



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



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



1

2



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



2

Unit	MV	PIL	GN	DF	LDR	Upgrade
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	2	10 (Special)

Type	RN	MD	Spec	Upgrade						
Tomahawk										
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire						
Dual TZ-IV Gun Clusters	9	8								
Dual .50 Cal Machineguns	9	4								
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				
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile				
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



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



CMD

2



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



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	RN	MD	Spec	Upgrade						
Tomahawk										
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire						
Dual TZ-IV Gun Clusters	9	8								
Dual .50 Cal Machineguns	9	4								
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				
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile				
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



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



1

2



4 4 4 4 4 4

X X X X X X

X X X X
X X X X



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	RN	MD	Spec	Upgrade					
Tomahawk									
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire					
Dual TZ-IV Gun Clusters	9	8							
Dual .50 Cal Machineguns	9	4							
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			
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile			
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

Point Cost = 80 Command Points = 4

1

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



2

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



3

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



4

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



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

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual TZ-IV Gun Clusters	9	8				
Dual .50 Cal Machineguns	9	4				
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
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile



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

X X X X X X

X X X X
X X X X



2

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



3

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



4

4 4 4 4 4 4

X X X X X X

X X X X
X X X X



Type

RN

MD

Spec

Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual TZ-IV Gun Clusters	9	8				
Dual .50 Cal Machineguns	9	4				
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
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile



Core: UEDF Artillery Squadron



Phalanx x4

→ None

HTH: BB, K, STMP

Base Point Cost = 80 Command Points = 4



1

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---



2

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---



3

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---



4

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

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

Type	RN	MD	Spec							Upgrade
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)	Inescapable	Blast	Rear Fire	Indirect Fire	Anti-Missile(X)	30



Core and Special: UEDF Artillery Squadron w/ Commander



Phalanx x4

→ None

HTH: BB, K, STMP

Point Cost = 90 Command Points = 6



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

CMD



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

1



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

2



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

3

Type	RN	MD	Spec	Upgrade						
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)	Inescapable	Blast	Rear Fire	Indirect Fire	Anti-Missile(X)	30



Core: UEDF Brawler Squadron



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P,
STMP



Spartan x2

→ *Focused Fire*
+ *Brawler*

HTH: (All)

Point Cost = 70 Command Points = 4



4 4 4 4 4 4

X X X X X X

X X X X
X X X X

1



4 4 4 4 4 4

X X X X X X

X X X X
X X X X

2



4 4
4 4
4 4

1



4 4
4 4
4 4

2

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

Type	RN	MD	Spec	Upgrade			
Tomahawk							
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire			
Dual TZ-IV Gun Clusters	9	8					
Dual .50 Cal Machineguns	9	4					
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	
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile	
Spartan							
TZ-IV Gun Cluster	9	4					
LWS-20	9	2	Anti-Missile	Rear Fire			
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
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)

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

Point Cost = 80 Command Points = 6



4 4 4 4 4 4

X X X X X X

1

X X X X
X X X X

CMD



4 4
4 4
4 4



4 4 4 4 4 4

X X X X X X

2

X X X X
X X X X

2



4 4
4 4
4 4

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



→ **Focused Fire**

**HTH: BB, K, P,
STMP**



→ **Focused Fire**
+ **Brawler**

HTH: (All)

Point Cost = 80 Command Points = 6





Core: UEDF Close Quarters Squadron

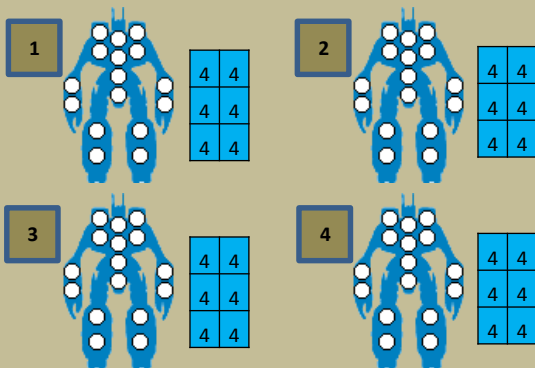
Point Cost = 60 Command Points = 4



Spartan x4

→ *Focused Fire + Brawler*

HTH : (All)



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

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



Core and Special: UEDF Close Quarters Squadron W/Commander

Point Cost = 70 Command Points = 6



Spartan x4

→ *Focused Fire + Brawler*

HTH : (All)

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	RN	MD	Spec	Upgrade			
TZ-IV Gun Cluster	9	4					
LWS-20	9	2	Anti-Missile	Rear Fire			
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile	
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



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---



1



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---



2

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

Type	RN	MD	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)	Inescapable	Blast	Rear Fire	Indirect Fire	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



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

1



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

2

CMD



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	RN	MD	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)	Inescapable	Blast	Rear Fire	Indirect Fire	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



Phalanx x2

→ None

HTH: BB, K, STMP



Defender x2

→ None

HTH: BB, K, STMP

Point Cost = 70 Command Points = 6



4	4	4	4
4	4	4	4
4	4	4	

1

Scorpio Missiles

X	X	X	X
---	---	---	---

1



4	4	4	4
4	4	4	4
4	4	4	

2

Scorpio Missiles

X	X	X	X
---	---	---	---

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	RN	MD	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)	Inescapable	Blast	Rear Fire	Indirect Fire	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

Point Cost = 20 Command Points = 2



Defender x2

→ None

HTH Base: 0

BB, K, STMP



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

Type	RN	MD	Spec	Upgrade					
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



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

2



4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
---	---	---	---

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

Type	RN	MD	Spec							Upgrade
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(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile (X)	15



Support: UEDF Spartan Squad

Point Cost = 30 Command Points = 2



Spartan x2

→ *Focused
Fire +
Brawler*

HTH: (All)

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

RN

MD

Spec

Upgrade

TZ-IV Gun Cluster

9

4

LWS-20

9

2

Anti-Missile

Rear Fire

Dual Missile Pods

18

6

Missile

Ammo(6)

Volley (4)

Anti-Missile

GU-11

24

6

Rapid Fire

10

Melee Club

1

*

Melee

5



Support: UEDF Tomahawk Squad



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P, STMP

Point Cost = 40 Command Points = 2

1



4 4 4 4 4 4

X X X X X X

X X X X
X X X X

2



4 4 4 4 4 4

X X X X X X

X X X X
X X X X

Unit

MV

PIL

GUN

DF

LDR

Tomahawk

5

2

2

5

0

Type

RN

MD

Spec

Dual Heavy Particle Cannons

36

8

Overwhelming

Split Fire

Dual TZ-IV Gun Clusters

9

8

Dual .50 Cal Machineguns

9

4

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

Air-Defense Missile Pod

18

6

Missile

Ammo(6)

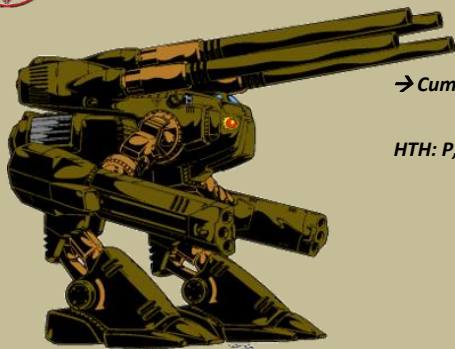
Volley (X)

Anti-Missile



Special: UEDF Mac II Monster

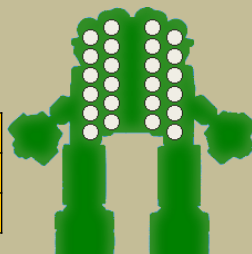
Point Cost = 40 Command Points = 1



→ Cumbersome

HTH: P, K, STMP

X	X
X	X
X	X



X	X
X	X
X	X

400 MM Ammo

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

Type	RN	MD	Spec				
400 MM Autocannons	60	12	Accurate	Blast	Overwhelming	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	RN	MD	Spec	Upgrade			
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	15
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 and VF-1A



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

→ Flight



J-R

Point Cost = 90 Command Points = 6

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



1

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

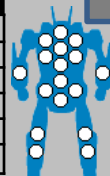
Type	RN	MD	Spec	Upgrade			
VF-1J/A (R) / VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Head Lasers/Head Laser	9	2 / 1	Anti-Missile				
Head Mounted 20MM / NA	9	3	Anti-Missile				
Mini-Missile Delivery System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
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/A (R) Battloid	6	3	4	5	2	Hands, HTH(All)
VF-1J.A (R) Guardian	12	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J/A (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



R

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

X	X	X	X
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Core and Support : UEDF Valkyrie Squadron Upgraded VF-1A x2



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

Point Cost = 90 Command Points = 6



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)

X	X	X	X
---	---	---	---



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

2(R)

X	X	X	X
---	---	---	---



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

3

Type	RN	MD	Spec				Upgrade
VF-1J (R)/ VF-1A (R) / VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Head Lasers	9	2 / 1	Anti-Missile				
NA / Head Mounted 20MM	9	3	Anti-Missile				
Mini-Missile Delivery System	12	2	Anti-Missile	Volley(X)	Ammo(4)	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	15
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



Core and 2x Support : UEDF Valkyrie Squadron Upgraded to VF-1R's



VF-1J (R) x1
VF-1A (R) x3

→ Flight

Point Cost = 100 Command Points = 6



J(R)

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



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

1(R)

X	X	X	X
---	---	---	---



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

2(R)

X	X	X	X
---	---	---	---



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

3(R)

X	X	X	X
---	---	---	---

Type	RN	MD	Spec	Upgrade			
VF-1J/ VF-1A (R)							
GU-11	24/12/12	6	Rapid Fire				
Dual Head Lasers	9	2	Anti-Missile				
Head Mounted 20MM	9	3	Anti-Missile				
Mini-Missile Delivery System	12	2	Anti-Missile	Volley(X)	Ammo(4)	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	15
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	12	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1J Fighter	14	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1R / A Battloid	6	2	3	5	0	Hands, HTH(All)
VF-1R / A Guardian	12	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R / A Fighter	14	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	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	8
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 Upgraded Valkyrie Wing

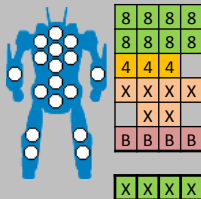


VF-1R X2

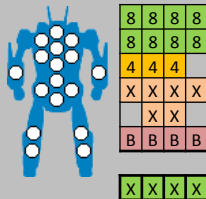
→ Flight

Point Cost = 50 Command Points = 2

1



2



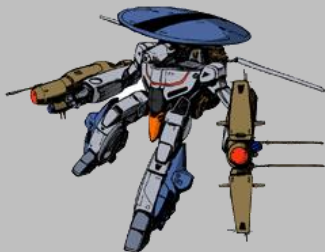
Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Head Mounted 20MM	9	3	Anti-Missile				
Mini-Missile Delivery System	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	8
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
VF-1R / A Battloid	6	2	3	5	0	Hands, HTH(All)
VF-1R / A Guardian	12	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1R / A Fighter	14	2	2	6	0	Afterburner, Aircraft, Fast Mover



Support: UEDF VEF-1 Valkyrie

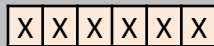
Point Cost = 30 Command Points = 3



VEF-1 X1

→ Electronic Attack Suite,
Spoofing Pod, Flight

HTH Base: 1



Type	RN	MD	Spec	Upgrade				
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	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				
Dual Head Lasers	9	2	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
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



Special: UEDF VF-1S



VF-1S

→ Flight

Point Cost = 30 Command Points = 4



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

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				
Quad Head Lasers	9	4	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
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



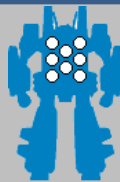
Armored VF-1J x1
Armored VF-1A X3

→ Flight



8	8	8
8	8	8
8	8	8

J



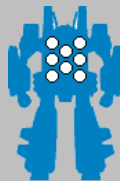
8	8	8
8	8	8
8	8	8

1



8	8	8
8	8	8
8	8	8

2



8	8	8
8	8	8
8	8	8

3



Type	RN	MD	Spec	Upgrade			
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)



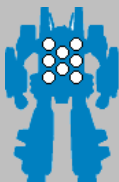
Support: UEDF Armored Valkyrie Wing

Point Cost = 45 Command Points = 2

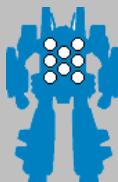


Armored VF-1A X2

→ Flight



8	8	8
8	8	8
8	8	8



8	8	8
8	8	8
8	8	8

Type	RN	MD	Spec				Upgrade
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	RN	MD	Spec	Upgrade			
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

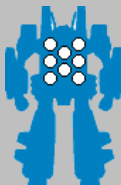


Special: UEDF Armored VF-1S

Point Cost = 35 Command Points = 4



Armored VF-1S



8	8	8
8	8	8
8	8	8



→ Flight

Type	RN	MD	Spec				Upgrade
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



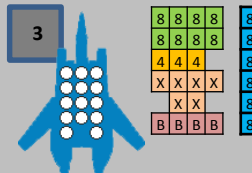
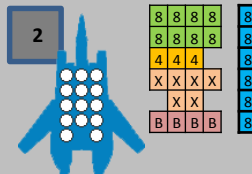
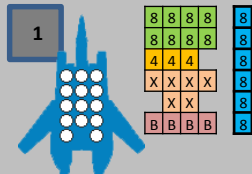
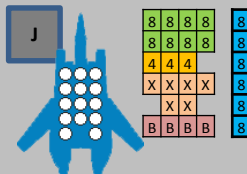
Core: UEDF Super Valkyrie Squadron



Super VF-1J x1
Super VF-1A X3

→ Flight

Point Cost = 110 Command Points = 6



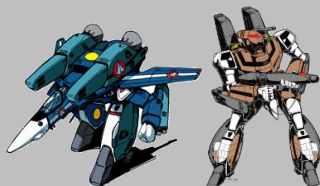
Type	RN	MD	Spec	Upgrade			
VF-1J /VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	5
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
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 and VF-1A

Point Cost = 120 Command Points = 6



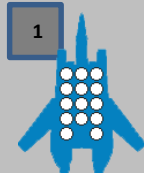
Super VF-1J (R) X1
Super VF-1A (R) X1
Super VF-1A X2

→ Flight

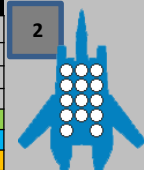
J (R)



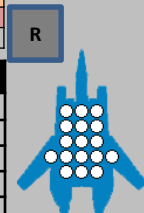
8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B
X	X	X	X



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



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

Type	RN	MD	Spec	Upgrade			
VF-1J/A (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				
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	15
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 / R Battloid	6 / 7	2	3	5	0	Hands, HTH(All)
VF-1A / R Guardian	14 / 16	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A / R Fighter	16 / 18	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

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

3



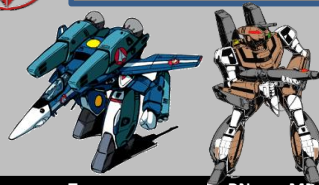
8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

Type	RN	MD	Spec	Upgrade			
VF-1J / VF-1A (R) / VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Dual Lasers / Head Laser	9	2 / 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	15
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



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



Super VF-1J x1
Super VF-1A (R) x3

→ Flight

Point Cost = 130 Command Points = 6

J(R)



1 (R)



2 (R)



3(R)



Type	RN	MD	Spec	Upgrade			
VF-1J(R) / VF-1A (R)							
GU-11	24/12/12	6	Rapid Fire				
Dual Laser	9	2	Anti-Missile				
Head Mounted 20MM	9	3	Anti-Missile				
Mini-Missile System	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	15
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

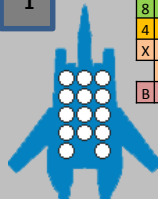
Point Cost = 55 Command Points = 2



Super VF-1A X2

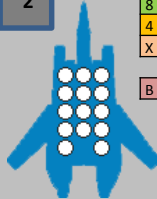
→ Flight

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	RN	MD	Spec	Upgrade			
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	8
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



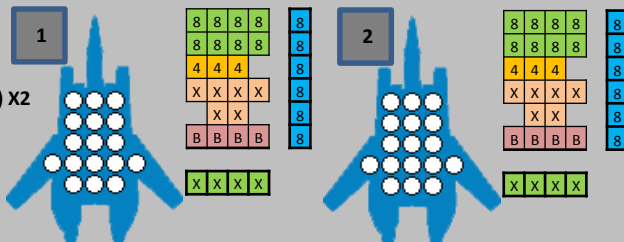
Support: UEDF Upgraded Super Valkyrie Squad

Point Cost = 65 Command Points = 2



Super VF-1R (A) X2

→ Flight



Type	RN	MD	Spec	Upgrade			
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	8
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



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

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				
Dual Head Laser	9	2	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	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
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



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	

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				
Quad Head Laser	9	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	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
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

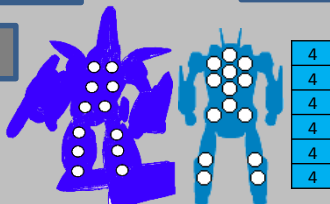
Point Cost =90 Command Points = 6



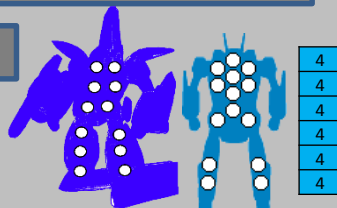
Jotun VF-1J
Jotun VF-1A X3

→ Flight

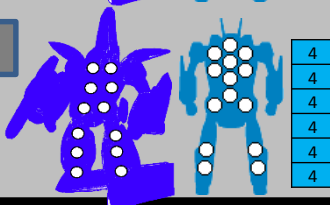
J



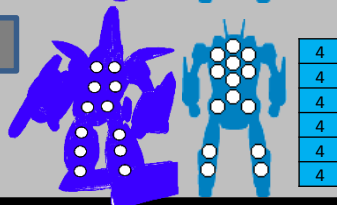
1



2



3



Type	RN	MD	Spec	Upgrade			
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

→ Flight

1



4
4
4
4
4
4

2



4
4
4
4
4
4

Type	RN	MD	Spec	Upgrade			
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	RN	MD	Spec	Upgrade			
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



Special: UEDF Jotun VF-1S

Point Cost = 35 Command Points = 4

Jotun VF-1S



→ Flight



4
4
4
4
4
4

Type	RN	MD	Spec	Upgrade			
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

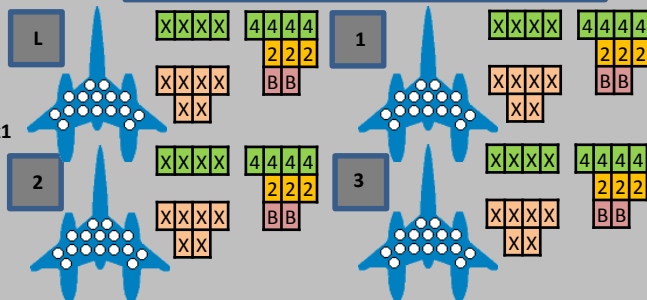
Point Cost = 105 Command Points = 6



YF-4 Leader x1

YF-4 X3

→ Flight



Type	RN	MD	Spec	Upgrade				
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile				
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast		
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile		
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



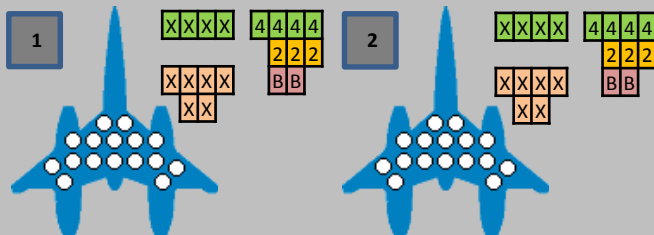
Support: UEDF YF-4 Squad

Point Cost = 55 Command Points = 2



YF-4 X2

→ Flight



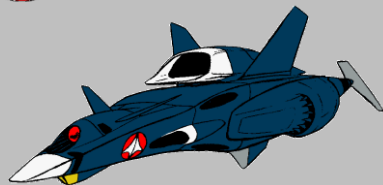
Type	RN	MD	Spec	Upgrade				
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile				
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast		
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile		
MLOPS	12	2	Missile	Volley(4)	Ammo(4)	Anti-Missile		3
Medium Range Missiles	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

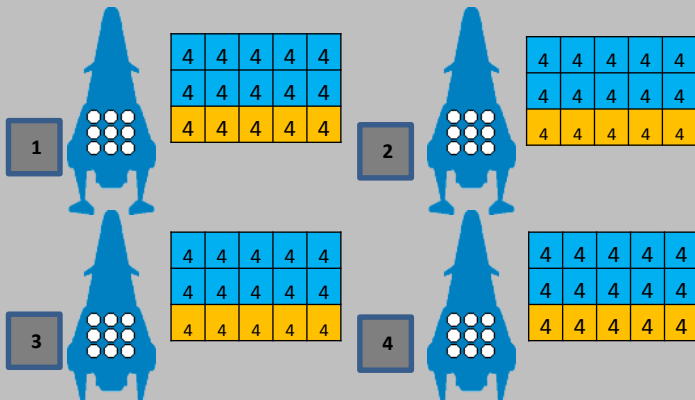


Core: UEDF Ghost Squadron

Point Cost = 70 Command Points = 4



QF-3000 Ghost x4



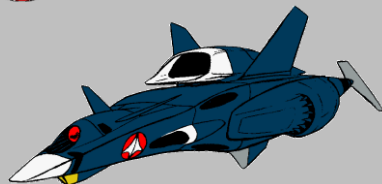
Type	RN	MD	Spec			
30MM Autocannons	24	12				
Improved Missile Launcher	18	6	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	24	9	Missile	Ammo(5)	Volley(4)	

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

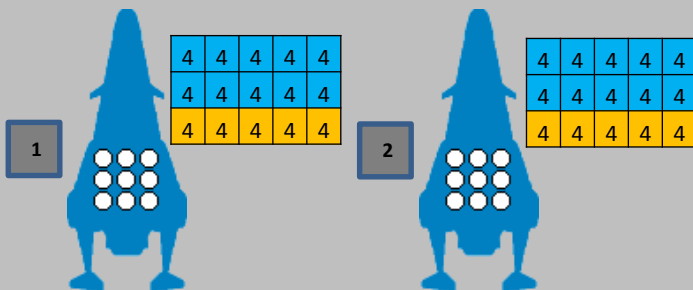


Support: UEDF Ghost Squad

Point Cost = 35 Command Points = 2



QF-3000 Ghost x2



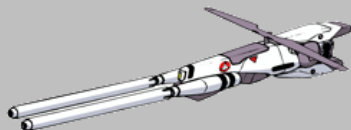
Type	RN	MD	Spec			
30MM Autocannons	24	12				
Improved Missile Launcher	18	6	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	24	9	Missile	Ammo(5)	Volley(4)	

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

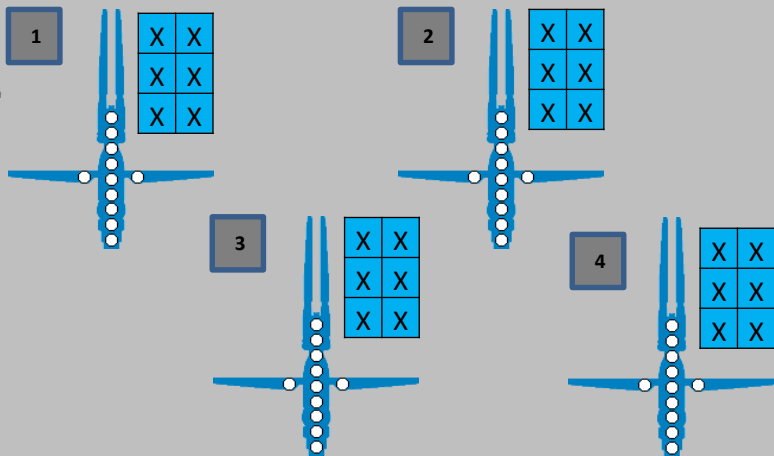


Core: UEDF Lancer II Squadron

Point Cost = 70 Command Points = 4



Lancer II x4



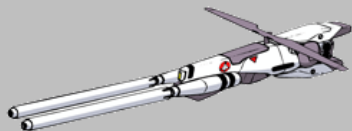
Type	RN	MD	Spec			
Dual Particle Beams	48	10				
Short Range Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile

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

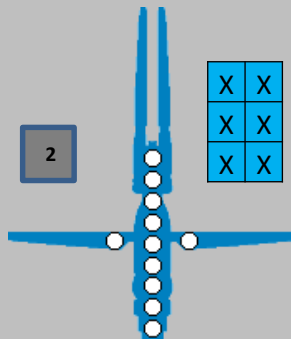
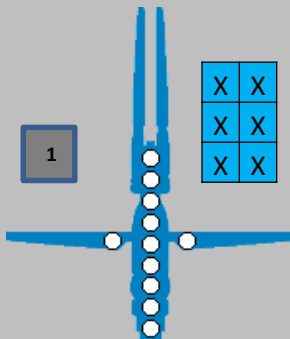


Support: UEDF Lancer II Squad

Point Cost = 35 Command Points = 2



Lancer II x2



Type	RN	MD	Spec			
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