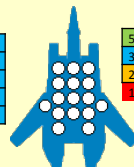


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3* 3*

1

4	4
4	4
4	4
4	4

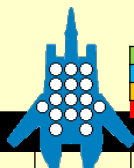


5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3* 3*

2

4	4
4	4
4	4
4	4

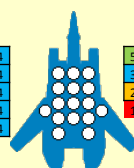


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2	2	2	2	2	2
1	1	1	1	1	1

3* 3*

3

4	4
4	4
4	4
4	4



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3* 3*

4

4	4
4	4
4	4
4	4

Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	6	3	4	6	0	Hands, HTH(All)
VF-1A Guardian	13	4	3	6	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	4	3	7	0	Flight, Afterburner, Aircraft, Fast Mover



Malcontent Valkyrie Squad



VF-1A x2

HTH Base: 1

Base Point Cost = 40 Base Command Points = 2



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

2

Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	3	6	0	Flight, Afterburner, Aircraft, Fast Mover



Malcontent Valkyrie Squad Upgraded to VF-1R

Base Point Cost = 50 Base Command Points = 2



VF-1A x2

HTH Base: 1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R2

Type	Rng	MDC	Spec		
VF-1R					
GU-11	24/12/12	6	Rapid Fire		
Dual Head Laser	9	2	Anti-Missile		
Head Mounted 20MM AC	9	1	Anti-Missile 3+		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	5	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	10	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	3	6	0	Flight, Afterburner, Aircraft, Fast Mover

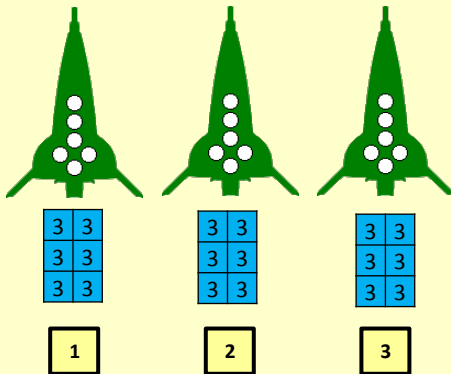


Malcontent Gnerl Squad



Gnerl X3

Base Point Cost = 35 Base Command Points = 3



Type	Rng	MDC	Spec		
Gnerl					
Rotary Particle Cannon	15	6	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
Gnerl	9	2	1	6	0	Flight, Afterburner, Aircraft, Fast Mover



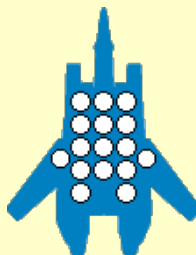
Malcontent Super Valkyrie Squad

Base Point Cost = 30 Base Command Points = 1



Super VF-1A X1

HTH Base: 1



5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

4	4
4	4
4	4
4	4
4	4

3*	3*
----	----

Type	Rng	MDC	Spec		
VF-1A					
GU-11	24/12/12	6	Rapid Fire		
Head Laser	9	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	6	3	4	6	0	Hands, HTH(All)
VF-1A Guardian	13	4	3	6	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	4	3	7	0	Flight, Afterburner, Aircraft, Fast Mover



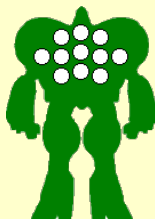
Malcontent Qeadluun-Rau



Qeadluun-Rau x1

HTH Base: 1
HTH (All)

Base Point Cost = 30 Base Command Points = 3



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			

Type	Rng	MDC	Spec		
Qeadluun-Rau					
Dual 64MM Grenade Launcher	18	6	Blast(4)		
Dual Triple Barelled Particle Cannon	12	8	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)

Unit	MV	PIL	GUN	DF	LDR	Special
Qeadluun-Rau	12	3	3	6	2	Hover, Flight