



## Core: Malcontent Air Defense Squadron



Gluuhaug-Regult  
x4

→ *Focused Fire,  
Leap*

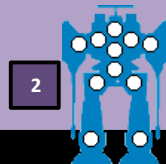
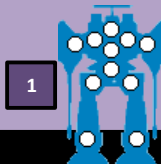
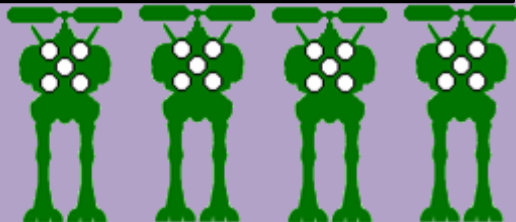
HTH: BB, K, JK,  
STMP



→ *None*

HTH: BB, K,  
STMP

Base Point Cost = 70 Base Command Points = 6



Unit

MV

PIL

GUN

DF

LDR

Gluuhaug-Regult

4

2

2

5

0

Defender

6

2

2

4

0

Type

Rng

MDC

Spec

Gluuhaug-Regult

Dual Heavy Particle Cannon

18

4

Accurate

Dual 22.33MM Autocannon

12

2

313 MM Missiles

24

9

Missiles

Ammo(4)

Volley(6)

Defender

78 MM Autocannons

30

8

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

78 MM (Airburst)

24

4

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

Blast

5



## Core: Malcontent Armored Assault Squadron



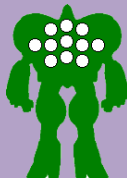
HTH: HTH (All)



HTH: HTH (All)

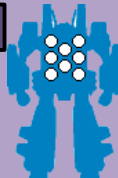
Qeadluun-Rau x1  
Armored VF-1A X3

Base Point Cost = 100 Base Command Points = 6

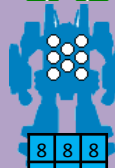


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2



8	8	8
8	8	8
8	8	8



3

Unit	MV	PIL	GUN	DF	LDR
VF-1A Battloid	4	2	3	5	0
Qeadluun-Rau	12	3	3	6	2

Hands, Flight

Hover, Flight, Focus Fire

Type

Rng

MDC

Spec

VF-1A

GU-11

Head Laser

Barrage Missile Pack

Qeadluun-Rau

Dual 64MM Grenade Launcher

Dual Triple Barelled Particle Cannon

Mini-Missile Launcher System

24

9

18

12

9

12

6

1

6

12

4

2

Rapid Fire

Anti-Missile

Missile

Blast

Inescapable

Missile

Anti-Missile

Ammo(10)

Split Fire

Anti-Missile

Ammo(9)

Ammo(10)

Volley(8)

Volley(8)

Volley(8)

Ammo(16)

Ammo(16)

Ammo(16)



## Core: Malcontent Artillery Support Squadron



Gluuhaug-Regult  
x2

→ *Focused  
Fire, Leap*

HTH Base: 1  
BB, K, JK, STMP



Phalanx x2

→ *None*

HTH Base: 0  
BB, K, STMP

Base Point Cost = 80 Base Command Points = 4



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

Type	Rng	MDC	Spec							Cost
<b>Serauhaug-Regult</b>										
Dual Heavy Particle Cannon	18	4	Accurate							
Dual 22.33MM Autocannon	12	2								
313 MM Missiles	24	9	Missiles	Ammo(4)	Volley(6)	Blast				
<b>Phalanx</b>										
Derringer Missiles	48	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire			
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10



## Core: Malcontent Main Battle Squadron



Tomahawk X2

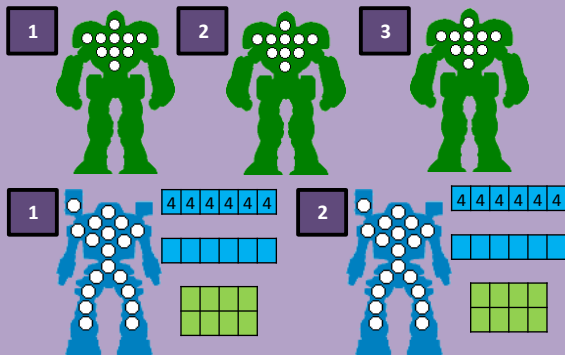
HTH: BB, K, P, STMP

Nousjadeul-Ger x3

HTH: (All)

Unit	MV	PIL	GUN	DF	LDR	
Nousjadeul-Ger	5	3	2	5	0	Hands
Tomahawk	5	2	2	6	0	Focused Fire

Base Point Cost = 65 Base Command Points = 5



Type	Rng	MDC	Spec			
<b>Nousjadeul-Ger</b>						
Shoulder Mounted Particle Cannon	18	4				
64MM Grenade Launcher	12	6	Blast	Ammo(10)		
Plasma Machine Pistol	9	8	Rapid Fire			
<b>Tomahawk</b>						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	
Quad Rocket Launchers RDS-2	12	2	Missile	Anti-Missile	Ammo(8)	Volley(X)
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	18	6	Missile	Anti-Missile	Ammo(6)	Volley(X)
Dual .50 Cal Machineguns	9	4				



## Malcontent Main Battle Squadron

Upgrade Type	Rng	MDC	Spec			Cost
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			7
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		20
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	13
GU-11 Gun Pods	24	6	Rapid Fire			13



## Core: Malcontent Heavy Destroid Squadron

Base Point Cost = 90 Base Command Points = 9

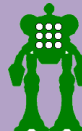
Unit	MV	PIL	GUN	DF	LDR	
Glaug	7	3	3	7	4	Focused Fire, Leap, HTH: BB, K, JK, P, PP, STMP
Tomahawk	5	2	2	5	0	Focused Fire, HTH: BB, K, P, STMP
Spartan	7	2	2	5	0	Focused Fire, Brawler, HTH Base: (All)



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Type	Rng	MDC	Spec			
<b>Glaug</b>						
Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannon	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150MM Missiles	18	6	Missile	Anti-Missile	Ammo(6)	Volley(X)
<b>Tomahawk</b>						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	18	6	Missile	Anti-Missile	Ammo(6)	Volley (4)
Quad Rocket Launchers RDS-2	12	2	Missile	Anti-Missile	Ammo(8)	Volley (X)
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	18	6	Missile	Anti-Missile	Ammo(6)	Volley (X)
Dual .50 Cal Machineguns	9	4				
<b>Spartan</b>						
TZ-IV Gun Cluster	10	4				
Dual Missile Pods	18	6	Missile	Anti-Missile	Ammo(6)	Volley(4)
RQV-10	9	2	Anti-Missile	Rear Fire		



## Malcontent Heavy Destroid Squadron

Upgrade Type	Rng	MDC	Spec			Cost
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			5
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		15
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	10
GU-11 Gun Pods	24	6	Rapid Fire			10



## Core: Malcontent Light Raider Squadron

Spartan x2

→ *Focused Fire*  
+ *Brawler*

HTH: (All)



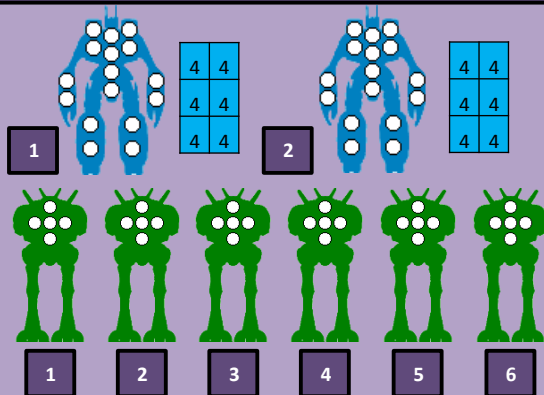
Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

Unit	MV	PIL	GUN	DF	LDR	Cost
Spartan	7	2	2	5	0	
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	10

Base Point Cost = 65 Base Command Points = 2



Type	Rng	MDC	Spec				Cost
<b>Spartan</b>							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Anti-Missile	Ammo(6)	Volley (4)	
RQV-10	9	2	Anti-Missile	Rear Fire			
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				5
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			15
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)		10
GU-11 Gun Pods	24	6	Rapid Fire				10
<b>Regult</b>							
Dual Heavy Particle Cannon	18	4	Accurate				
Dual 22.33MM Autocannons	12	2					
Dual Light Air Defense Lasers	6	2	Anti-Missile	Rear Fire			





# Core: Malcontent Mixed Infantry Squadron

Base Point Cost = 55 Base Command Points = 2

→ Brawler



Spartan x2



Serau-Ger x3



Gluu-Ger x3

HTH: (All)



4	4
4	4
4	4



4	4
4	4
4	4

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Spartan	76	2	2	5	0	
Serau-Ger	3	1	1	6	0	0
Gluu-Ger	3	1	1	5	0	0
Veteran Warriors	3	2	2	6 / 5	0	+10



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Type	Rng	MDC	Spec			
<b>Spartan</b>						
TZ-IV Gun Cluster	9	4				
Dual Missile Pods	18	6	Missile	Anti-Missile	Ammo(6)	Volley(4)
RQV-10	9	2	Anti-Missile	Rear Fire		
<b>Infantry</b>						
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	



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## Malcontent Mixed Infantry Squadron

Upgrade Type	Rng	MDC	Spec			Cost
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			5
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		15
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	10
GU-11 Gun Pods	24	6	Rapid Fire			10



# Core and Special: Malcontent Mixed Infantry Squadron

Base Point Cost = 55 Base Command Points = 3

→ Brawler



Spartan x2



Serau-Ger x3



Gluu-Ger x3

HTH: (All)



4	4
4	4
4	4



4	4
4	4
4	4

Unit	MV	PIL	GUN	DF	LDR	Cost
Spartan	76	2	2	5	0	
Serau-Ger	3	1	1	6	0	
Gluu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	6 / 5	0	+10
Infantry Officer	3	1	2	*	1	



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Type	Rng	MDC	Spec
<b>Spartan</b>			
TZ-IV Gun Cluster	9	4	
Dual Missile Pods	18	6	Missile Anti-Missile Ammo(6) Volley(4)
RQV-10	9	2	Anti-Missile Rear Fire
<b>Infantry</b>			
Particle Rifle	12	5	Accurate
Flechette Cannon	9	4	Blast Ammo(8)
Shoulder Mounted Missile Launcher	18	6	Missile Anti-Missile Ammo(5)



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1
1



## Malcontent Mixed Infantry Squadron

Upgrade Type	Rng	MDC	Spec			Cost
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			5
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		15
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	10
GU-11 Gun Pods	24	6	Rapid Fire			10



## Core: Malcontent Assault Squadron



Nousjadeul-Ger  
x3

→ Hands



Regult x6

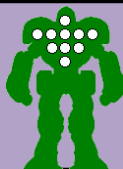
→ Focused Fire,  
Leap, Life is Cheap

HTH: (All)

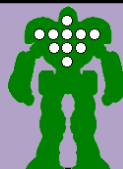
HTH: BB, K, JK, STMP

Unit	MV	PIL	GUN	DF	LDR	Cost
Nousjadeul-Ger	5	3	2	6	0	
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	10

Base Point Cost = 60 Base Command Points = 2



1



2



3



1



2



3



4



5



6

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 Assault Squadron

Upgrade Type	Rng	MDC	Spec			Cost
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			7
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		20
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	13
GU-11 Gun Pods	24	6	Rapid Fire			13



## Support: Malcontent Armored Valkyrie Squad

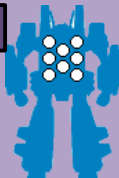


Armored VF-1A X2

HTH Base: 1  
HTH (All)

Base Point Cost = 50 Base Command Points = 2

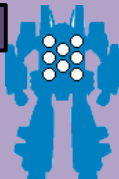
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8	8	8
8	8	8
8	8	8



2



8	8	8
8	8	8
8	8	8



Unit

MV

PIL

GUN

DF

LDR

VF-1A Battloid

4

2

3

5

0

Hands

Type

Rng

MDC

Spec

VF-1A

GU-11

Head Laser

Barrage Missile Pack

24

6

\*

6

1

\*

Rapid Fire

Anti-Missile

Missile

SRM(72)

Volley(4)



## Support: Malcontent Assault Destroid Squad

Base Point Cost = 35 Base Command Points = 2



Tomahawk x2

→ *Focused Fire*

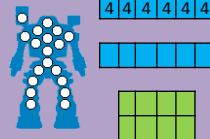
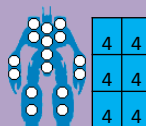
HTH Base: 1  
BB, K, P, STMP



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	2	6	0

Type	Rng	MDC	Spec			
<b>Tomahawk</b>						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	18	6	Missile	Anti-Missile	Ammo(6)	Volley (4)
Quad Rocket Launchers RDS-2	12	2	Missile	Anti-Missile	Ammo(8)	Volley (X)
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	18	6	Missile	Anti-Missile	Ammo(6)	Volley (X)
Dual .50 Cal Machineguns	9	4				
<b>Spartan</b>						
TZ-IV Gun Cluster	13	4				
Dual Missile Pods	*	*	Missile	SRM (24)	Volley (4)	
RQV-10	6	1	Anti-Missile	Turret		
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate			2
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)		8
Z-ML MK. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	5
GU-11 Gun Pods	24	6	Rapid Fire			5





## Support: Malcontent Support Destroid Squad



→ None

HTH Base: 0  
BB, K, STMP



→ None

HTH Base: 0  
BB, K, STMP

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

Base Point Cost = 30 Base Command Points = 2



4	4	4	4
4	4	4	4
4	4	4	

Type	Rng	MDC	Spec							Cost
<b>Phalanx</b>										
Derringer Missiles	48	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire			
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
<b>Defender</b>										
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		2



## Support: Malcontent Regult Squad

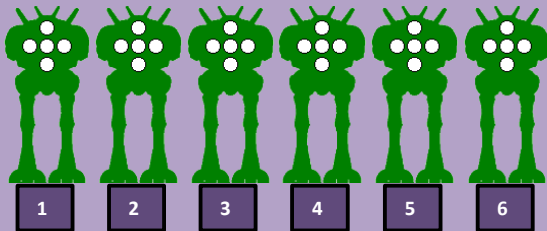


Regult x6

→ *Focused  
Fire, Leap, Life  
is Cheap*

HTH: BB, K, JK, STMP

Base Point Cost = 35 Base Command Points = 0



Unit	MV	PIL	GUN	DF	LDR	Cost
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	10

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



## Support: Malcontent Regult Support Squad

Base Point Cost = 65 Base Command Points = 0



Serauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

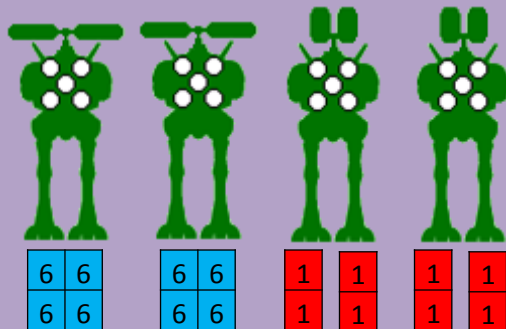
HTH: BB, K, JK, STMP



Gluuhauhaug-Regult x2

→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP



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



## Support: Malcontent Serau-Ger Infantry Squad

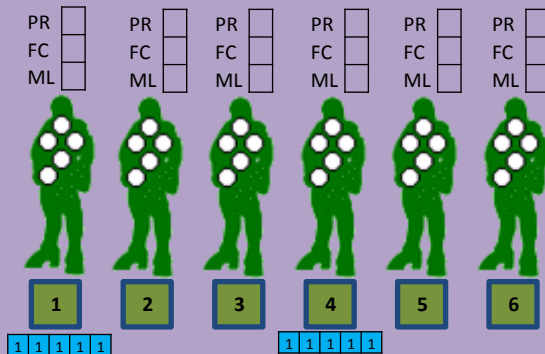
Base Point Cost = 15 Base Command Points = 0



Serau-Ger x6

→ *Life is Cheap, Hands*  
HTH: (All)

Unit	MV	PIL	GUN	DF	LDR	Upgrade Cost
Serau-Ger	3	1	1	6	0	0
Veteran Warriors	3	2	2	6	0	5



Type	Rng	MDC	Spec			
Serau-Ger						
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



## Support: Malcontent Gluu-Ger Infantry Squad

Base Point Cost = 10 Base Command Points = 0

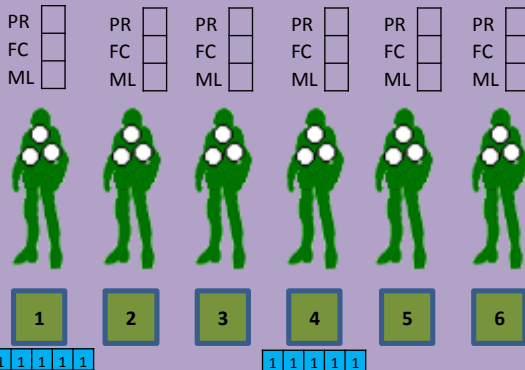
Gluu-Ger x12

→ *Life is Cheap, Hands*



HTH: (All)

Unit	MV	PIL	GUN	DF	LDR	Cost
Gluu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	5



Type	Rng	MDC	Spec			
Gluu-Ger						
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



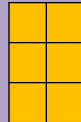
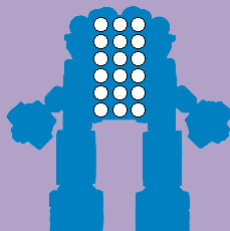
## Special: Malcontent Mac II Command Monster



→ Co-Pilot

HTH Base: 3  
P, K, STMP

Base Point Cost = 60 Base Command Points = 1



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

Type	Rng	MDC	Spec				
Monster							
400 MM Autocannons	60	12	Accurate	Blast	Overwhelming	PowerUp	Ammo(16)
Multi-Missile Launchers	24	9	Missile	Ammo(12)	Volley(X)		



**Special: Malcontent Glaug**

**Base Point Cost = 25 Base Command Points = 5**

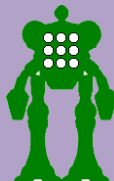


**Glaug**

→ *Focused Fire,  
Leap, Spawn(6)*

**HTH Base: 1**

**BB, K, JK, P, PP, STMP**



Unit	MV	PIL	GUN	DF	LDR
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Glaug	7	3	3	7	4
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Type	Rng	MDC	Spec			
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## Special: Malcontent Quel-Regult



Quel-Regult

→ *Leap, Electronic  
Attack System*

HTH: BB, K, JK, STMP

Base Point Cost = 20 Base Command Points = 3



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

Type	Rng	MDC	Spec
Quel-Regult	NA	NA	NA





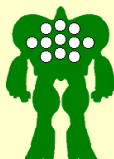
## Core: Malcontent Air Superiority Squadron



Queadluun-Rau x1  
→ Hover, Flight,  
Hands, Focus Fire

VF-1A X3  
→ Flight

Base Point Cost = 90 Base Command Points = 6



8	8	8	8
8	8	8	8
8	8	8	8
8	8	8	8



1

4	4	4
B	B	

Type	Rng	MDC	Spec				Cost
<b>Queadluun-Rau</b>							
Dual 64MM Grenade Launcher	12	12	Blast(4)				
Dual Triple-Barrelled Particle Cannon	9	4	Inescapable	Split Fire			
Mini-Missile Launcher System	*	*	Missile	Volley(8)	Ammo(16)		
<b>VF-1A</b>							
GU-11	24/12/12	6	Rapid Fire				
Head Laser	6	1	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
Improvised Bombs	*	6	Missile	Blast	Fly Over	Ammo(2)	8



2

4	4	4
B	B	

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



3

4	4	4
B	B	

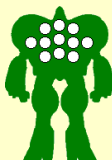


## Core and Special: Malcontent Air Superiority Squadron



Queadluun-Rau x1  
→ Hover, Flight,  
Hands, Focus Fire

VF-1A X2 + VF-1R X1  
→ Flight



8	8	8	8
8	8	8	8
8	8	8	8
8	8	8	8



1

4	4	4
B	B	

Type	Rng	MDC	Spec	Cost
<b>Queadluun-Rau</b>				
Dual 64MM Grenade Launcher	12	12	Blast(4)	
Dual Triple-Barrelled Particle Cannon	9	4	Inescapable	Split Fire
Mini-Missile Launcher System	*	*	Missile	Volley(8) Ammo(16)
<b>VF-1A / VF-1R</b>				
GU-11	24/12/12	6	Rapid Fire	
Head Laser	6	1	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4) Ammo(3)
NA / Head Mounted 20MM	9	3	Anti-Missile	
NA / Mini-Missile Delivery System	12	2	Anti-Missile	Volley(X) Ammo(4) Anti-Missile
Improvised Bombs	*	6	Missile	Blast Fly Over Ammo(2) 8



2

4	4	4
B	B	

R



4	4	4
B	B	


Unit	MV	PIL	GUN	DF	LDR	Special
Queadluun-Rau	12	3	3	6	2	HTH: (All)
VF-1A / VF-1R Battloid	5 / 6	2	3	5	0	Hands, HTH: (All)
VF-1A / VF-1R Guardian	10 / 12	3	2	5	0	Hover, Hands, HTH: (BB,CB,GB,K,P)
VF-1A / VF-1R Fighter	12 / 14	2	2	6	0	Afterburner, Aircraft, Fast Mover



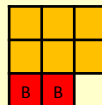
## Core: Malcontent Assault Recon Squadron

Base Point Cost = 65 Base Command Points = 6



→ Electronic  
Defense  
Suite, Flight

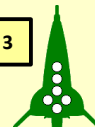
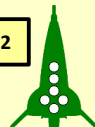
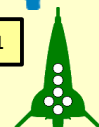
VEF-1 x1 Gnerl X3



1

2

3



Type	Rng	MDC	Spec	Cost				
<b>VEF-1</b>								
Dual Head Lasers	6	2	Anti-Missile					
Wing-Mounted Hardpoints (6)	36	6	Missile	Volley(X)	Ammo(6)	Accurate	Indirect Fire	
<b>Gnerl</b>								
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire				
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)			
Improvised Bombs	*	6	Missile	Blast	Fly Over	Ammo(2)		10

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



## Core: Malcontent Ground Attack Squadron



→ Flight

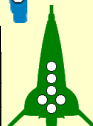


→ Flight

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



Base Point Cost = 75 Base Command Points = 7



Type	Rng	MDC	Spec	Cost
VF-1J / VF-1A				
GU-11	24/12/12	6	Rapid Fire	
Dual Head Lasers / Head Laser	6	2 / 1	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4) Ammo(3)
Gnerl				
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire
Anti-Aircraft Missiles	18	6	Missile	Ammo(3) Volley(6)
Improvised Bombs	*	6	Missile	Blast Fly Over Ammo(2) 12

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	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	12	2	2	7	0	Flight, Afterburner, Aircraft



## Core and Special: Malcontent Ground Attack Squadron



→ Flight

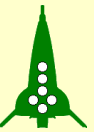
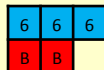


→ Flight



VF-1J x1  
VF-1R x1  
Gnerl X3

Base Point Cost = 85 Base Command Points = 7



Type	Rng	MDC	Spec	Cost
VF-1J / VF-1A				
GU-11	24/12/12	6	Rapid Fire	
Dual Head Lasers / Head Laser	6	2 / 1	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4) Ammo(3)
Gnerl				
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire
Anti-Aircraft Missiles	18	6	Missile	Ammo(3) Volley(6)
Improvised Bombs	*	6	Missile	Blast Fly Over Ammo(2) 12

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J / VF-1R Battloid	5 / 6	3/2	4/3	5	2/0	Hands, HTH(All)
VF-1J / VF-1R Guardian	10 / 12	4/3	3/2	5	2/0	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J / VF-1R Fighter	12 / 14	3/2	3/2	6	2/0	Afterburner, Aircraft, Fast Mover
Gnerl	12	2	2	7	0	Flight, Afterburner, Aircraft

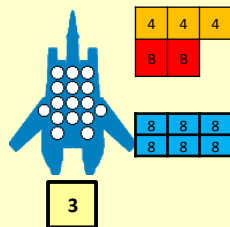
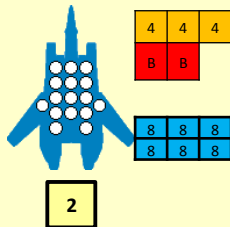
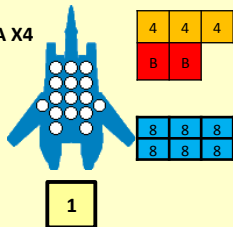


## Core: Malcontent Super Valkyrie Squadron

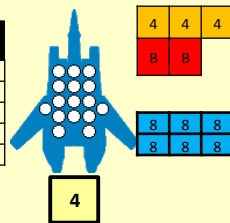
Base Point Cost = 110 Base Command Points = 4

Super VF-1A X4

→ Flight



Type	Rng	MDC	Spec				Cost
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
Improvised Bombs	*	6	Missile	Fly Over	Blast	Ammo(2)	10



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	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	2	2	6	0	Afterburner, Aircraft, Fast Mover

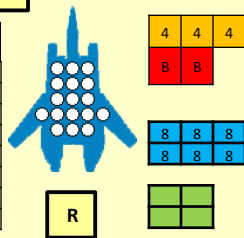
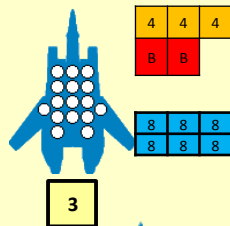
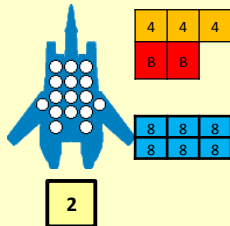
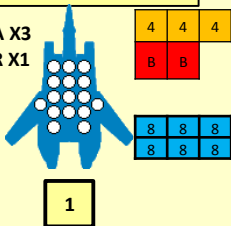


## Core and Special: Malcontent Super Valkyrie Squadron

Base Point Cost = 120 Base Command Points = 4

Super VF-1A X3  
Super VF-1R X1

→ Flight



Type	Rng	MDC	Spec	Cost
VF-1A / VF-1R				
GU-11	24/12/12	6	Rapid Fire	
Head Laser	9	1	Anti-Missile	
Hailstorm Missile Pods	18	6	Missile	Volley(8) Ammo(6) Anti-Missile
Medium Range Missiles	24	9	Missile	Volley(4) Ammo(3)
Mini-Missile System / NA	12	2	Anti-Missile	Volley(X) Ammo(4) Anti-Missile
Hailstorm Missile Pods	18	6	Missile	Volley(8) Ammo(6) Anti-Missile
Improvised Bombs	*	6	Missile	Fly Over Blast Ammo(2) 10

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A / VF-1R Battloid	6 / 7	2	3	5	0	Hands, HTH(All)
VF-1A / VF-1R Guardian	14 / 16	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A / VF-1R Fighter	16 / 18	2	2	6	0	Afterburner, Aircraft, Fast Mover



## Support: Malcontent Valkyrie Squad



VF-1A x2

→ Flight

Base Point Cost = 40 Base Command Points = 2



1



2

Type	Rng	MDC	Spec				Cost
VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Head Laser	6	1	Anti-Missile				
Wing-Mounted Missiles	24	9	Missile	Volley(4)	Ammo(3)		
Improvised Bombs	*	6	Fly Over	Blast	Ammo(2)	Volley(X)	5

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	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	12	2	3	6	0	Afterburner, Aircraft, Fast Mover



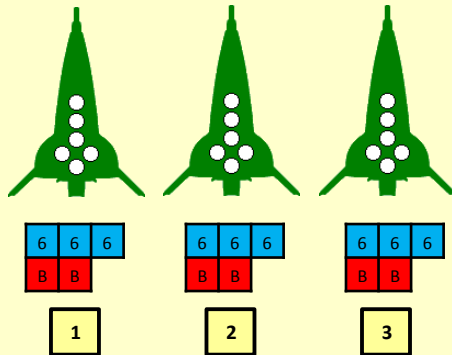


## Support: Malcontent Gnerl Squad



Gnerl X3

Base Point Cost = 35 Base Command Points = 3



Type	Rng	MDC	Spec				
Gnerl							
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire			
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile	
Improvised Bombs	*	6	Missile	Blast	Fly Over	Ammo(2)	8

Unit	MV	PIL	GUN	DF	LDR	Special
Gnerl	12	2	2	7	0	Flight, Afterburner, Aircraft



## Support: Malcontent Super Valkyrie



Super VF-1A X1

→ Flight

Base Point Cost = 30 Base Command Points = 1



Type	Rng	MDC	Spec				Cost
<b>VF-1A</b>							
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
Improvised Bombs	*	6	Fly Over	Blast	Ammo(2)	Volley(X)	2

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	6	2	3	5	0	Hands, HTH(All)
VF-1A Guardian	14	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	16	2	2	6	0	Afterburner, Aircraft, Fast Mover



## Special: Malcontent Queadluun-Rau

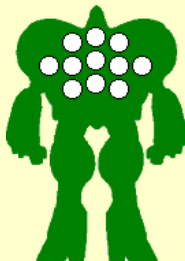
Base Point Cost = 30 Base Command Points = 3



Queadluun-Rau x1

→ *Hover,*  
*Flight*

HTH: (All)



8	8	8	8
8	8	8	8
8	8	8	8
8	8	8	8

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

Type	Rng	MDC	Spec	Cost			
Queadluun-Rau							
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)			
Dual Triple-Barrelled Particle Cannon	9	4	Inescapable	Split Fire			
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(16)	Anti-Missile	