



## 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	1	2	5	0	0
Command Tomahawk	5	2	3	5	2	+10
Defender	6	3	2	4	0	0
Command Defender	6	4	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	82	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	16	8							
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)				
Dual .50 Cal Machineguns	13	2							
Defender									
78 MM Autocannons	72	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	48	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+5 (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	1	2	5	0	0
Command Tomahawk	5	2	3	5	2	+10

Type	Rng	MDC	Spec			
Tomahawk						
Dual Heavy Particle Cannons	82	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	16	8				
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	13	2				



## UEDF Artillery Squadron



Phalanx x4

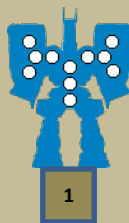
→ None

HTH Base: 0  
BB, K, STMP

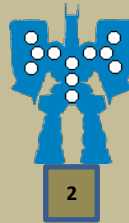
Unit	MV	PIL	GUN	DF	LDR	Upgrade
Phalanx	5	2	1	4	0	0
Command Phalanx	5	3	2	4	2	+10

Type	Rng	MDC	Spec		
Phalanx					
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)
RQV-10	8	1	Anti-Missile	Turret	

Base Point Cost = 80 Base Command Points = 4



1



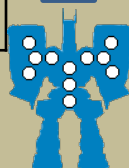
2



3



4





## UEDF Brawler Squadron



Tomahawk x2

→ **Focused Fire**

HTH Base: 1  
BB, K, P, STMP



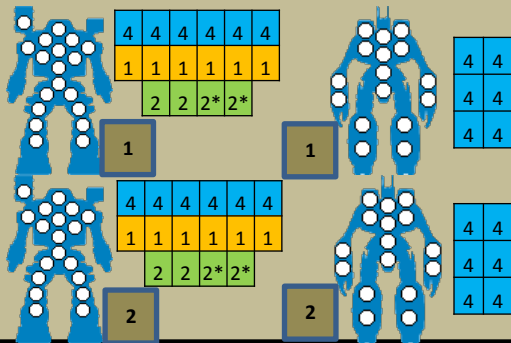
Spartan x2

→ **Focused Fire**  
+ Brawler

HTH Base: 2  
HTH (All)

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

Base Point Cost = 70 Base Command Points = 4



Type	Rng	MDC	Spec	Upgrade Cost			
Tomahawk							
Dual Heavy Particle Cannons	82	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	16	8					
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)		
Dual .50 Cal Machineguns	13	2					
Spartan							
TZ-IV Gun Cluster	16	4					
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
RQV-10	8	1	Anti-Missile	Turret			
GU-11	15	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

6

2

3

5

0

0

Command  
Spartan

6

3

4

5

2

+10

Type

Rng

MDC

Spec

Upgrade Cost

Spartan

TZ-IV Gun Cluster

16

4

Dual Missile Pods

\*

\*

Missile

SRM (24)

Volley (4)

RQV-10

8

1

Anti-Missile

Turret

GU-11

15

6

Rapid Fire

+20 (Squadron)

Melee Club

1

\*

Melee

+10(Squadron)



## 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	2	1	4	0	0
Command Phalanx	5	3	2	4	2	+10
Defender	6	3	2	4	0	0
Command Defender	6	4	3	4	2	+10

Type	Rng	MDC	Spec						Upgrade Cost
Phalanx									
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)				
RQV-10	8	1	Anti-Missile	Turret					
Defender									
78 MM Autocannons	72	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	48	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+5 (Pair)



## UEDF Tomahawk Squad



Tomahawk x2

→ *Focused Fire*

HTH Base: 1  
BB, K, P, STMP

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	1	2	5	0	0
Command Tomahawk	5	2	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	82	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	16	8				
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	13	2				



## 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	3	2	4	0

Type	Rng	MDC	Spec	Upgrade Cost					
Defender									
78 MM Autocannons	72	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	48	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+5 (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	6	2	3	5	0	0

Type	Rng	MDC	Spec	Upgrade Cost		
Spartan						
TZ-IV Gun Cluster	16	4				
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
RQV-10	8	1	Anti-Missile	Turret		
GU-11	15	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



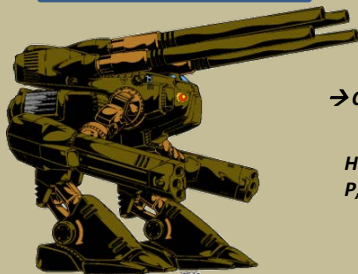
Unit	MV	PIL	GUN	DF	LDR
Phalanx	5	2	1	4	0

Type	Rng	MDC	Spec		
Phalanx					
Derringer Missiles	*	*	Missile	LRM(44)	Volley(4)
RQV-10	8	1	Anti-Missile	Turret	



# UEDF Mac II Monster

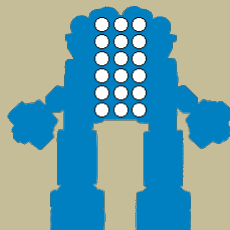
Base Point Cost = 50 Base Command Points = 1



→ Co-Pilot

HTH Base: 2  
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	82	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

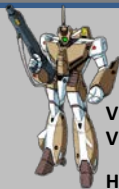
3

Type	Rng	MDC	Spec		
VF-1J /VF-1A					
GU-11	15	6	Rapid Fire		
Dual Head Lasers / Head Laser	8	2 / 1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	8	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	13	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	13	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1A Battloid	8	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	13	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	13	2	2	6	0	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	15	6	Rapid Fire		
Dual Lasers/ Head Laser / Dual Lasers	8	2 / 1 / 2	Anti-Missile		
NA / NA / Head-Mounted 20MM Autocannon	8	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	7	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	13	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	13	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1A/R Battloid	7	2	3	5	0	Hands, HTH(All)
VF-1A/R Guardian	13	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A/R Fighter	13	2	2	6	0	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

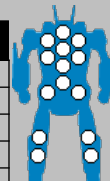
R



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	15	6	Rapid Fire		
Dual Head Lasers / Head Laser	8	2 / 1	Anti-Missile		
Head Mounted 20MM / NA	8	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	7	3	4	5	2	Hands, HTH(All)
VF-1R(J) Guardian	13	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R(J) Fighter	13	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1A Battloid	7	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	13	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	13	2	2	6	0	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



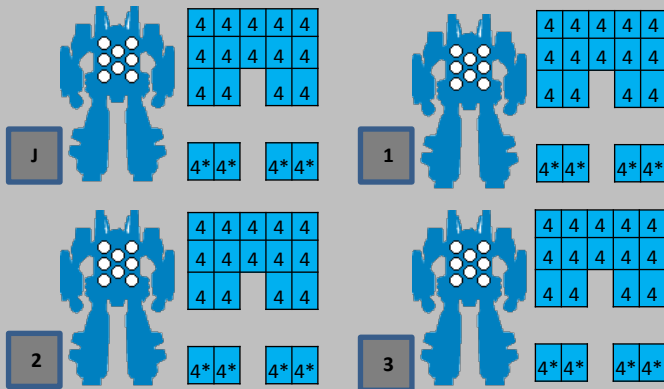
## UEDF Armored Valkyrie Squadron

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	15	6	Rapid Fire		
Dual Head Lasers / Head Laser	8	2 / 1	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All)
VF-1A Battloid	6	2	3	5	0	Hands, HTH(All)



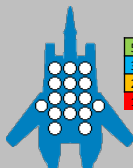
# UEDF Super Valkyrie Squadron

Base Point Cost = 110 Base Command Points = 6



Super VF-1J x1  
Super VF-1A x3

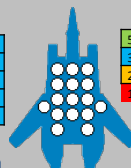
HTH Base: 1



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\*



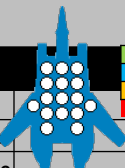
5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

3\* 3\*

4	4
4	4
4	4
4	4
4	4

J

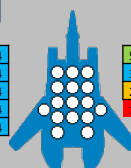
1



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\*



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	15	6	Rapid Fire		
Dual Lasers / Head Laser	8	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	7	4	4	5	2	Hands, HTH(All)
VF-1J Guardian	16	4	4	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	18	4	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1A Battloid	7	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	16	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	18	2	2	6	0	Afterburner, Aircraft, Fast Mover

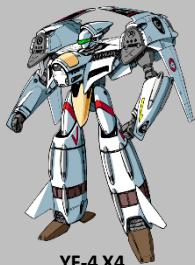






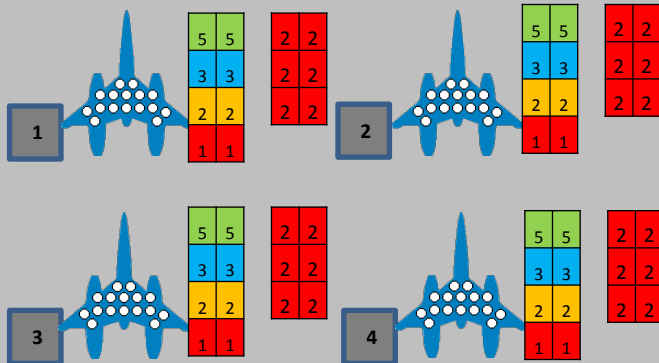
# UEDF YF-4 Squadron

Base Point Cost = 110 Base Command Points = 4



YF-4 X4

HTH Base: 1



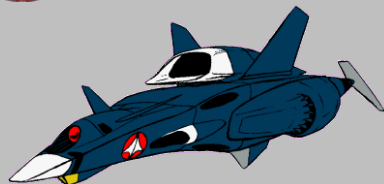
Type	Rng	MDC	Spec		
YF-4					
GU-11	15	6	Rapid Fire		
Shoulder Missile Pods	*	*	Missile	Volley(3)	LRM(12)
Wing Mounted Hardpoints (2)	*	*	Missile	Volley(3)	LRM(2)
Arm-Mounted Dual Particle Cannons	24	8	Split Fire	Overwhelming	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	7	3	4	5	0	Hands, HTH(All)
Guardian	14	4	3	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	14	3	3	6	0	Afterburner, Aircraft, Fast Mover

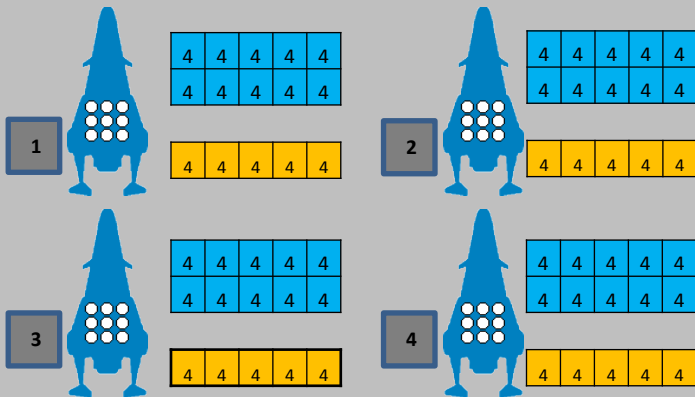


# UEDF Ghost Squadron

Base Point Cost = 70 Base Command Points = 4



QF-3000 Ghost x4



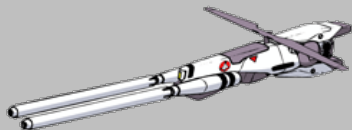
Type	Rng	MDC	Spec		
Ghost					
30MM Autocannons	30	12	Split Fire		
Improved Missile Launcher	*	*	Missile	MRM(20)	Volley(4)

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

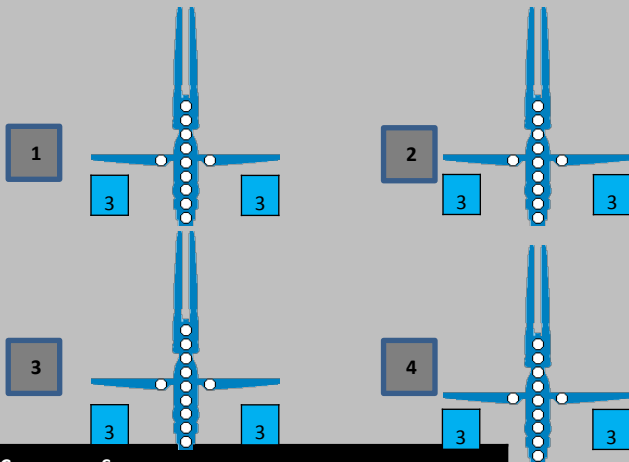


# UEDF Lancer II Squadron

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	15	6	Rapid Fire		
Head Laser	8	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	7	2	3	5	0	Hands, HTH(All)
Guardian	13	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	13	2	2	6	0	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	15	6	Rapid Fire		
Head Laser	8	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

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



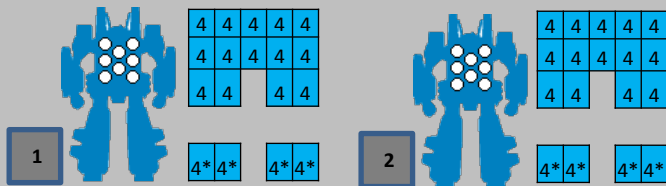
# UEDF Armored Valkyrie Wing

Base Point Cost = 45 Base Command Points = 2



Armored VF-1A X2

HTH Base: 1



Type	Rng	MDC	Spec		
VF-1A					
GU-11	15	6	Rapid Fire		
Head Laser	8	1	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	6	2	3	5	0	Hands, HTH(All)



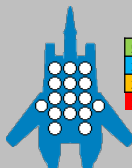
## UEDF Super Valkyrie Wing

Base Point Cost = 55 Base Command Points = 2



Super VF-1A X2

HTH Base: 1

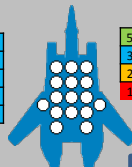


5	5	5	5	5
3	3	3	3	3
2	2	2	2	2
1	1	1	1	1

3\* 3\*

1

4	4
4	4
4	4
4	4
4	4



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

3\* 3\*

2

4	4
4	4
4	4
4	4
4	4

Type	Rng	MDC	Spec		
VF-1A					
GU-11	15	6	Rapid Fire		
Head Laser	8	1	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)

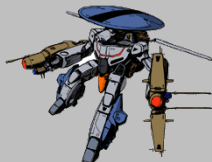
Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	7	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	18	3	2	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	18	2	2	6	0	Afterburner, Aircraft, Fast Mover





## 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

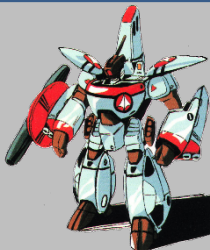
Type	Rng	MDC	Spec		
VEF-1					
Dual Head Lasers	8	2	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

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



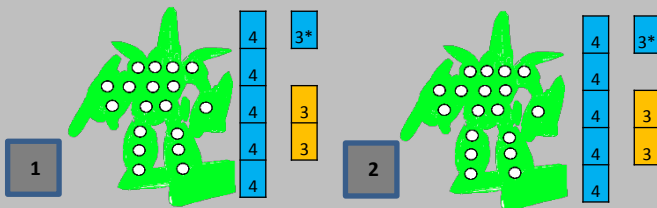
# UEDF Jotun Squad

Base Point Cost = 50 Base Command Points = 2



Jotun VF-1A X2

HTH Base: 1



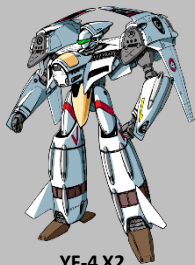
Type	Rng	MDC	Spec		
Jotun					
GU-12	22	5	Rapid Fire	Overwhelming	
Head Laser	8	1	Anti-Missile		
Hailstorm Pack	*	*	Missile	Volley(4)	SRM(23)
Hip Missile Pack	*	*	Missile	Volley(3)	MRM(6)

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



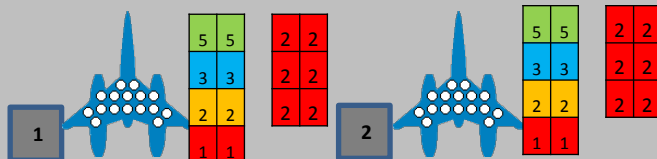
# UEDF YF-4 Squad

Base Point Cost = 55 Base Command Points = 2



YF-4 X2

HTH Base: 1



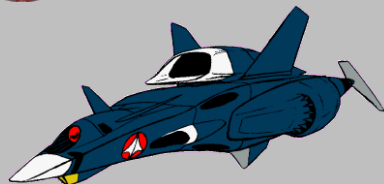
Type	Rng	MDC	Spec		
YF-4					
GU-11	15	6	Rapid Fire		
Shoulder Missile Pods	*	*	Missile	Volley(3)	LRM(12)
Wing-Mounted Hardpoints (2)	*	*	Missile	Volley(3)	LRM(2)
Arm-Mounted Dual Particle Cannons	24	8	Split Fire	Overwhelming	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	7	3	4	5	0	Hands, HTH(All)
Guardian	14	4	3	5	0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	14	3	3	6	0	Afterburner, Aircraft, Fast Mover

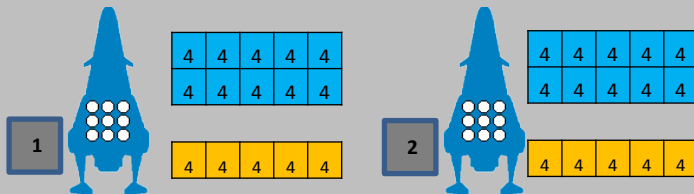


## UEDF Ghost Squad

Base Point Cost = 35 Base Command Points = 2



QF-3000 Ghost x2



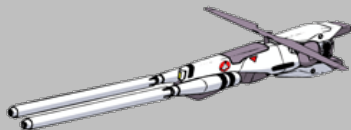
Type	Rng	MDC	Spec		
Ghost					
30MM Autocannons	30	12	Split Fire		
Improved Missile Launcher	*	*	Missile	MRM(20)	Volley(4)

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



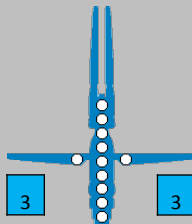
# UEDF Lancer II Squadron

Base Point Cost = 35 Base Command Points = 2

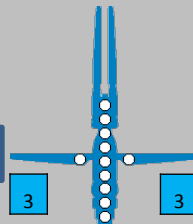


Lancer II x2

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	15	6	Rapid Fire		
Dual Head Lasers	8	2	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	LRM6)	Volley(X)

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



## UEDF Armored VF-1D Valkyrie

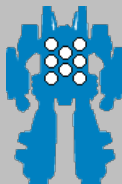
Base Point Cost = 27 Base Command Points = 3



→ Co-Pilot

Armored  
VF-1D X1

HTH Base: 1



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

4*	4*
4*	4*



Type	Rng	MDC	Spec		
VF-1D					
GU-11	15	6	Rapid Fire		
Dual Head Lasers	8	2	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(X)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6/7	4	4	5	2	Hands, HTH(All)
Guardian	NA/13	4	4	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/13	4	3	6	2	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	15	6	Rapid Fire		
Dual Head Lasers	8	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	7	4	4	5	2	Hands, HTH(All)
Guardian	16	4	4	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	18	4	4	6	2	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	15	6	Rapid Fire		
Quad Head Lasers	8	4	Anti-Missile		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	LRM(6)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	7	4	5	5	4	Hands, HTH(All)
Guardian	13	5	4	5	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	13	4	4	6	4	Afterburner, Aircraft, Fast Mover



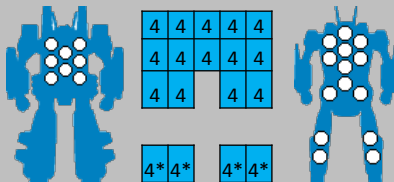
## UEDF Armored VF-1S

Base Point Cost = 35 Base Command Points = 5



Armored VF-1S

HTH Base: 1



Type	Rng	MDC	Spec		
VF-1S					
GU-11	15	6	Rapid Fire		
Quad Head Lasers	8	4	Anti-Missile		
Barrage Missile Pack	*	*	Missile	Volley(4)	SRM(72)

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6/7	4	5	5	4	Hands, HTH(All)
Guardian	NA/13	5	4	5	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/13	4	4	6	4	Afterburner, Aircraft, Fast Mover



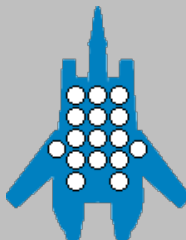
## UEDF Super VF-1S



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	15	6	Rapid Fire		
Quad Head Lasers	8	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	7	4	5	5	4	Hands, HTH(All)
Guardian	16	5	5	5	4	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	18	5	4	6	4	Afterburner, Aircraft, Fast Mover