



## Zentraedi Attack Squadron



Glaug

→ *Focused  
Fire, Leap,  
Spawn(6)*

HTH Base: 1

BB, K, JK, P, PP, STMP



Regult x9

→ *Focused  
Fire, Leap,  
Life is Cheap*

HTH Base: 1

BB, K, JK, STMP

Base Point Cost = 80 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	6	2	1	6	0

Type	Rng	MDC	Spec		
Glaug					
Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	18	8	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	6	2	Anti-Missile	Rear Fire	



## Zentraedi Attrition Squadron



Regult x12

→ *Focused Fire,  
Leap, Life is Cheap*

HTH Base: 1

BB, K, JK, STMP

Base Point Cost = 70 Base Command Points = 0

Unit

MV

PIL

GUN

DF

LDR

Regult

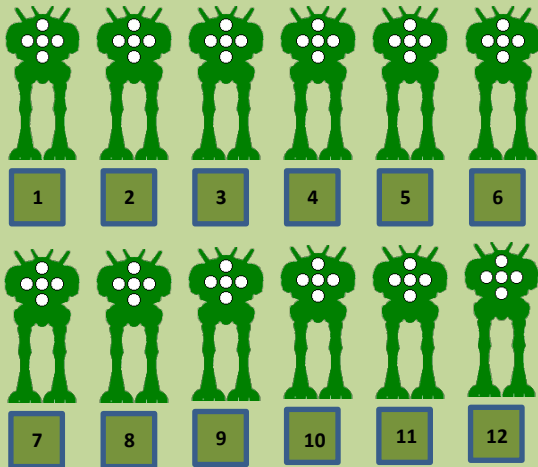
6

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

6

2

Anti-Missile

Rear Fire



## Zentraedi Artillery Squadron



Serauhaug-Regult x4

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1  
BB, K, JK, STMP



Gluuhau-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1  
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: 1  
BB, K, JK, P, PP, STMP



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1  
BB, K, JK, STMP



Quel-Regult

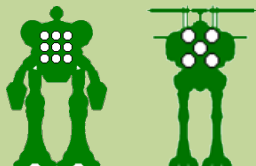
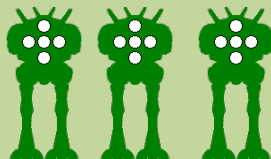
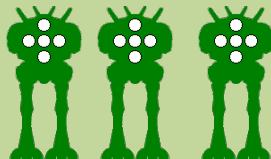
→ *Leap, Electronic Attack System*

HTH Base: 1  
BB, K, JK, STMP

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

Type	Rng	MDC	Spec		
Glaug					
Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	18	8	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	6	2	Anti-Missile	Rear Fire	

Base Point Cost = 75 Base Command Points = 7





## Zentraedi Serau-Ger Infantry Squadron



Serau-Ger x12

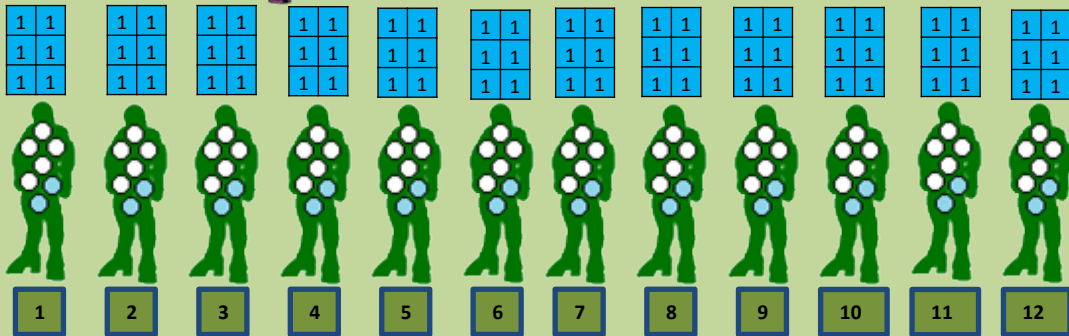
→ Life is Cheap

HTH Base: 0

HTH(All)

Base Point Cost = 35 Base Command Points = 0

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	1	5	0	0
Officer	3	2	1	5	2	+10



Type	Rng	MDC	Spec	Upgrade Cost
Serau-Ger				
Particle Rifle	15	5		
Flechette Cannon	10	4	Accurate	
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6) Volley(1) +24 (Squadron)



## Zentraedi Gluu-Ger Infantry Squadron



Gluu-Ger x12

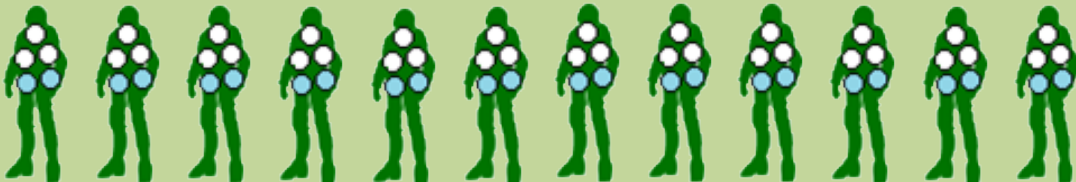
→ *Life is Cheap*

HTH Base: 0  
HTH(All)

Base Point Cost = 30 Base Command Points = 0

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Gluu-Ger	4	1	1	5	0	
Officer	4	2	1	5	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	15	5				
Flechette Cannon	10	4	Accurate			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+24 (Squadron)



## Zentraedi Regult Squad



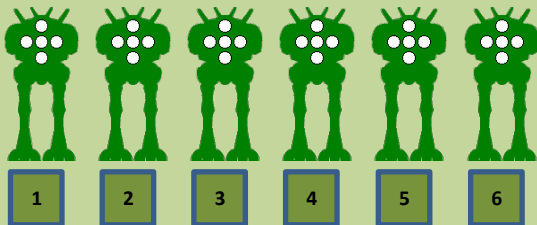
Regult x6

→ *Focused Fire,  
Leap, Life is Cheap*

HTH Base: 1  
BB, K, JK, STMP

Unit	MV	PIL	GUN	DF	LDR
Regult	6	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	6	2	Anti-Missile	Rear Fire



## Zentraedi Gluuhaug-Regult Squad

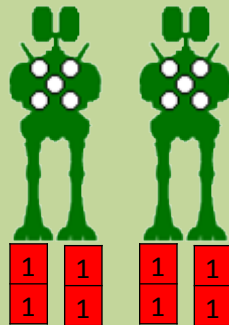
Base Point Cost = 40 Base Command Points = 0



Gluuhaug-  
Regult x2

→ *Focused  
Fire, Leap, Life  
is Cheap*

HTH Base: 1  
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

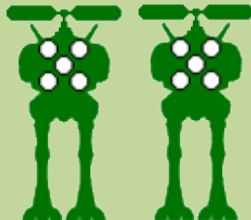
Base Point Cost = 25 Base Command Points = 0



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1  
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: 1  
BB, K, JK, STMP

Base Point Cost = 15   Base Command Points = 2



Unit	MV	PIL	GUN	DF	LDR
Quel-Regult	5	2	1	6	2

Type	Rng	MDC	Spec
Quel-Regult	NA	NA	NA



## Zentraedi Nousjadeul-Ger Squad



Nousjadeul-Ger x3

→ None

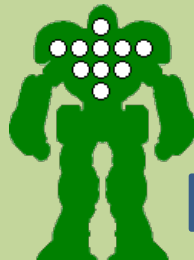
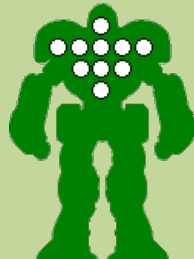
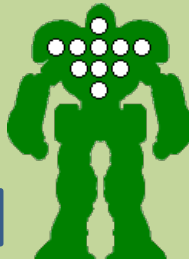
HTH Base: 1

HTH (All)

Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	3	2	5	0

Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	24	4	Overwhelming
64MM Grenade Launcher	12	6	Blast(4)
Plasma Machine Pistol	6	8	Rapid Fire

Base Point Cost = 25 Base Command Points = 3





## Zentraedi Telnesta-Regult Squad

Base Point Cost = 15 Base Command Points = 0



Telnesta-Regult  
Squad x2

→ *Focused Fire,  
Leap, Life is  
Cheap*

HTH Base: 1  
BB, K, JK, STMP

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	24	12	Accurate	Inescapable	Overwhelming	Slow Fire



## Zentraedi Quel-Gulnau

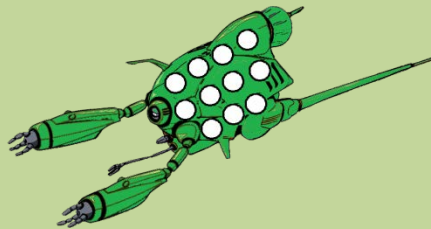


Quel-Gulnau

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

HTH Base: 2  
BB, CB, GR, P, PP

Base Point Cost = 10   Base Command Points = 1



Unit	MV	PIL	GUN	DF	LDR
Quel-Gulanu	9	2	1	5	0

Type	Rng	MDC	Spec
Quel-Gulnau			
Dual Tow Spikes	3	4	Grapple



## Serau-Ger Infantry Squad



Serau-Ger x6

→ *Life is Cheap*

HTH Base: 0  
HTH(All)

Base Point Cost = 20 Base Command Points = 0



1

2

3

4

5

6

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	1	5	0	0
Officer	3	2	1	5	2	+10

Type	Rng	MDC	Spec	Upgrade Cost		
Serau-Ger						
Particle Rifle	15	5				
Flechette Cannon	10	4	Accurate			
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6)	Volley(1)	+12 (Squad)



## Zentraedi Gluu-Ger Infantry Squad

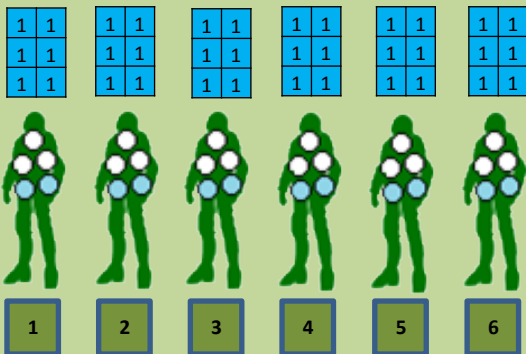
Base Point Cost = 10 Base Command Points = 0



Gluu-Ger x6

→ *Life is Cheap*

HTH Base: 0  
HTH(All)



Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Gluu-Ger	4	1	1	5	0	0
Officer	4	2	1	5	2	+10

Type	Rng	MDC	Spec	Upgrade Cost
Gluu-Ger				
Particle Rifle	15	5		
Flechette Cannon	10	4	Accurate	
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6) Volley(1) +12 (Squad)



## Zentraedi Glaug



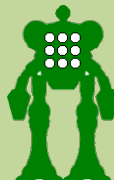
Glaug

→ *Focused Fire,  
Leap, Spawn(6)*

HTH Base: 1

BB, K, JK, P, PP, STMP

Base Point Cost = 25    Base Command Points = 5



Unit	MV	PIL	GUN	DF	LDR
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Glaug	7	3	3	7	4
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Type	Rng	MDC	Spec		
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Glaug					
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Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable
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Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
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Dual Electromagnetic Rail Cannons	18	8	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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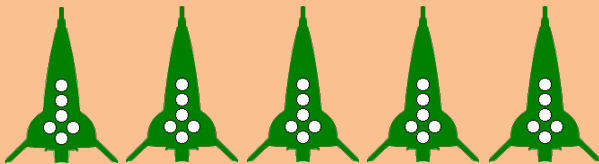
## Zentraedi Gnerl Attack Squadron

Base Point Cost = 65 Base Command Points = 6



Gnerl x6

→ Aircraft,  
Afterburner,  
Fast Mover



3	3
3	3
3	3

1

3	3
3	3
3	3

2

3	3
3	3
3	3

3

3	3
3	3
3	3

4

3	3
3	3
3	3

5

Unit	MV	PIL	GUN	DF	LDR
Gnerl	10	2	1	5	0

Type	Rng	MDC	Spec		
Gnerl					
Rotary Particle Cannon	15	4	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)

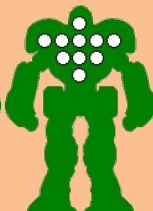
Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	3	2	5	0

Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	24	4	Overwhelming
64MM Grenade Launcher	12	6	Blast(4)
Plasma Machine Pistol	6	8	Rapid Fire

Base Point Cost = 50 Base Command Points = 6



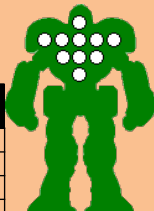
1



2



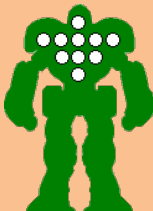
3



4



5



6



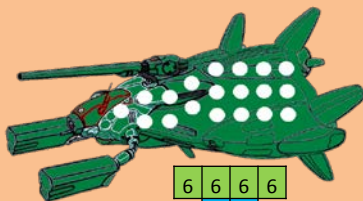
## Zentraedi Glaug-Eldare Squadron

Base Point Cost = 150 Base Command Points = 15



Glaug-Eldare x3

→ Aircraft,  
Afterburner,  
Fast Mover

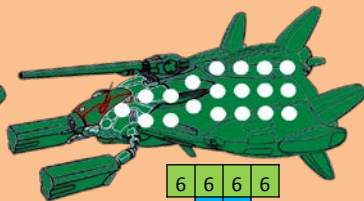


6 6 6 6

4 4

3 3

1

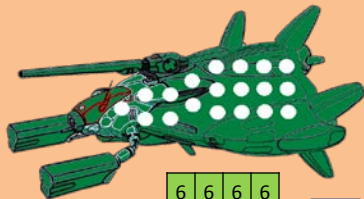


6 6 6 6

4 4

3 3

2



6 6 6 6

4 4

3 3

3

Unit	MV	PIL	GUN	DF	LDR
Glaug-Eldare	18	3	3	7	4

Type	Rng	MDC	Spec		
Glaug					
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	18	8	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

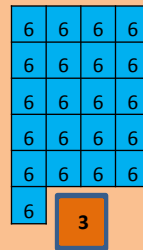
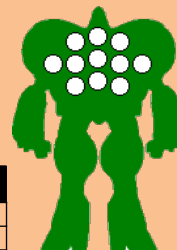
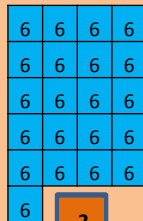
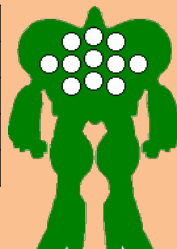
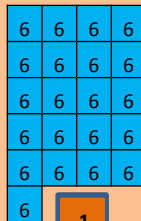
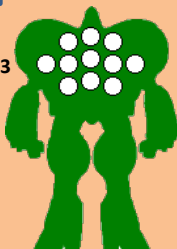
Base Point Cost = 100 Base Command Points = 9



Qeadluun-Rau x3

→ Hover,  
Flight

HTH Base: 1  
HTH (All)



Unit	MV	PIL	GUN	DF	LDR
Qeadluun-Rau	8/15	3	3	6	2

Type	Rng	MDC	Spec		
Qeadluun-Rau					
Dual 64MM Grenade Launcher	15	12	Blast(4)	Split Fire	
Dual Triple Barelled-Particle Cannon	15	6	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)

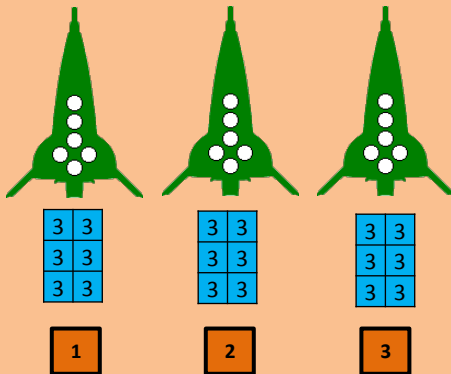


## Zentraedi Elite Gnerl Squad



Gnerl X3

Base Point Cost = 35 Base Command Points = 3



Type	Rng	MDC	Spec		
Gnerl					
Rotary Particle Cannon	15	4	Overwhelming		
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)

Unit	MV	PIL	GUN	DF	LDR	Special
Gnerl	10	2	1	5	0	Afterburner, Aircraft, Fast Mover



## Zentraedi Elite Nousjadeul-Ger Squad



Nousjadeul-Ger x3

→ None

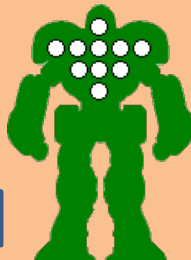
HTH Base: 1

HTH (All)

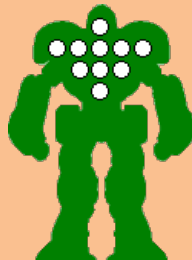
Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	3	2	5	0

Type	Rng	MDC	Spec
Nousjadeul-Ger	NA	NA	NA
Shoulder Mounted Particle Cannon	24	4	Overwhelming
64MM Grenade Launcher	12	6	Blast(4)
Plasma Machine Pistol	6	8	Rapid Fire

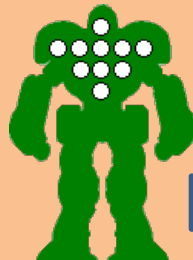
Base Point Cost = 25 Base Command Points = 3



1



2



3



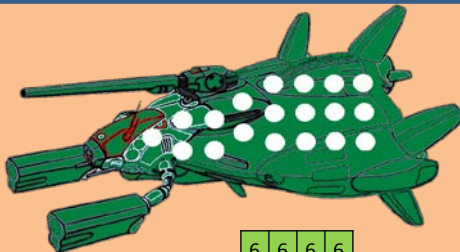
## Zentraedi Glaug-Eldare

Base Point Cost = 50 Base Command Points = 5



Glaug-Eldare x3

→ Aircraft,  
Afterburner,  
Fast Mover



6	6	6	6
4	4		

3	3
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Unit	MV	PIL	GUN	DF	LDR
Glaug-Eldare	18	3	3	7	4

Type	Rng	MDC	Spec		
Glaug					
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable
Dual Heavy Particle Cannon	18	4	Accurate	Split Fire	
Dual Electromagnetic Rail Cannons	18	8	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

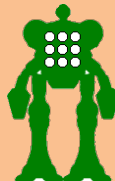


Glaug

→ *Focused*  
*Fire, Leap,*  
*Spawn(6)*

HTH Base: 1  
BB, K, JK, P, PP, STMP

Base Point Cost = 25 Base Command Points = 5



Unit	MV	PIL	GUN	DF	LDR
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Glaug	7	3	3	7	4
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Type	Rng	MDC	Spec		
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## Zentraedi Qeadluun-Rau

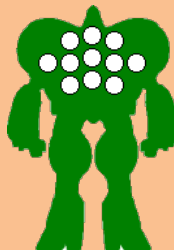
Base Point Cost = 35 Base Command Points = 3



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	8 / 15	3	3	6	2

Type	Rng	MDC	Spec		
Qeadluun-Rau					
Dual 64MM Grenade Launcher	15	12	Blast(4)	Split Fire	
Dual Triple-Barrelled Particle Cannon	15	6	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)