



Core: UEDF Area Denial Squadron



Tomahawk x2

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



Defender x2

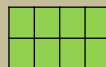
→ *None*
HTH: BB, K,
STMP

Point Cost = 60 Command Points = 4

1



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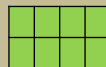


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2



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2

Unit	MV	PIL	GUN	DF	LDR	Cost
Tomahawk	5	2	2	5	0	
Defender	6	2	2	5	0	
Command Tomahawk	5	3	3	5	2	10 (Special)
Command Defender	6	3	3	5	3	10 (Special)

Type	Rng	MDC	Spec	Cost					
Tomahawk									
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile			
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile			
Dual TZ-IV Gun Clusters	9	8							
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile			
Dual .50 Cal Machineguns	9	4							
Defender									
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	5



Core and Special: UEDF Area Denial Squadron W/ Command Defender



Tomahawk x2

→ *Focused Fire*

HTH Base: BB,
K, P, STMP



Defender x2

→ *None*

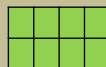
HTH: BB, K,
STMP

Point Cost = 70 Command Points = 6

1



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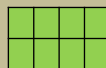


CMD

2



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2

Unit	MV	PIL	GUN	DF	LDR
Command Defender	6	3	3	5	2
Tomahawk	5	2	2	5	0
Defender	6	2	2	5	0

Type	Rng	MDC	Spec	Upgrade Cost					
Tomahawk									
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile			
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile			
Dual TZ-IV Gun Clusters	9	8							
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile			
Dual .50 Cal Machineguns	9	4							
Defender									
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	5



Core and Special: UEDF Area Denial Squadron W/ Command Tomahawk



Tomahawk x2

→ *Focused Fire*

HTH Base: BB,
K, P, STMP



Defender x2

→ *None*

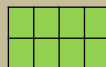
HTH: BB, K,
STMP

Point Cost = 70 Command Points = 6

CMD



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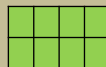


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2



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2

Unit	MV	PIL	GUN	DF	LDR
Command Tomahawk	5	3	3	5	2
Tomahawk	5	2	2	5	0
Defender	6	2	2	5	0

Type	Rng	MDC	Spec	Upgrade Cost					
Tomahawk									
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile			
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile			
Dual TZ-IV Gun Clusters	9	8							
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile			
Dual .50 Cal Machineguns	9	4							
Defender									
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	5



Core: UEDF Armored Squadron



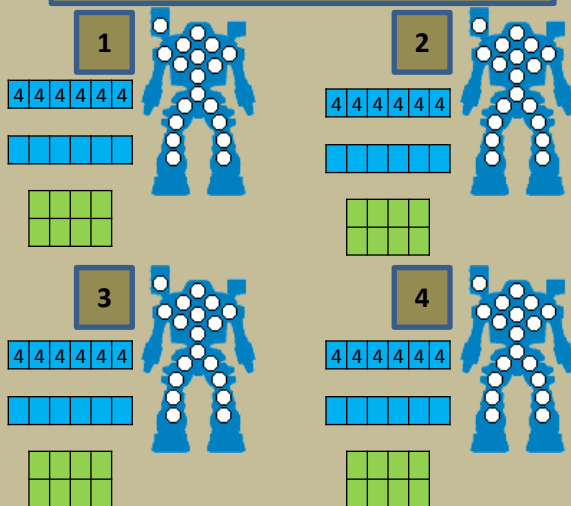
Tomahawk x4

→ *Focused Fire*

HTH: BB, K, P, STMP

Unit	MV	PIL	GUN	DF	LDR	Cost
Tomahawk	5	2	2	5	0	
Command Tomahawk	5	3	3	5	2	10 (Special)

Point Cost = 80 Command Points = 4



Type	Rng	MDC	Spec			
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile
Dual .50 Cal Machineguns	9	4				



Core and Special: UEDF Armored Squadron W/ Commander



Tomahawk x4

→ *Focused Fire*

HTH: BB, K, P, STMP

Unit	MV	PIL	GUN	DF	LDR
Commander	5	3	3	5	2
Tomahawk	5	2	2	5	0

Point Cost = 90 Command Points = 6

CMD

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

2

4 4 4 4 4 4

4 4 4 4 4 4

4 4 4 4 4 4

4

4 4 4 4 4 4

4 4 4 4 4 4

4 4 4 4 4 4

Type

Rng

MDC

Spec

Tomahawk

Dual Heavy Particle Cannons

36

8

Overwhelming

Split Fire

Dual Missile Pods

18

6

Missile

Ammo(6)

Volley (4)

Anti-Missile

Quad Rocket Launchers RDS-2

12

2

Missile

Ammo(8)

Volley (X)

Anti-Missile

Dual TZ-IV Gun Clusters

9

8

Air-Defense Missile Pod

18

6

Missile

Ammo(6)

Volley (X)

Anti-Missile

Dual .50 Cal Machineguns

9

4



Core: UEDF Artillery Squadron



Phalanx x4

→ None

HTH: BB, K, STMP

Base Point Cost = 80 Command Points = 4



1



2



3



4



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

Type	Rng	MDC	Spec								Upgrade
Phalanx											
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		20
Scorpio Missiles	48	10	Missile	Ammo(4)	Volley(x)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	30



Core and Special: UEDF Artillery Squadron w/ Commander

Point Cost = 90 Command Points = 6



Phalanx x4

→ None

HTH: BB, K, STMP

Unit	MV	PIL	GUN	DF	LDR
Command Phalanx	5	3	3	5	2
Phalanx	5	2	2	5	0



CMD



2



3



4



Type	Rng	MDC	Spec								Upgrade
Phalanx											
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	Overwhelmin g		20
Scorpio Missiles	48	10	Missile	Ammo(4)	Volley(x)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	30



Core: UEDF Brawler Squadron

Point Cost = 70 Command Points = 4



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P,
STMP



Spartan x2

→ *Focused
Fire + Brawler*
HTH: (All)

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Tomahawk	5	2	2	5	0	0
Command Tomahawk	5	3	3	5	2	10
Spartan	7	2	2	6	0	0
Command Spartan	7	3	3	6	2	10



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

2



4 4
4 4
4 4

1



4 4
4 4
4 4

2

Type	Rng	MDC	Spec	Upgrade Cost			
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile	
Dual TZ-IV Gun Clusters	9	8					
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile	
Dual .50 Cal Machineguns	9	4					
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
LWS-20	9	2	Anti-Missile	Rear Fire			
GU-11	24	6	Rapid Fire				10
Shock Baton	1	*	Melee				5



Core and Special: UEDF Brawler W/Spartan Commander



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P,
STMP

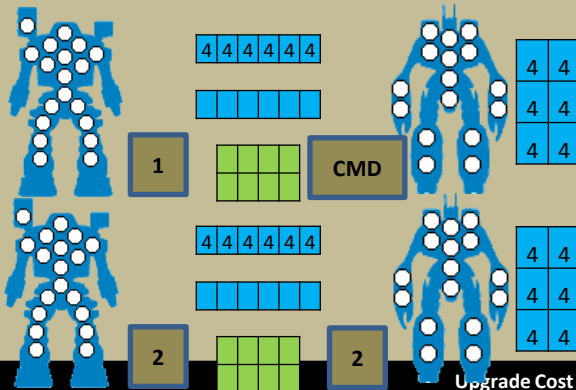


Spartan x2

→ *Focused
Fire + Brawler*

HTH: (All)

Point Cost = 80 Command Points = 6



Unit	MV	PIL	GUN	DF	LDR
Command Spartan	7	3	3	5	2
Tomahawk	5	2	2	5	0
Spartan	7	2	2	6	0

Type	Rng	MDC	Spec				Upgrade Cost
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile	
Dual TZ-IV Gun Clusters	9	8					
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile	
Dual .50 Cal Machineguns	9	4					
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
LWS-20	9	2	Anti-Missile	Rear Fire			
GU-11	24	6	Rapid Fire				10
Shock Baton	1	*	Melee				5



Core and Special: UEDF Brawler W/Tomahawk Commander



Tomahawk x2

→ *Focused Fire*

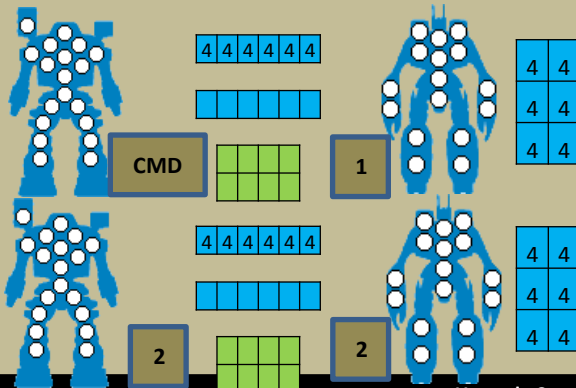
HTH: BB, K, P,
STMP



Spartan x2

→ *Focused
Fire + Brawler*
HTH: (All)

Point Cost = 80 Command Points = 6



Unit	MV	PIL	GUN	DF	LDR
Command Tomahawk	5	3	3	5	2
Tomahawk	5	2	2	5	0
Spartan	7	2	2	6	0

Type	Rng	MDC	Spec	Upgrade Cost			
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile	
Dual TZ-IV Gun Clusters	9	8					
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile	
Dual .50 Cal Machineguns	9	4					
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
LWS-20	9	2	Anti-Missile	Rear Fire			
GU-11	24	6	Rapid Fire				10
Shock Baton	1	*	Melee				5



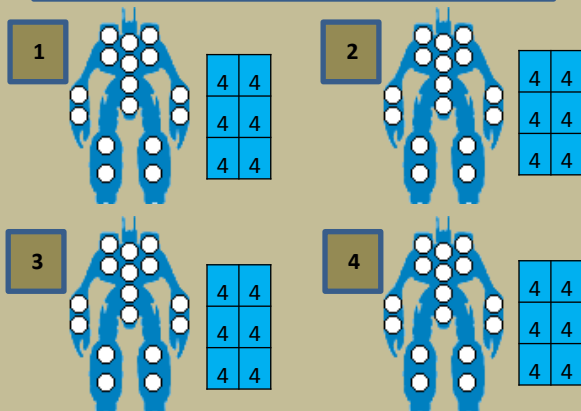
Core: UEDF Close Quarters Squadron



Spartan x4

→
*Focused
Fire +
Brawler
HTH: (All)*

Point Cost = 60 Command Points = 4



Unit	MV	PIL	GUN	DF	LDR	Upgrade
Spartan	7	2	2	6	0	0
Command Spartan	7	3	3	6	2	10

Type	Rng	MDC	Spec				Upgrade Cost
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
LWS-20	9	2	Anti-Missile	Rear Fire			
GU-11	24	6	Rapid Fire				20
Melee Club	1	*	Melee				10



Core and Special: UEDF Close Quarters Squadron W/Commander



Spartan x4



Focused Fire +

Brawler HTH: (All)

Point Cost = 70 Command Points = 6

CMD



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

Spartan

7

2

2

6

0

Command
Spartan

7

3

3

6

2

Type

Rng

MDC

Spec

Upgrade Cost

Spartan

TZ-IV Gun Cluster

9

4

Dual Missile Pods

18

6

Missile

Ammo(6)

Volley (4)

Anti-Missile

LWS-20

9

2

Anti-Missile

Rear Fire

GU-11

24

6

Rapid Fire

20

Melee Club

1

*

Melee

10



Core: UEDF Fire Support Squadron

Point Cost = 60 Command Points = 4



Phalanx x2

→ None

HTH: BB, K,
STMP



Defender x2

→ None

HTH: BB, K,
STMP

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

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



Type	Rng	MDC	Spec								Upgrade
Phalanx											
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
Scorpio Missiles	48	10	Missile	Ammo(4)	Volley(X)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Defender											
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire				
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast			5



Core and Special: UEDF Fire Support Squadron w/ Defender Commander



Phalanx x2

→ None

HTH: BB, K, STMP



Defender x2

→ None

HTH: BB, K, STMP

Point Cost = 70 Command Points = 6

1



4	4	4	4
4	4	4	4
4	4	4	

CMD



2



4	4	4	4
4	4	4	4
4	4	4	

2



Unit	MV	PIL	GUN	DF	LDR
Command Defender	6	3	3	5	2
Phalanx	5	2	2	5	0
Defender	6	2	2	5	0

Type	Rng	MDC	Spec								Upgrade
Phalanx											
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
Scorpio Missiles	48	10	Missile	Ammo(4)	Volley(X)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Defender											
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire				
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast			5



Core and Special: UEDF Fire Support Squadron w/ Phalanx Commander

Point Cost = 70 Command Points = 6



Phalanx x2

→ None

HTH: BB, K, STMP



Defender x2

→ None

HTH: BB, K, STMP

CMD



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

Command Phalanx

5

3

3

5

2

Phalanx

5

2

2

5

0

Defender

6

2

2

5

0

Type

Rng

MDC

Spec

Upgrade

Phalanx

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

Scorpio Missiles

48

10

Missile

Ammo(4)

Volley(X)

Blast

Rear Fire

Indirect Fire

Inescapable

Anti-Missile(X)

15

Defender

78 MM Autocannons

36

8

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

78 MM (Airburst)

36

4

Accurate

Anti-Missile

Rapid Fire

Rear Fire

Split Fire

Blast

5



Support: UEDF Defender Squad



Defender x2

→ None

HTH Base: 0

BB, K, STMP

Point Cost = 20 Command Points = 2

1



2



Unit	MV	PIL	GUN	DF	LDR
Defender	6	2	2	5	0

Type	Rng	MDC	Spec	Upgrade Cost					
Defender									
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	5



Support: UEDF Phalanx Squad



Phalanx x2

→ None

HTH: BB, K,
STMP

Point Cost = 40 Command Points = 2



1



2



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

Type	Rng	MDC	Spec								Upgrade
Phalanx											
Derringer Missiles	48	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire				
Artillery Missiles	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Overwhelming			10
Scorpio Missiles	48	10	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile (X)	15



Support: UEDF Spartan Squad



Spartan x2



*Focused
Fire +*

Brawler

HTH: (All)

Point Cost = 30 Command Points = 2

1



4	4
4	4
4	4

2



4	4
4	4
4	4

Unit	MV	PIL	GUN	DF	LDR
Spartan	7	2	2	6	0

Type	Rng	MDC	Spec	Upgrade Cost			
Spartan							
TZ-IV Gun Cluster	9	4					
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
LWS-20	9	2	Anti-Missile	Rear Fire			
GU-11	24	6	Rapid Fire				10
Melee Club	1	*	Melee				5



Support: UEDF Tomahawk Squad

Point Cost = 40 Command Points = 2



Tomahawk x2

→ *Focused*
Fire

HTH: BB, K, P, STMP

Unit	MV	PIL	GUN	DF	LDR
Tomahawk	5	2	2	5	0



Type	Rng	MDC	Spec			
Tomahawk						
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile
Dual TZ-IV Gun Clusters	9	8				
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile
Dual .50 Cal Machineguns	9	4				



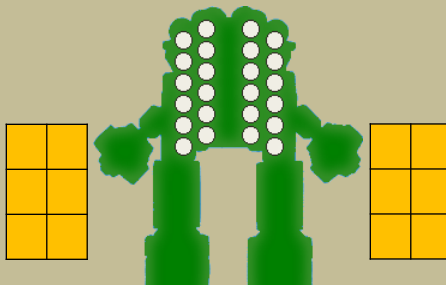
Special: UEDF Mac II Monster

Point Cost = 40 Command Points = 1



→ *Cumbersome*

HTH: P, K, STMP



Unit	MV	PIL	GUN	DF	LDR
Monster	3	2	2	7	0

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



Core: UEDF Valkyrie Squadron

Point Cost = 80 Command Points = 6



VF-1J x1
VF-1A x3

→ Flight



J

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



1

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

Type	Rng	MDC	Spec				Cost
VF-1J /VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Head Lasers/Head Laser	9	2 / 1	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5



2

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

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

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



Core and Support : UEDF Valkyrie Squadron with Upgraded VF-1J

Point Cost = 90 Command Points = 6



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

→ Flight



J-R



1



Type	Rng	MDC	Spec				Cost
VF-1J (R) /VF-1A							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers/Head Laser	9	2 / 1	Anti-Missile				X
Head Mounted 20MM / NA	9	3	Anti-Missile				X
Mini-Missile Delivery System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5



2



3



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



Core and Support : UEDF Valkyrie Squadron with 2x Upgraded VF-1A

Point Cost = 90 Command Points = 6



VF-1J x1
VF-1A (R) X2
VF-1A X1
→ Flight



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



1(R)



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



2(R)



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



Type

Rng

MDC

Spec

Cost

VF-1J / VF-1A (R) / VF-1A							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers/ Head Laser / Head Laser	9	2 / 1	Anti-Missile				X
NA / Head Mounted 20MM / NA	9	3	Anti-Missile				X
Mini-Missile Delivery System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5

Unit

MV

PIL

GUN

DF

LDR

Special

VF-1J Battloid	5	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	10	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	12	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1R / A Battloid	6 / 5	2	3	5	0	Hands, HTH(All)
VF-1R / A Guardian	12 / 10	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R / A Fighter	14 / 12	2	2	6	0	Afterburner, Aircraft, Fast Mover



Support: UEDF Valkyrie Wing

Point Cost = 40 Command Points = 2



VF-1A X2

→ Flight



1

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B



2

8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

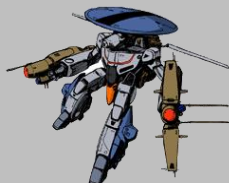
Type	Rng	MDC	Spec				Upgrade
VF-1A							
GU-11	24/12/12	6	Rapid Fire				X
Head Laser	9	1	Anti-Missile				X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	10
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	5
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			2

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



Support: UEDF VEF-1 Valkyrie

Point Cost = 30 Command Points = 3



VEF-1
X1

→ Electronic Attack
Suite, Spoofing Pod,
Flight



Type	Rng	MDC	Spec					Cost
VEF-1								
Dual Head Lasers	6	2	Anti-Missile					
Wing-Mounted Missiles	36	6	Missile	Volley(X)	Ammo(6)	Indirect Fire	Accurate	
Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted				1

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



Support: UEDF VF-1D Valkyrie

Point Cost = 30 Command Points = 3

VF-1D X1



→ Co-Pilot, Flight



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

Type	Rng	MDC	Spec				Upgrade
VF-1D							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers	9	2	Anti-Missile				X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

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



Support: UEDF VF-1J

Point Cost = 25 Command Points = 3



VF-1J

→ Flight



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

Type	Rng	MDC	Spec				Upgrades
VF-1S							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers	9	2	Anti-Missile				X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

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



Special: UEDF VF-1S

Point Cost = 30 Command Points = 4



VF-1S

→ Flight



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

Type	Rng	MDC	Spec				Upgrades
VF-1S							
GU-11	24/12/12	6	Rapid Fire				X
Quad Head Lasers	9	4	Anti-Missile				X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

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



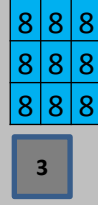
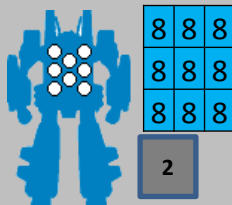
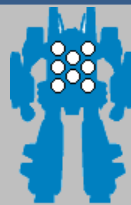
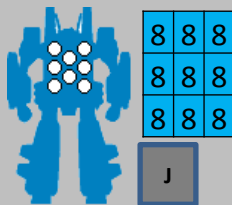
Core: UEDF Armored Valkyrie Squadron

Point Cost = 90 Command Points = 6



Armored VF-1J x1
Armored VF-1A x3

→ Flight



Type	Rng	MDC	Spec				Cost
VF-1J /VF-1A							
GU-11	24	6	Rapid Fire				
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile				
Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			5

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



Support: UEDF Armored Valkyrie Wing

Point Cost = 45 Command Points = 2



Armored VF-1A X2

→ Flight



8	8	8
8	8	8
8	8	8



8	8	8
8	8	8
8	8	8

Type	Rng	MDC	Spec				Cost
VF-1A							
GU-11	24	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			2

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



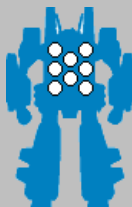
Support: UEDF Armored VF-1D

Point Cost = 35 Command Points = 3



→ Co-Pilot,
Flight

Armored
VF-1D X1



8	8	8
8	8	8
8	8	8



Type	Rng	MDC	Spec				
VF-1D							
GU-11	24	6	Rapid Fire				
Dual Head Lasers	9	2	Anti-Missile				
Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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

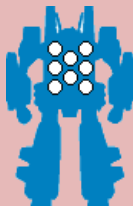


Support: UEDF Armored VF-1J

Point Cost = 30 Command Points = 3



Armored VF-1J



8	8	8
8	8	8
8	8	8



→ Flight

Type	Rng	MDC	Spec				Cost
VF-1J							
GU-11	24	6	Rapid Fire				
Dual Head Lasers	9	2	Anti-Missile				
Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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

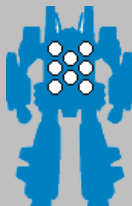


Special: UEDF Armored VF-1S

Point Cost = 35 Command Points = 4



Armored VF-1S



8	8	8
8	8	8
8	8	8



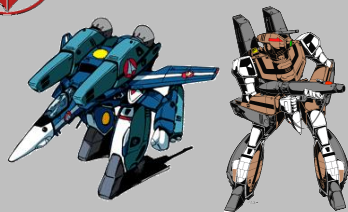
→ Flight

Type	Rng	MDC	Spec				Cost
VF-1D							
GU-11	24	6	Rapid Fire				
Quad Head Lasers	9	4	Anti-Missile				
Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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



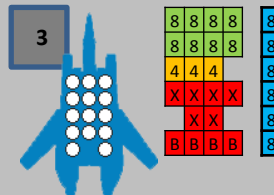
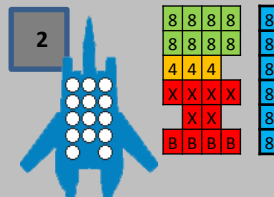
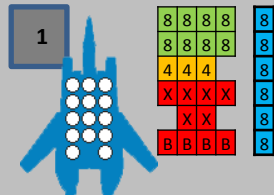
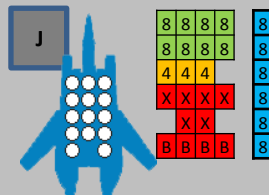
Core: UEDF Super Valkyrie Squadron



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

→ Flight

Point Cost = 110 Command Points = 6

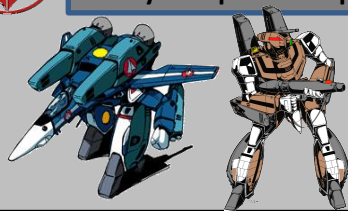


Type	Rng	MDC	Spec				Cost
VF-1J / VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover
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



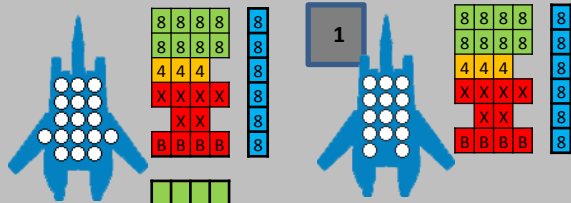
Core and Support: UEDF Super Valkyrie Squadron Upgraded VF-1J



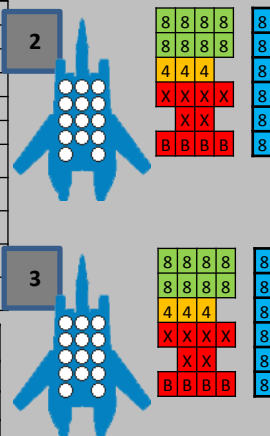
Super VF-1J (R) x1
Super VF-1A X3
→ Flight

J (R)

Point Cost = 120 Command Points = 6



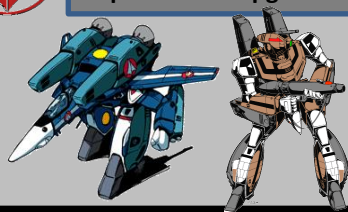
Type	Rng	MDC	Spec				Cost
VF-1J (R) /VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile				
Head Mounted 20MM / NA	9	3	Anti-Missile				X
Mini-Missile System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile	
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5



Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J (R) Battloid	7	3	4	5	2	Hands, HTH(All)
VF-1J (R) Guardian	16	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J (R) Fighter	18	3	3	6	2	Afterburner, Aircraft, Fast Mover
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



Core and Support: UEDF Super Valkyrie Squadron 2x Upgraded VF-1A



Super VF-1J x1
Super VF-1A (R) X2
Super VF-1A X1

→ Flight

Point Cost = 120 Command Points = 6

J



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
		X	X
B	B	B	B

8
8
8
8
8
8

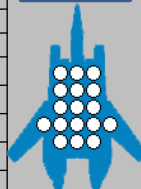
1 (R)



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
		X	X
B	B	B	B

8
8
8
8
8
8

2 (R)



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
		X	X
B	B	B	B

8
8
8
8
8
8

3



8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
		X	X
B	B	B	B

8
8
8
8
8
8

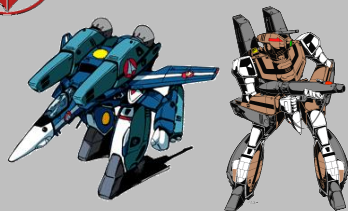
Type	Rng	MDC	Spec					Cost
VF-1J / VF-1A (R) / VF-1A								
GU-11	24/12/12	6	Rapid Fire					
Dual Lasers / Head Laser / Head Laser	9	2 / 1	Anti-Missile					
NA / Head Mounted 20MM / NA	9	3	Anti-Missile					
NA / Mini-Missile System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile		
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	5	
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	20	
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	10	
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5	

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All)
VF-1J Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1R/A Battloid	7 / 6	2	3	5	0	Hands, HTH(All)
VF-1R/A Guardian	16 / 14	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1RA Fighter	18 / 16	2	2	6	0	Afterburner, Aircraft, Fast Mover



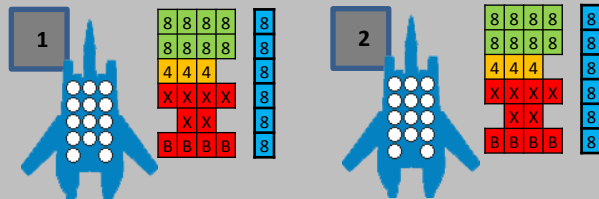
Support: UEDF Super Valkyrie Squad

Point Cost = 55 Command Points = 2



Super VF-1A X2

→ Flight



Type	Rng	MDC	Spec				Cost
VF-1A							
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)		
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	10
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	5
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			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



Support: UEDF Super VF-1D Valkyrie

Point Cost = 40 Command Points = 3



→ Co-Pilot,
Flight

Super VF-1D X1



Type	Rng	MDC	Spec				Upgrade
VF-1D							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	3	4	5	2	Hands, HTH(All)
Guardian	14	4	3	5	2	Flight, Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover



Support: UEDF Super VF-1J

Point Cost =35 Command Points = 3



Super VF-1J

→ Flight



8	8	8	8	8
8	8	8	8	8
4	4	4		
X	X	X	X	
	X	X		
B	B	B	B	

Type	Rng	MDC	Spec				Upgrade
VF-1S							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelmin g	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	3	4	5	2	Hands, HTH(All)
Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover



Special: UEDF Super VF-1S



Super VF-1S

→ Flight

Point Cost =40 Command Points = 4



8	8	8	8	8
8	8	8	8	8
4	4	4		
X	X	X	X	
	X	X		
B	B	B	B	

8
8
8
8
8
8

Type	Rng	MDC	Spec				Upgrade
VF-1S							
GU-11	24/12/12	6	Rapid Fire				X
Quad Head Laser	9	4	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	5
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

Unit	MV	PIL	GUN	DF	LDR	Special
Battloid	6	4	4	5	3	Hands, HTH(All)
Guardian	14	5	4	5	3	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	4	3	6	3	Afterburner, Aircraft, Fast Mover



Core: UEDF Jotun Squadron

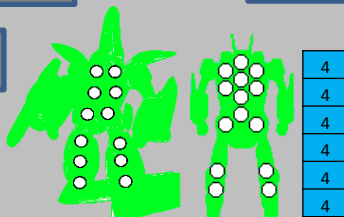
Point Cost =90 Command Points = 6



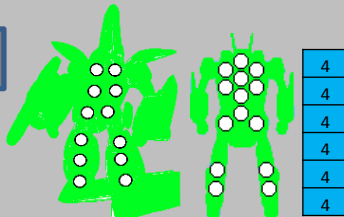
Jotun VF-1J
Jotun VF-1A X3

→ Flight

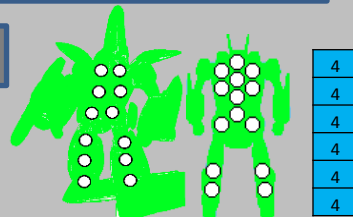
J



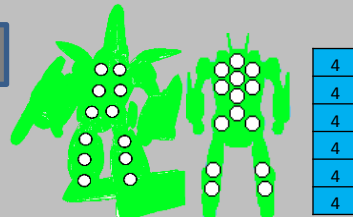
2



1



3



Type	Rng	MDC	Spec				Cost
1J / 1A							
Gu-11	24	6	Rapid Fire				
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile				
Hailstorm Pack	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			5

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



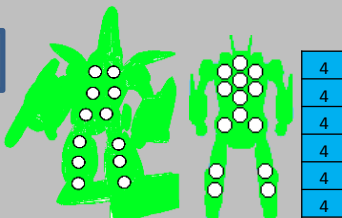
Support: UEDF Jotun Squad

Point Cost = 50 Command Points = 2

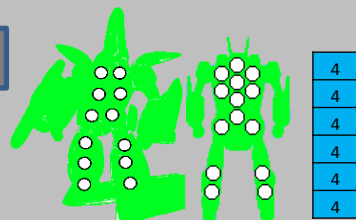


Jotun VF-1A X2

1



2



Type	Rng	MDC	Spec				Cost
Jotun							
Gu-11	24	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Pack	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			2

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



Support: UEDF Jotun Trainer

Point Cost = 35 Command Points = 3

Jotun VF-1D



→ Co-Pilot, Flight



4
4
4
4
4
4

Type	Rng	MDC	Spec				Cost
Jotun							
Gu-11	24	6	Rapid Fire				
Dual Head Laser	9	2	Anti-Missile				
Hailstorm Pack	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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



Support: UEDF Jotun VF-1J

Point Cost = 30 Command Points = 3

Jotun VF-1J



→ Flight



4
4
4
4
4
4

Type	Rng	MDC	Spec				Cost
Jotun							
GU-11	24	6	Rapid Fire				
Dual Head Laser	9	2	Anti-Missile				
Hailstorm Pack	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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



Special: UEDF Jotun VF-1S

Point Cost = 35 Command Points = 4

Jotun VF-1S



→ Flight



4
4
4
4
4
4

Type	Rng	MDC	Spec				Cost
Jotun							
GU-11	24	6	Rapid Fire				
Quad Head Laser	9	4	Anti-Missile				
Hailstorm Pack	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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



Core: UEDF YF-4 Squadron

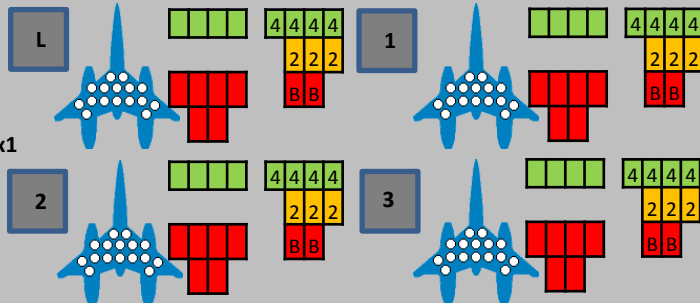
Point Cost = 105 Command Points = 6



YF-4 Leader x1

YF-4 X3

→ Flight



Type	Rng	MDC	Spec					
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile				X
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast		X
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile		X
MLOPS	12	2	Missile	Volley(4)	Ammo(4)	Anti-Missile		5
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)			10
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	10

Unit	MV	PIL	GUN	DF	LDR	Special
YF-4 Leader Battloid	6	3	4	5	2	Hands, HTH(All)
YF-4 Leader Guardian	11	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
YF-4 Leader Fighter	14	3	3	6	2	Afterburner, Aircraft, Fast Mover
YF-4 Battloid	6	2	3	5	0	Hands, HTH(All)
YF-4 Guardian	11	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
YF-4 Fighter	14	2	2	6	0	Afterburner, Aircraft, Fast Mover



Support: UEDF YF-4 Squad

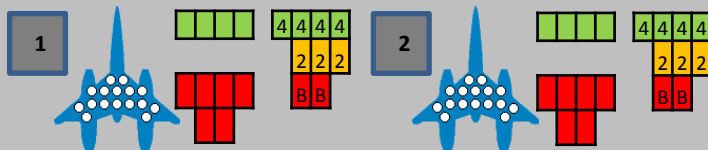
Point Cost = 55 Command Points = 2



YF-4 X2

→ Flight

HTH Base: 1



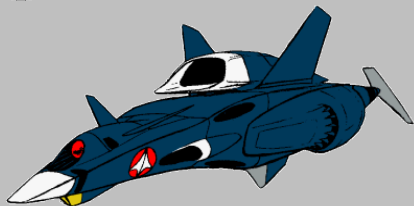
Type	Rng	MDC	Spec					
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile				X
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast		X
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile		X
MLOPS	12	2	Missile	Volley(4)	Ammo(4)	Anti-Missile		3
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)			5
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	5

Unit	MV	PIL	GUN	DF	LDR	Special
YF-4 Battloid	6	2	3	5	0	Hands, HTH(All)
YF-4 Guardian	11	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
YF-4 Fighter	14	2	2	6	0	Afterburner, Aircraft, Fast Mover

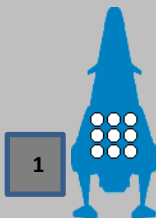


Core: UEDF Ghost Squadron

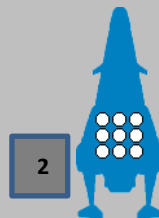
Point Cost = 70 Command Points = 4



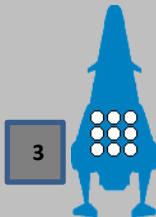
QF-3000 Ghost x4



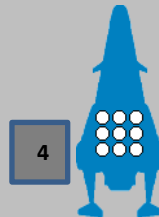
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4	4	4	4	4
4	4	4	4	4



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



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



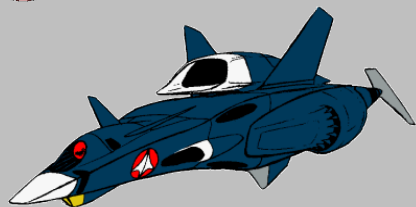
4	4	4	4	4
4	4	4	4	4
4	4	4	4	4

Type	Rng	MDC	Spec			
Ghost						
30MM Autocannons	24	12				
Improved Missile Launcher	18	6	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	24	9	Missile	Ammo(5)	Volley(4)	
Unit	MV	PIL	GUN	DF	LDR	Special
Ghost	10	1	1	6	0	Aircraft, Flight, Afterburner

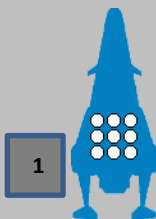


Support: UEDF Ghost Squad

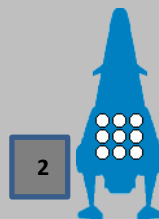
Point Cost = 35 Command Points = 2



QF-3000 Ghost x2



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



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

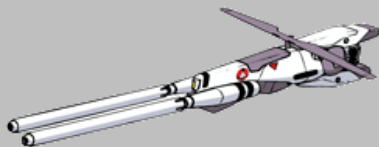
Type	Rng	MDC	Spec			
Ghost						
30MM Autocannons	24	12				
Improved Missile Launcher	18	6	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	24	9	Missile	Ammo(5)	Volley(4)	

Unit	MV	PIL	GUN	DF	LDR	Special
Ghost	10	1	1	6	0	Aircraft, Flight, Afterburner



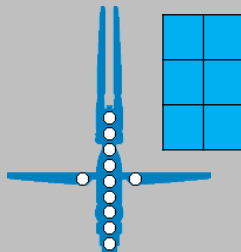
Core: UEDF Lancer II Squadron

Point Cost = 70 Command Points = 4

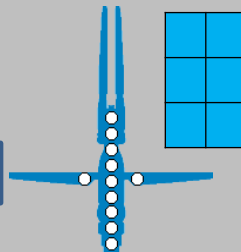


Lancer II x4

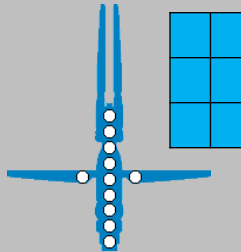
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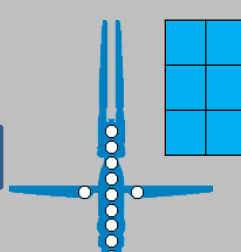
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3



4



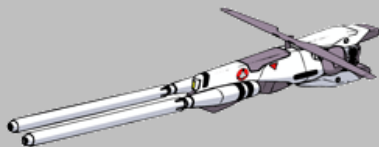
Type	Rng	MDC	Spec			
Lancer II						
Dual Particle Beams	48	10				
Short Range Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special		
Lancer II	11	2	2	5	0	Flight	Aircraft	Afterburner



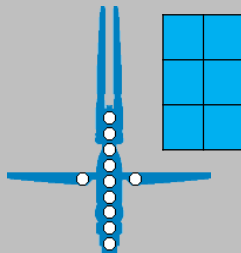
Support: UEDF Lancer II Squad

Point Cost = 35 Command Points = 2

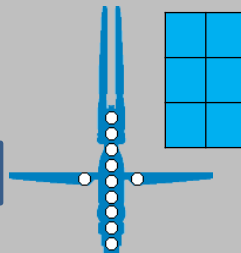


Lancer II x2

1



2



Type	Rng	MDC	Spec			
Lancer II						
Dual Particle Beams	48	10				
Short Range Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile

Unit	MV	PIL	GUN	DF	LDR	Special		
Lancer II	11	2	2	5	0	Flight	Aircraft	Afterburner



Core: UEDF Mobile Infantry Squadron

Point Cost = 25

1



2



Type	Trooper #	Rng	MDC	Spec
Infantry				
M-21	x5	4	1	
M-223	x1	9	1	
M-225	x1	9	2	
LACV-60				
M-227		12	6	

Unit	MV	PIL	GUN	DF	Special
LACV-60	3	1	2	4	Vehicle

Unit	MV	PIL	GUN	DF	Special
Trooper	1	1	2	4	Infantry



Core: UEDF Standard Infantry Squadron

Point Cost = 20

1



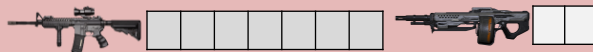
2



3



4



Type	Trooper #	Rng	MDC	Spec
M-21	x7	4	1	
M-223	x2	9	1	

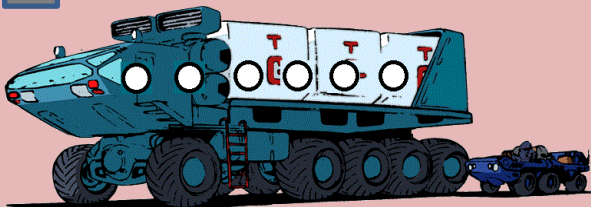
Unit	MV	PIL	GUN	DF	Special
Trooper	1	1	1	4	Infantry



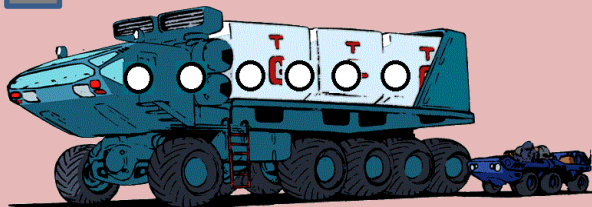
Core: UEDF Convoy Vehicle Squadron

Point Cost = 10

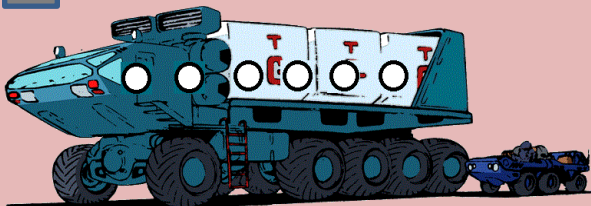
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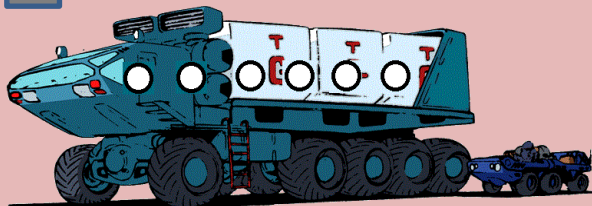
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3



4



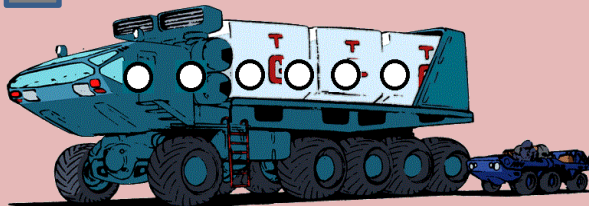
Unit	MV	PIL	GUN	DF	Special
Convoy Vehicle	4	1	-	4	Vehicle



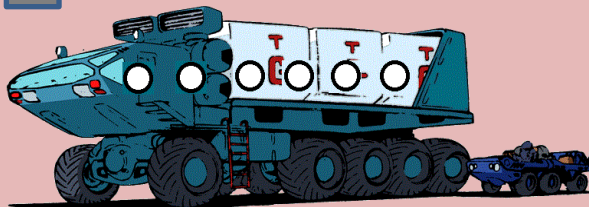
Core: UEDF Convoy Vehicle Squad

Point Cost = 5

1



2



Unit	MV	PIL	GUN	DF	Special
Convoy Vehicle	4	1	-	4	Cumbersome



Core: UEDF Advanced Battle Tank Squadron

Point Cost = 50 Command Points = 1

1



2



3



4



Unit	MV	PIL	GUN	DF	Ldr	Special
Advanced Tank						
Commander	4	1	2	5	1	Cumbersome, Vehicle
Tank	4	1	2	5	0	Cumbersome, Vehicle

Type	Rng	MDC	Spec
Advanced Tank			
Main Cannon	30	10	
Top-Mounted MG	6	1	Rapid Fire, Anti-Infantry



Core: UEDF Advanced Battle Tank Squad

Point Cost = 25 Command Points = 0

1



2



Unit	MV	PIL	GUN	DF	Ldr	Special
Advanced Tank						
Tank	4	1	2	5	0	Cumbersome, Vehicle

Type	Rng	MDC	Spec
Advanced Tank			
Main Cannon	30	10	
Top-Mounted MG	6	1	Rapid Fire, Anti-Infantry



Core: UEDF Main Battle Tank Squadron

Point Cost = 45 Command Points = 1

1



2



3



4



Unit	MV	PIL	GUN	DF	Ldr	Special
Advanced Tank						
Commander	4	1	2	5	1	Cumbersome, Vehicle
Tank	4	1	2	5	0	Cumbersome, Vehicle

Type	Rng	MDC	Spec
Advanced Tank			
Main Cannon	24	9	
Top-Mounted MG	6	1	Rapid Fire, Anti-Infantry



Core: UEDF Main Battle Tank Squadron

Point Cost = 20 Command Points = 0

1



2



Unit	MV	PIL	GUN	DF	Ldr	Special
Battle Tank	4	1	2	5	0	Cumbersome, Vehicle

Type	Rng	MDC	Spec
Advanced Tank			
Main Cannon	24	9	
Top-Mounted MG	6	1	Rapid Fire, Anti-Infantry

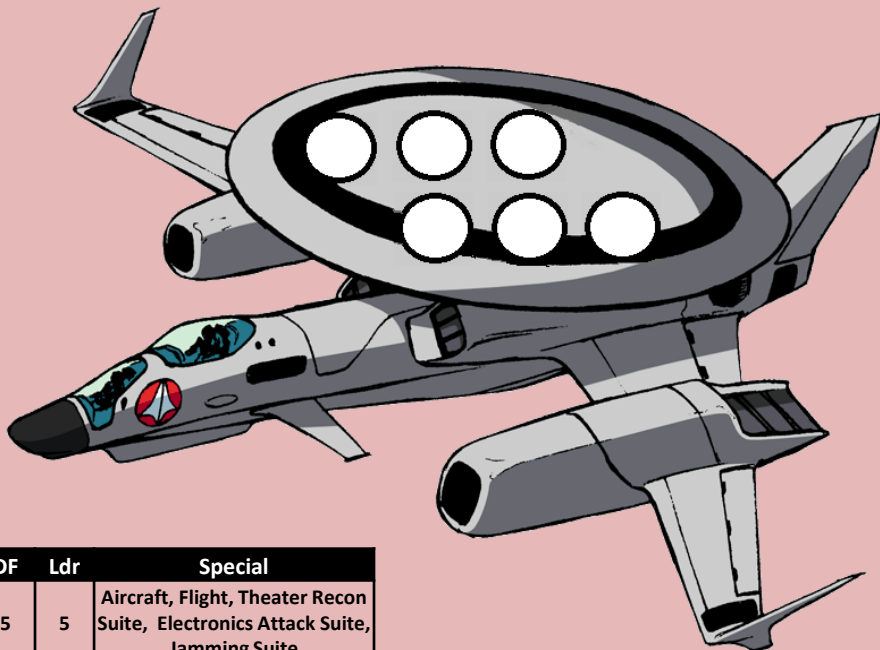


Special: UEDF Cat's Eye Recon

Point Cost = 90 Command Points = 6

→ Theater Recon Suite

1. Provides Friendly Forces an Initiative Bonus of +1
2. Recon removes either the +1 to strike for flanking bonuses or rear attack bonuses BUT only one, not both on all friendly units within 36 inches.
3. Allows one Free Steal Activation or Prevents one from being stolen once per turn.



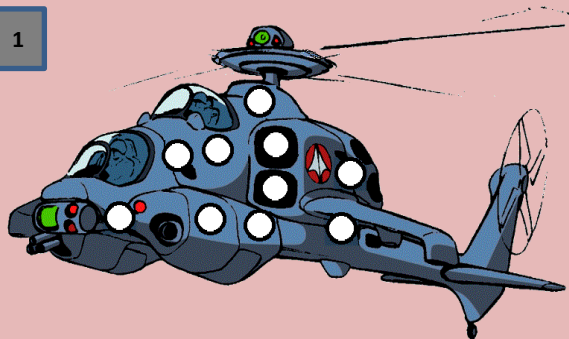
Unit	MV	PIL	GUN	DF	Ldr	Special
Cat's Eye	9	2	2	5	5	Aircraft, Flight, Theater Recon Suite, Electronics Attack Suite, Jamming Suite



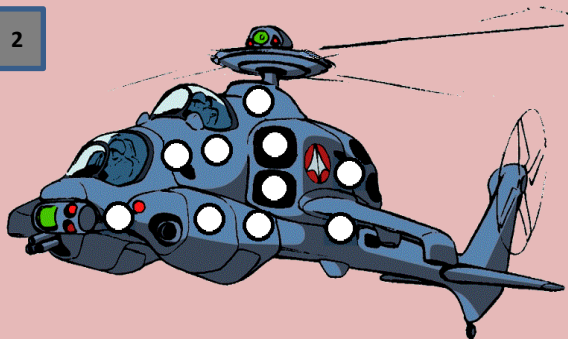
Core: UEDF Comanchero Squadron

Point Cost = 30 Command Points = 2

1



2



Unit	MV	PIL	GUN	DF	Ldr	Special
Comanchero	9	2	2	5	0	Hover, Flight, Aircraft

Type	Rng	MDC	Spec					Cost
Comanchero								
Gsh-30-4A1 30mm Autocannon	12	3	Spinal Mount					
Mounted Rotary Cannons	9	2						
Short-Range Missiles	18	6	Missile	Volley(4)	Ammo(3)	Anti-Missile		6
Medium-Range Missiles	24	9	Missile	Volley(X)	Ammo(6)			6
Long-Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		10
Mini-Bombs	Bomb	2	Fly Over	Overwhelming	Blast	Ammo(15)	Volley(6)	6