



Malcontent Air Defense Squadron



Serauhaug-Regult x4

→ Focused Fire, Leap, Life is Cheap

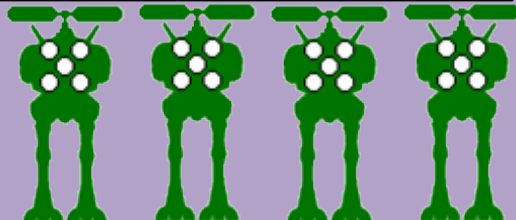
HTH Base: 1
BB, K, JK, STMP



→ None

HTH Base: 0
BB, K, STMP

Base Point Cost = 70 Base Command Points = 2



Unit	MV	PIL	GUN	DF	LDR
Serauhaug-Regult	4	2	1	5	0
Defender	6	3	2	4	0

Type	Rng	MDC	Spec							
Serauhaug-Regult										
Dual Heavy Particle Cannon	18	4	Accurate					1		2
Dual 22.33MM Autocannon	12	2								
313 MM Missiles	*	*	Missiles	SRM(24)	Volley(6)					
Defender										
78 MM Autocannons	30	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire			
78 MM (Airburst)	24	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+5 (Pair)	



Malcontent Armored Assault Squadron

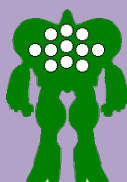


HTH Base: 1
HTH (All)



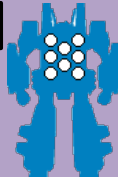
HTH Base: 1
HTH (All)

Queadluun-Rau x1
Armored VF-1A X3



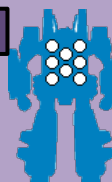
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			

2



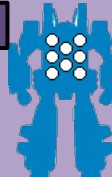
4	4	4	4	4
4	4	4	4	4
4	4		4	4
4*	4*		4*	4*

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	4	2	3	5	0
Queadluun-Rau	8 / 15	3	3	6	2

Type

Rng

MDC

Spec

VF-1A

GU-11

Head Laser

Barrage Missile Pack

Queadluun-Rau

Dual 64MM Grenade Launcher

Dual Triple Barelled Particle Cannon

Mini-Missile Launcher System

24

6

6

1

*

*

15

12

15

6

*

*

Rapid Fire

Anti-Missile

Missile

Blast(4)

Inescapable

Missile

SRM(72)

Split Fire

Volley(6)

Volley(4)

SRM(126)



Malcontent Artillery Support Squadron



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1
BB, K, JK, STMP



Phalanx x2

→ *None*

HTH Base: 0
BB, K, STMP

Base Point Cost = 80 Base Command Points = 2

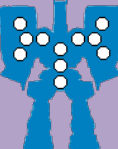


1

6	6
6	6



2



4	4	4	4
4	4	4	4
4	4	4	

1



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

2

1

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

Turret



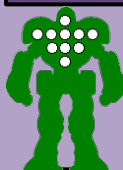
Malcontent Main Battle Squadron



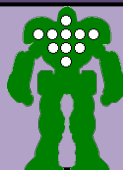
Nousjadeul-Ger x3
HTH Base: 1
HTH (All)

Tomahawk X2
HTH Base: 1
BB, K, P, STMP

Base Point Cost = 65 Base Command Points = 5



1



2



3



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

1



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

2

Unit	MV	PIL	GUN	DF	LDR	
Nousjadeul-Ger	5	3	2	5	0	Hands
Tomahawk	5	1	2	5	0	Focused Fire

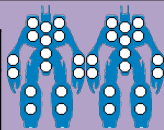
Type	Rng	MDC	Spec			
Nousjadeul-Ger	NA	NA	NA			
Shoulder Mounted Particle Cannon	24	4	Overwhelming			
64MM Grenade Launcher	15	6	Blast(4)			
Plasma Machine Pistol	6	8	Rapid Fire			
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
Quad Rocket Launchers RDS-2	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)
Dual TZ-IV Gun Clusters	13	8				
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	10	2				



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: 1, BB, K, JK, P, PP, STMP
Tomahawk	5	1	2	5	0	Focused Fire, HTH Base: 1 BB, K, P, STMP
Spartan	6	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*		



3	3
---	---

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		
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	13	8				
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)	
Dual .50 Cal Machineguns	10	2				
Spartan						
TZ-IV Gun Cluster	10	4				
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
RQV-10	6	1	Anti-Missile	Turret		



Malcontent Light Raider Squadron

Base Point Cost = 65 Base Command Points = 2



Spartan x2

→ *Focused Fire*
+ *Brawler*

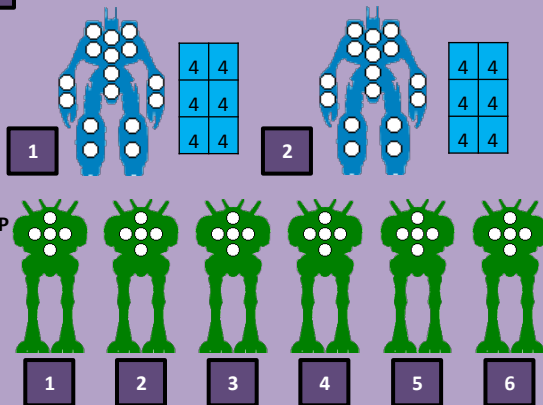
HTH Base: 2
HTH (All)



Regult x6

→ *Focused Fire*, *Leap*,
Life is Cheap

HTH Base: 1
BB, K, JK, STMP



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

Type	Rng	MDC	Spec		
Spartan					
TZ-IV Gun Cluster	13	4			
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)
RQV-10	6	1	Anti-Missile	Turret	
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	



Malcontent Mixed Infantry Squadron

Base Point Cost = 55 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	6	2	3	5	0	
Serau-Ger	3	1	1	5	0	0
Officer	3	2	1	5	2	+10
Gluu-Ger	4	1	1	5	0	0
Officer	4	2	1	5	2	+10



1
1
1
1
1

1



1
1
1
1
1

2



1
1
1
1
1

3



1
1
1
1
1

1



1
1
1
1
1

2

Type	Rng	MDC	Spec	Upgrade Cost
Spartan				
TZ-IV Gun Cluster	13	4		
Dual Missile Pods	*	*	Missile	SRM (24) Volley (4)
RQV-10	6	1	Anti-Missile	Turret
Infantry				
Particle Rifle	15	5		
Flechette Cannon	10	4	Accurate	
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)

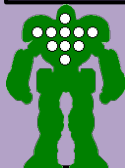


Regult x6

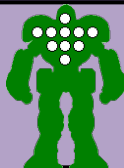
→ Focused Fire,
Leap, Life is Cheap

HTH Base: 1
BB, K, JK, STMP

Base Point Cost = 60 Base Command Points = 2



1



2



3



1



2



3



4



5



6

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

Type	Rng	MDC	Spec	
Nousjadeul-Ger	NA	NA	NA	
Shoulder Mounted Particle Cannon	24	4	Overwhelming	
64MM Grenade Launcher	15	6	Blast(4)	
Plasma Machine Pistol	6	8	Rapid Fire	
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



Malcontent Armored Valkyrie Squad



Armored VF-1A X2

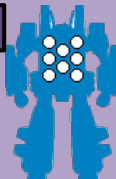
HTH Base: 1
HTH (All)

Unit	MV	PIL	GUN	DF	LDR	
VF-1A Battloid	4	2	3	5	0	Hands

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

Base Point Cost = 50 Base Command Points = 2

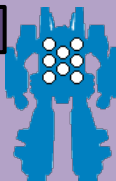
1



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

4^*	4^*
-------	-------

2



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

4^*	4^*
-------	-------



Malcontent Assault Destroid Squad

Base Point Cost = 35 Base Command Points = 2



Tomahawk x2

→ *Focused Fire*

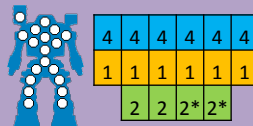
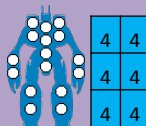
HTH Base: 1
BB, K, P, STMP



Spartan x2

→ *Focused Fire + Brawler*

HTH Base: 2
HTH (All)



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

Tomahawk	5	2	2	5	0
----------	---	---	---	---	---

Spartan	6	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	*	*	Missile	Mini (8)	Volley (2)	Rear Fire (4)	
Dual TZ-IV Gun Clusters	13	8					
Air-Defense Missile Pod	*	*	Missile	MRM (6)	Volley (1)		
Dual .50 Cal Machineguns	10	2					
Spartan							
TZ-IV Gun Cluster	13	4					
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)		
RQV-10	6	1	Anti-Missile	Turret			



Malcontent Support Destroyer Squad

Base Point Cost = 30 Base Command Points = 2



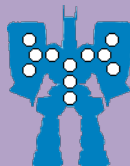
→ None

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	2	1	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	Turret					
Defender									
78 MM Autocannons	30	16	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	24	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Tracer	+5 (Pair)



Malcontent Regult Squad

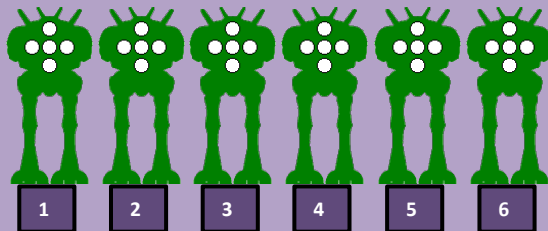
Base Point Cost = 35 Base Command Points = 0



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

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



Malcontent Regult Support Squad

Base Point Cost = 65 Base Command Points = 0



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

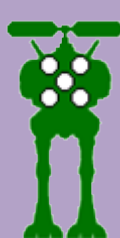
HTH Base: 1
BB, K, JK, STMP



Gluuhauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH Base: 1
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



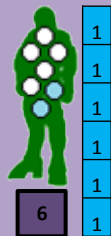
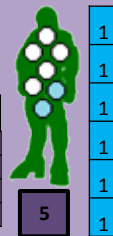
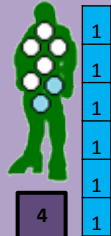
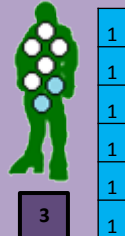
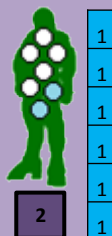
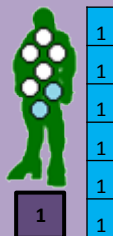
Serau-Ger x6

→ *Life is Cheap*

HTH Base: 0

HTH(All)

Base Point Cost = 20 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	+5

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)



Malcontent Gluu-Ger Infantry Squad



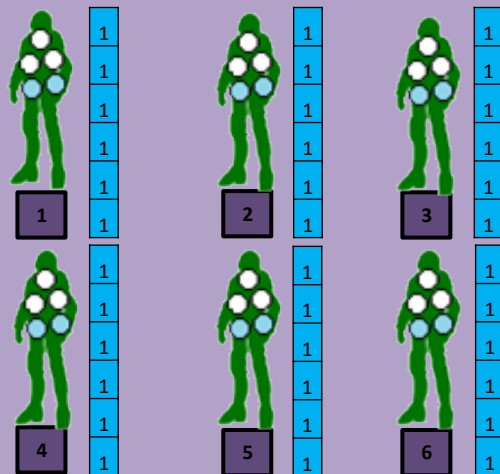
Gluu-Ger x6

→ *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

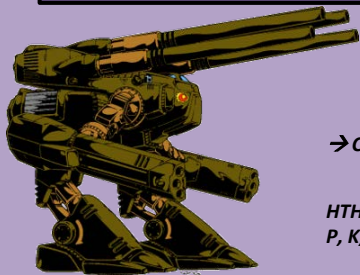
Base Point Cost = 15 Base Command Points = 0



Type	Rng	MDC	Spec	Upgrade Cost
Gluu-Ger				
Particle Rifle	15	4		0
Flechette Cannon	10	4	Accurate	0
Shoulder Mounted Missile Launcher	*	*	Missile	SRM(6) Volley(1) +12(Squad)



Malcontent Mac II Monster

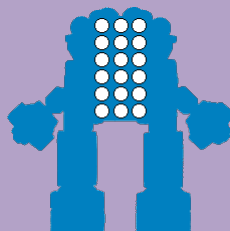


→ Co-Pilot

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	36	12					+10



Malcontent Glaug

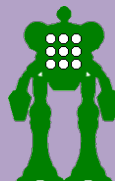
Base Point Cost = 25 Base Command Points = 5



Glaug

→ *Focused Fire,
Leap, Spawn(6)*

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



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

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

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



Malcontent 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

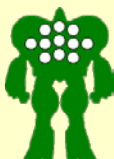


Malcontent Air Superiority Squadron



Queadluun-Rau x1
VF-1A X3

Base Point Cost = 90 Base Command Points = 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

Type	Rng	MDC	Spec			
VF-1A						
GU-11	24/12/12	6	Rapid Fire			
Dual Head Lasers / Head Laser	6	1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1
Queadluun-Rau						
Dual 64MM Grenade Launcher	15	12	Blast(4)			
Dual Triple-Barrelled Particle Cannon	15	6	Inescapable	Split Fire		
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)	



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

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	Afterburner, Aircraft, Fast Mover
Queadluun-Rau	8/15	3	3	6	2	Hover, Flight, HTH Base: 1, HTH(All)

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

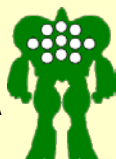


Malcontent Air Superiority Squadron Upgraded VF-1A

Base Point Cost = 100 Base Command Points = 6



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



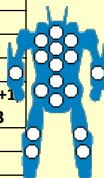
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			



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	MCC	Spec	Upgrade		
VF-1A / VF-1R						
GU-11	24/12/12	6	Rapid Fire			
Head Laser / Dual Head Laser	6	1 / 2	Anti-Missile			
NA / Head Mounted 20MM AC	6	2	Anti-Missile 3+	Rapid Fire		
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1 Grav Bombs +3
Nose Lasers	9	2				+1
Queadluun-Rau						
Dual 64MM Grenade Launcher	15	12	Blast(4)			
Dual Triple-Barrelled Particle Cannon	15	6	Inescapable	Split Fire		
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)	



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-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	Afterburner, Aircraft, Fast Mover
Queadluun-Rau	8/15	3	3	6	2	Hover, Flight, HTH Base: 1, HTH(All)



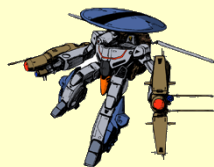
5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

R2



Malcontent Assault Recon Squadron

Base Point Cost = 65 Base Command Points = 6



→ Electronic
Defense
Suite

HTH Base: 1

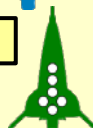


VEF-1 x1 Gnerl X3

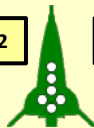


5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

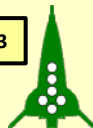
1



2



3



Type	Rng	MDC	Spec			
VEF-1						
Dual Head Lasers	6	1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1
Gnerl						
Rotary Particle Cannon	15	4	Overwhelming			
Anti-Aircraft Missiles	*	*	Missile	SRM(18)	Volley(3)	

3	3
3	3
3	3

3	3
3	3
3	3

3	3
3	3
3	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	Afterburner, Aircraft, Fast Mover
Gnerl	10	2	1	5	0	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
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

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-1J /VF-1A						
GU-11	24/12/12	6	Rapid Fire			
Dual Lasers / Head Laser	6	2 / 1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1
Gnerl						
Rotary Particle Cannon	15	4	Overwhelming			
Anti-Aircraft Missiles	*	*	Anti-Missile	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	Afterburner, Aircraft, Fast Mover
Gnerl	10	2	1	5	0	Afterburner, Aircraft, Fast Mover



Malcontent Ground Attack Squadron Upgraded VF-1J



Base Point Cost = 85 Base Command Points = 7

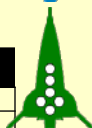
5	5	5	5	5	5
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

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

3	3
3	3
3	3

3	3
3	3
3	3

1

2

3

HTH Base: 1 HTH Base: 2 VF-1R(J) x1 VF-1A x1 Gnerl X3

Type	Rng	MDC	Spec			
VF-1R(J) / VF-1A						
GU-11	24/12/12	6	Rapid Fire			
Dual Lasers / Head Laser	6	2 / 1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1
NA / Head Mounted 20MM	6	2	Anti-Missile 3+	Rapid Fire		
Gnerl						
Rotary Particle Cannon	15	4	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	Afterburner, Aircraft, Fast Mover
Gnerl	10	2	1	5	0	Afterburner, Aircraft, Fast Mover



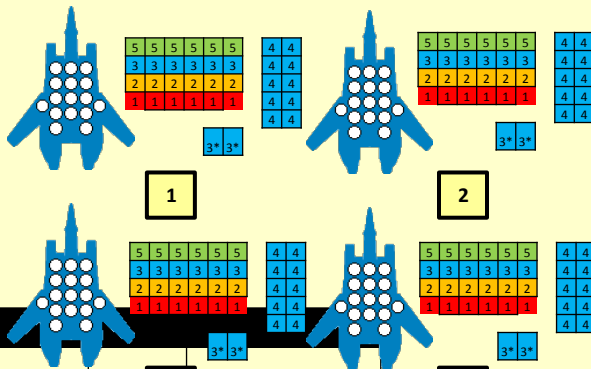
Malcontent Super Valkyrie Squadron

Base Point Cost = 115 Base Command Points = 4



Super VF-1A X4

HTH Base: 1



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

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	6	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	16	2	2	6	0	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	Upgrade		
VF-1A						
GU-11	24/12/12	6	Rapid Fire			
Head Laser	6	1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1

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	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	6	2	Anti-Missile			
Head Mounted 20MM AC	6	1	Anti-Missile 3+			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1

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	Afterburner, Aircraft, Fast Mover

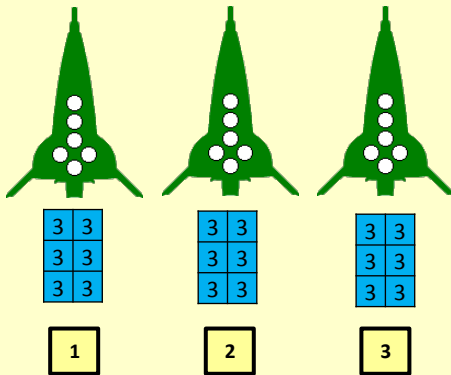


Malcontent Gnerl Squad

Base Point Cost = 35 Base Command Points = 3



Gnerl X3



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



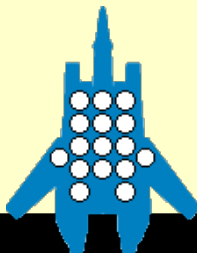
Malcontent Super Valkyrie Squad

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	6	1	Anti-Missile			
Wing-Mounted Hardpoints (6)	*	*	Missile	Volley(X)	MRM(12)	LRM +5, MLOPS +1, Grav Bombs +3
Nose Lasers	9	2				+1
Hailstorm Missile Pods	*	*	Missile	Volley (4/3*)	SRM(46)	

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	2	6	0	Afterburner, Aircraft, Fast Mover



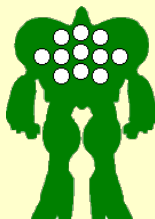
Malcontent Qeadluun-Rau



Qeadluun-Rau x1

HTH Base: 1
HTH (All)

Base Point Cost = 35 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	15	12	Blast(4)		
Dual Triple-Barrelled Particle Cannon	15	6	Inescapable	Split Fire	
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)

Unit	MV	PIL	GUN	DF	LDR	Special
Qeadluun-Rau	8/15	3	3	6	2	Hover, Flight