



UEDF: Marines

Faction

Every Marine a Rifleman

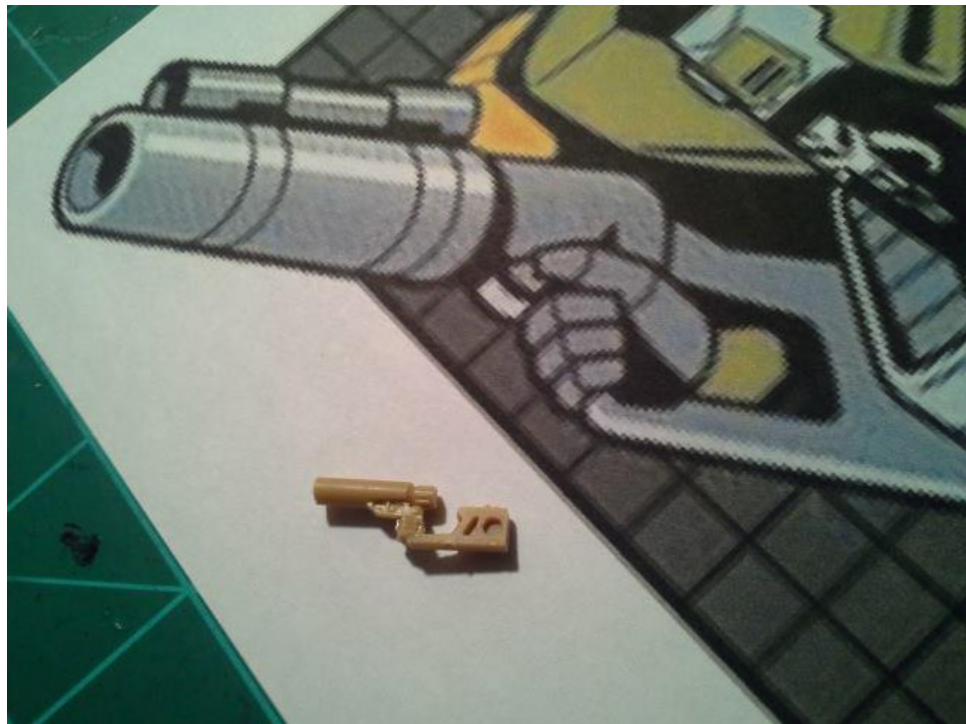
Every Marine is trained and excels in marksmanship and hand to hand combat.

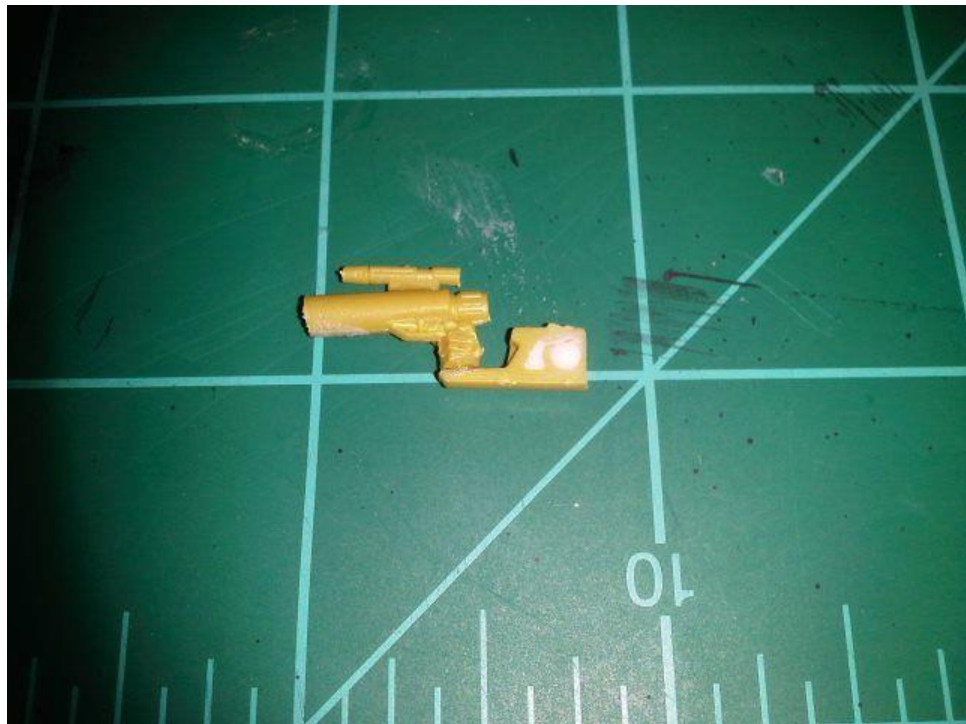
The Marines add +1 to all attack rolls using arm mounted direct fire weapons such as the heavy cannons on the Tomahawk or Defender or handheld ones such as a Spartan or Veritech using a GU-11 when they do not move as if they had the accurate trait. Weapons with the Accurate trait will still receive the additional +1 to strike. Added to that all Marines are Hand to Hand specialist allowing them a second Hand to Hand attack for free.















Core: UEDF Marines Area Denial Squadron



Tomahawk x2

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



Defender x2

→ *None*
HTH: BB, K,
STMP

Point Cost = 65 Command Points = 4

1



6 6 6 6

X X X X X X

X X X X
X X X X



1

2



6 6 6 6

X X X X X X

X X X X
X X X X



2

Unit	MV	PIL	GUN	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	24	4	Missile	Ammo(4)	Volley (6)	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	48	6	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 Marines 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 = 75 Command Points = 6

1



6 6 6 6

X X X X X X

X X X X
X X X X



CMD

2



6 6 6 6

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	24	4	Missile	Ammo(4)	Volley (6)	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	48	6	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 Marines 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 = 75 Command Points = 6

CMD



6 6 6 6

X X X X X X

X X X X
X X X X



1

2



6 6 6 6

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	24	4	Missile	Ammo(4)	Volley (6)	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	48	6	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 Marines Armored Squadron



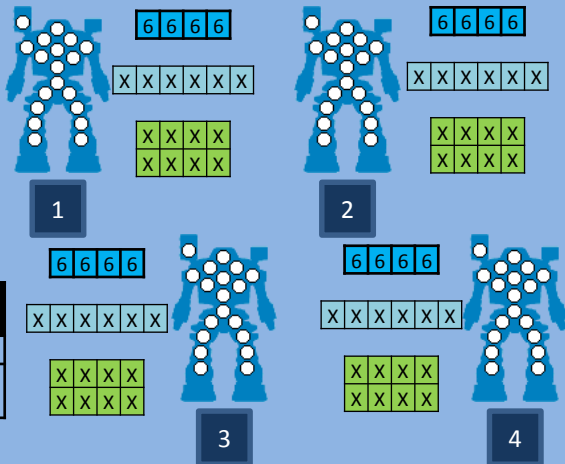
Tomahawk x4

→ *Focused Fire*

HTH: BB, K, P, STMP

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

Point Cost = 85 Command Points = 4



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	24	4	Missile	Ammo(4)	Volley (6)	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 Marines Armored Squadron W/ Commander



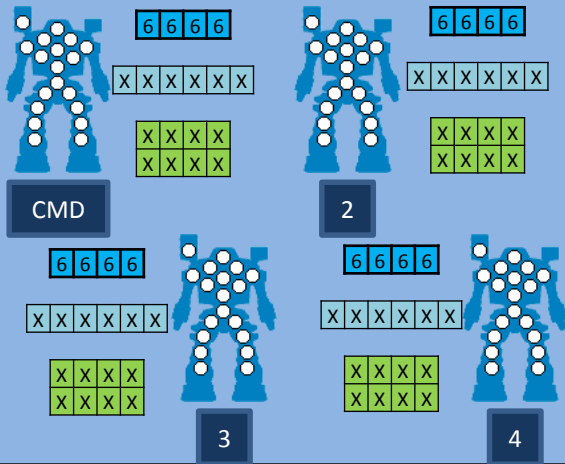
Tomahawk x4

→ *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 = 95 Command Points = 6



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	24	4	Missile	Ammo(4)	Volley (6)	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 Marines Artillery Squadron

Base Point Cost = 70 Command Points = 4



Phalanx x4

→ None

HTH: BB, K, STMP



1

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

X	X	X	X
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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						
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Indirect Fire	Blast	20
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Anti-Missile (X)	Rear Fire	Indirect Fire	Inescapable	30



Core and Special: UEDF Marines Artillery Squadron w/ Commander



Phalanx x4

→ None

HTH: BB, K, STMP

Point Cost = 70 Command Points = 6



4	4	4	4
4	4	4	4
4	4	4	

CMD

Scorpio Missiles

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



4	4	4	4
4	4	4	4
4	4	4	

1

Scorpio Missiles

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



4	4	4	4
4	4	4	4
4	4	4	

2

Scorpio Missiles

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



4	4	4	4
4	4	4	4
4	4	4	

3

Scorpio Missiles

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

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

Type	RN	MD	Spec							Upgrade
Phalanx										
Snae Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	20
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	30



Core: UEDF Marines Brawler Squadron

Point Cost = 85 Command Points = 4



Tomahawk x2

→ Focused Fire

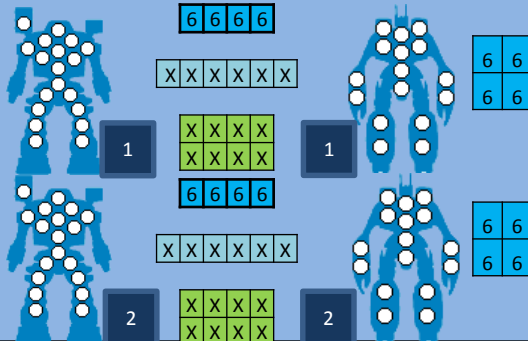
HTH: BB, K, P,
STMP



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

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	24	4	Missile	Ammo(4)	Volley (6)	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(4)	Volley (6)	Anti-Missile	
GU-11	24	6	Rapid Fire				
Shock Baton	1	*	Melee				-5



Core and Special: UEDF Marines Brawler W/Spartan Commander



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P,
STMP



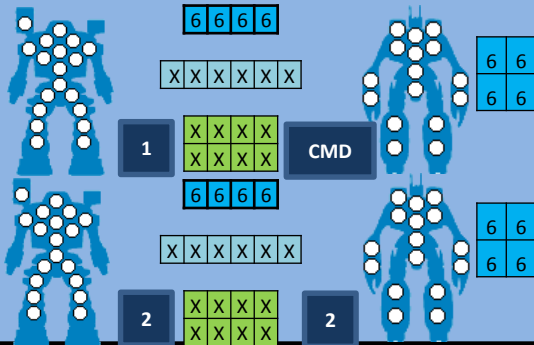
Spartan x2

→ *Focused Fire*
+ *Brawler*

HTH: (All)

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

Point Cost = 95 Command Points = 6



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	24	4	Missile	Ammo(4)	Volley (6)	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(4)	Volley (6)	Anti-Missile	
GU-11	24	6	Rapid Fire				
Shock Baton	1	*	Melee				-5



Core and Special: UEDF Marines Brawler W/Tomahawk Commander



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P,
STMP



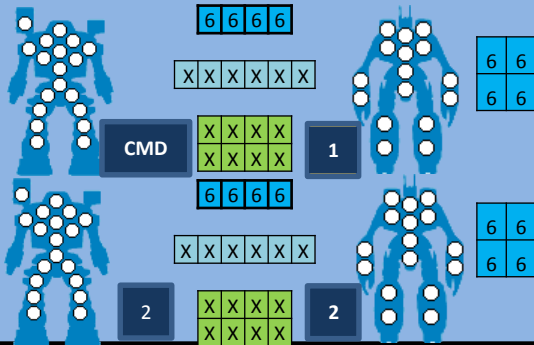
Spartan x2

→ *Focused Fire*
+ *Brawler*

HTH: (All)

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

Point Cost = 95 Command Points = 6



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	24	4	Missile	Ammo(4)	Volley (6)	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(4)	Volley (6)	Anti-Missile	
GU-11	24	6	Rapid Fire				
Shock Baton	1	*	Melee				-5



Core: UEDF Marines Air Defense Squadron

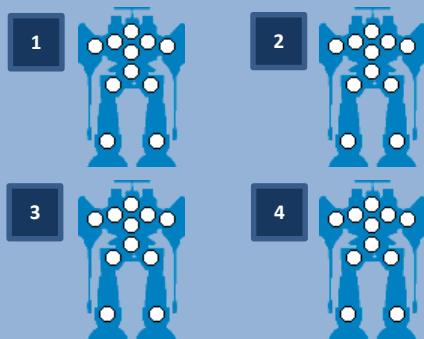
Point Cost = 40 Command Points = 4



Defender x4

→ None

HTH: BB, K,
STMP



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

Type	RN	MD	Spec						Upgrade
78 MM Autocannons	48	6	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airstrike)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	10



Core and Special: UEDF Marines Air Defense w/ Commander Squadron

Point Cost = 50 Command Points = 6

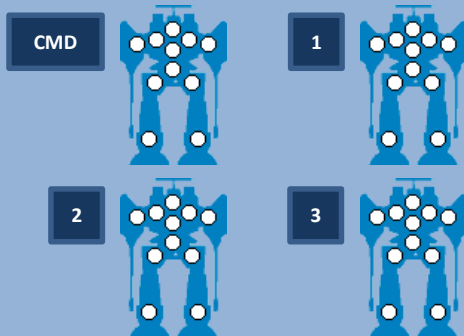


Defender x4

→ None

HTH: BB, K,
STMP

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



Type	RN	MD	Spec					Upgrade	
78 MM Autocannons	48	6	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airstrike)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	10



Core: UEDF Marines Perimeter Defense Squadron

Base Point Cost = 65 Command Points = 4



Phalanx x2

→ None

HTH: BB, K, STMP



Spartan x2

→ Focused Fire + Brawler

HTH: (All)

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

Scorpio Missiles

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

1



4	4
4	4
4	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

2

Type	RN	MD	Spec							Upgrade
Phalanx										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
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 Marines Perimeter Defense Squadron W/ Phalanx Commander

Base Point Cost = 75 Command Points = 6



Phalanx x2

→ None

HTH: BB, K, STMP



Spartan x2

→ Focused Fire + Brawler

HTH: (All)

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



CMD

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

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



6	6
6	6

1



2

4	4	4	4
4	4	4	4
4	4	4	

Scorpio Missiles

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



6	6
6	6

2

Type	RN	MD	Spec							Upgrade
Phalanx										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Spartan										
TZ-IV Gun Cluster	9	4								
Dual Missile Pods	18	6	Missile	Ammo(4)	Volley (6)	Anti-Missile				
LWS-20	9	2	Anti-Missile	Rear Fire						
GU-11	24	6	Rapid Fire							10
Shock Baton	1	*	Melee							5



Core: UEDF Marines Perimeter Defense Squadron W/Spartan Commander

Base Point Cost = 75 Command Points = 6



Phalanx x2

→ None

HTH: BB, K, STMP



Spartan x2

→ Focused Fire + Brawler

HTH: (All)

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



4	4	4	4
4	4	4	4
4	4	4	

1

Scorpio Missiles

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



6	6
6	6

CMD



4	4	4	4
4	4	4	4
4	4	4	

2

Scorpio Missiles

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



6	6
6	6

2

Type	RN	MD	Spec							Upgrade
Phalanx										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Spartan										
TZ-IV Gun Cluster	9	4								
Dual Missile Pods	18	6	Missile	Ammo(4)	Volley (6)	Anti-Missile				
LWS-20	9	2	Anti-Missile	Rear Fire						
GU-11	24	6	Rapid Fire							10
Shock Baton	1	*	Melee							5



Core: UEDF Marines Close Quarters Squadron



Spartan x4

→ *Focused Fire + Brawler*

HTH : (All)

Point Cost = 80 Command Points = 4

1



6	6
6	6

3



6	6
6	6

2



6	6
6	6

4



6	6
6	6

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(4)	Volley (6)	Anti-Missile	
GU-11	24	6	Rapid Fire				
Melee Club	1	*	Melee				-10



Core and Special: UEDF Marines Close Quarters Squadron W/Commander



Spartan x4

→ *Focused
Fire +
Brawler*

HTH : (All)

Point Cost = 90 Command Points = 6

CMD



6	6
6	6

2



6	6
6	6

3



6	6
6	6

4



6	6
6	6

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(4)

Volley (6)

Anti-Missile

GU-11

24

6

Rapid Fire

Melee Club

1

*

Melee

-10



Core: UEDF Marines 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										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Defender										
78 MM Autocannons	48	6	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 Marines 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	

1

Scorpio Missiles

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

CMD



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 Defender	6	3	3	5	2
Phalanx	5	2	2	5	0
Defender	6	2	2	5	0

Type	RN	MD	Spec							Upgrade
Phalanx										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Defender										
78 MM Autocannons	48	6	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 Marines 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

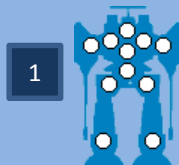


4	4	4	4
4	4	4	4
4	4	4	

1

Scorpio Missiles

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



1

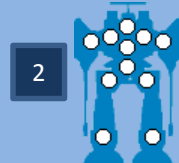


4	4	4	4
4	4	4	4
4	4	4	

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										
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelming	10
Scorpio Missiles	48	10	Missile	Ammo(4)	Blast	Rear Fire	Indirect Fire	Inescapable	Anti-Missile(X)	15
Defender										
78 MM Autocannons	48	6	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 Marines 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

RN

MD

Spec

Upgrade

78 MM Autocannons

48

6

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 Marines Phalanx Squad

Point Cost = 35 Command Points = 2



Phalanx x2

→ None

HTH: BB, K, STMP

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
Snake Missiles	60	7	Missile	Ammo(11)	Volley(4)	Overwhelming	Rear Fire	Inescapable		
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 Marines Spartan Squad

Point Cost = 45 Command Points = 2



Spartan x2

→ *Focused
Fire +
Brawler*

HTH: (All)

1



6	6
6	6

2



6	6
6	6

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

Spartan	7	2	2	6	0
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Type	RN	MD	Spec	Upgrade
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TZ-IV Gun Cluster	9	4					
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LWS-20	9	2	Anti-Missile	Rear Fire			
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Dual Missile Pods	24	4	Missile	Ammo(4)	Volley (6)	Anti-Missile	
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GU-11	24	6	Rapid Fire				
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Melee Club	1	*	Melee				-5
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Support: UEDF Marines Tomahawk Squad

Point Cost = 40 Command Points = 2



Tomahawk x2

→ *Focused Fire*

HTH: BB, K, P, STMP

1



6 6 6 6

X X X X X X

X X X X
X X X X

2



6 6 6 6

X X X X X X

X X X X
X X X X

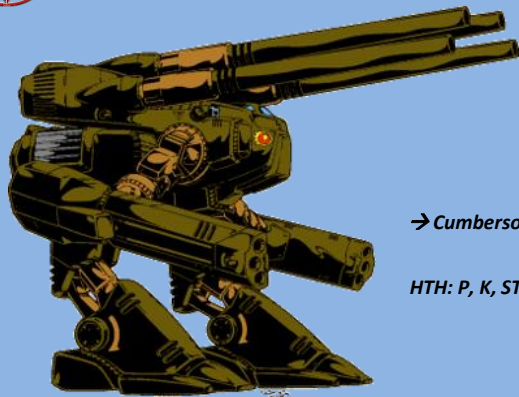
Unit	MV	PIL	GUN	DF	LDR
Tomahawk	5	2	2	5	0

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	24	4	Missile	Ammo(4)	Volley (6)	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 Marines Mac II Monster

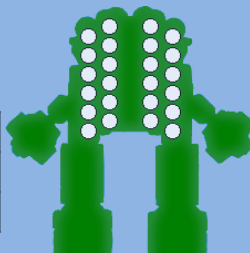
Point Cost = 45 Command Points = 1



→ *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	36	7	Missile	Ammo(12)	Volley(X)	Inescapable	



Core: UEDF Marines Valkyrie Squadron

Point Cost = 85 Command Points = 6



VF-1MJ x1
VF-1MA x3

→ Flight



J

8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B



1

8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

Type	RN	MD	Spec				Upgrade
VF-1MJ /VF-1MA							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				10
Dual Head Lasers	9	2	Anti-Missile				
Forearm Close Combat Weapon	*	*	+1 Melee Damage				
Short Range Missiles	18	6	Missile	Volley(6)	Ammo(4)		
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
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B



3

8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

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



Support: UEDF Marines Valkyrie Wing

Point Cost = 45 Command Points = 2



VF-1MA X2

→ Flight



1

8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B



2

8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

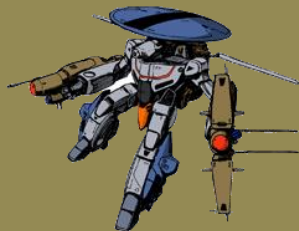
Type	RN	MD	Spec				Upgrade
VF-1MA							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				5
Head Laser	9	1	Anti-Missile				
Short Range Missiles	18	6	Missile	Volley(6)	Ammo(4)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	2
Long Range Missiles	48	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 Marines VEF-1M Valkyrie

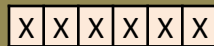
Point Cost = 30 Command Points = 3



VEF-1M 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	30	7	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 Marines VF-1MD Valkyrie (Doctor Death)

Point Cost = 30 Command Points = 3



VF-1MD

X1

→ Co-Pilot,
Flight, Spotter

→ Spotter allows unit to add Accurate
from attacks with the MSN-11X in place of
a second attack, even if the unit moved
from attacks with the MSN-11X in place of
a second attack, even if the unit moved



8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

Type	RN	MD	Spec	Upgrade			
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Short Range Missiles	18	6	Missile	Volley(6)	Ammo(4)		
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 Marines VF-1MJ

Point Cost = 25 Command Points = 3



VF-1MJ

→ Flight



8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

Type	RN	MD	Spec				Upgrade
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Quad Head Lasers	9	4	Anti-Missile				
Short Range Missiles	18	6	Missile	Volley(6)	Ammo(4)		
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	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 Marines VF-1MS

Point Cost = 30 Command Points = 4



VF-1MS

→ Flight



8	8	8	8
8	8	8	8
6	6	6	6
X	X	X	X
	X	X	
B	B	B	B

Type	RN	MD	Spec				Upgrade
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Quad Head Lasers	9	4	Anti-Missile				
Short Range Missiles	18	6	Missile	Volley(6)	Ammo(4)		
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 Marines Armored Valkyrie Squadron

Point Cost = 90 Command Points = 6



Armored VF-1MJ x1
Armored VF-1MA
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



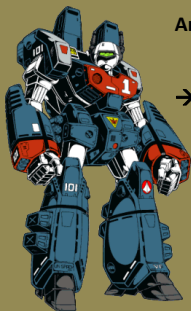
Type	RN	MD	Spec	Upgrade			
VF-1MJ /VF-1MA							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				10
Dual Head Lasers / Head Laser	9	2 / 1	Anti-Missile				
Barrage Missile Pack	21	5	Missile	Volley(8)	Ammo(9)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			5

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



Support: UEDF Marines Armored Valkyrie Wing

Point Cost = 45 Command Points = 2



Armored VF-1MA X2

→ Flight



1

8	8	8
8	8	8
8	8	8

2

8	8	8
8	8	8
8	8	8

Type	RN	MD	Spec				Upgrade
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				5
Head Laser	9	1	Anti-Missile				
Barrage Missile Pack	21	5	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 Marines Armored VF-1MD

Point Cost = 35 Command Points = 3



→ Co-Pilot,
Flight, Spotter

Armored
VF-1MD X1

→ Spotter allows unit to add Accurate
from attacks with the MSN-11X in place of
a second attack, even if the unit moved.



8	8	8
8	8	8
8	8	8



Type	RN	MD	Spec				
VF-1D							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Barrage Missile Pack	21	5	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 Marines Armored VF-1MJ

Point Cost = 30 Command Points = 3



Armored VF-1MJ

→ Flight



8	8	8
8	8	8
8	8	8



Type	RN	MD	Spec				Cost
VF-1S							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Barrage Missile Pack	21	5	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-1MS

Point Cost = 35 Command Points = 4



Armored VF-1MS

→ **Flight**



8	8	8
8	8	8
8	8	8



Type	RN	MD	Spec				Cost
VF-1S							
MR-14A Close Assault Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
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	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



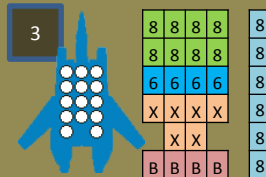
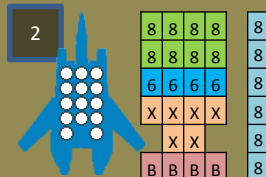
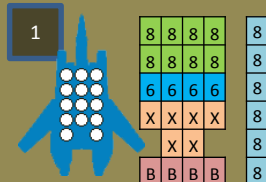
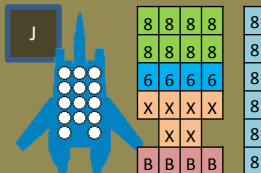
Core: UEDF Marines Super Valkyrie Squadron

Point Cost = 115 Command Points = 6



Super VF-1MJ x1
Super VF-1MA x3

→ Flight



Type	RN	MD	Spec	Upgrade			
MR-14A Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				10
Dual Head Lasers	9	2	Anti-Missile				
Hailstorm Missile Pods	21	5	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Short Range Missiles	24	4	Missile	Volley(6)	Ammo(4)		
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-1MJ Battloid	6	3	4	5	2	Hands, HTH(All)
VF-1MJ Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1MJ Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover
VF-1MA Battloid	6	2	3	5	0	Hands, HTH(All)
VF-1MA Guardian	14	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1MA Fighter	16	2	2	6	0	Afterburner, Aircraft, Fast Mover



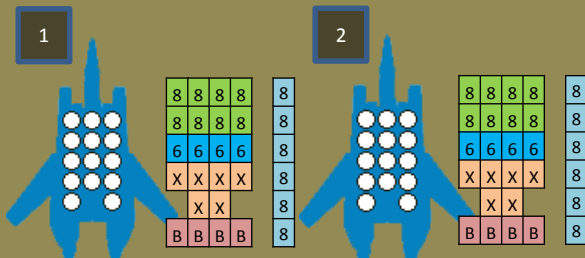
Support: UEDF Marines Super Valkyrie Squad

Point Cost = 60 Command Points = 2



Super VF-1MA X2

→ Flight



Type	RN	MD	Spec	Upgrade			
MR-14A Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				5
Dual Head Lasers	9	2	Anti-Missile				
Hailstorm Missile Pods	21	5	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Short Range Missiles	24	4	Missile	Volley(6)	Ammo(4)		
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 Marines Super VF-1D Valkyrie

Point Cost = 40 Command Points = 3



→ Co-Pilot,
Flight

Super VF-1MD X1

→ Spotter allows unit to add Accurate
from attacks with the MSN-11X in place of
a second attack, even if the unit moved.



8	8	8	8	8
8	8	8	8	8
6	6	6	6	8
X	X	X	X	8
	X	X		8
B	B	B	B	8

Type	RN	MD	Spec	Upgrade			
MR-14A Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Hailstorm Missile Pods	21	5	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Short Range Missiles	24	4	Missile	Volley(6)	Ammo(4)		
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 Marines Super VF-1MJ

Point Cost =35 Command Points = 3



Super VF-1MJ

→ Flight



8	8	8	8	8
8	8	8	8	8
6	6	6	6	8
X	X	X	X	8
	X	X		8
B	B	B	B	8

Type	RN	MD	Spec				Upgrade
MR-14A Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Hailstorm Missile Pods	21	5	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Short Range Missiles	24	4	Missile	Volley(6)	Ammo(4)		
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	4	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover



Special: UEDF Marines Super VF-1MS

Point Cost = 40 Command Points = 4



Super VF-1MS

→ Flight



8	8	8	8	8
8	8	8	8	8
6	6	6	6	8
X	X	X	X	8
	X	X		8
B	B	B	B	8

Type	RN	MD	Spec				Upgrade
MR-14A Beam Cannon	14/7/7	8	Inescapable				
MSN-11X Sniper Cannon	36	7	Accurate				2
Dual Head Lasers	9	2	Anti-Missile				
Hailstorm Missile Pods	21	5	Missile	Volley(8)	Ammo(6)	Anti-Missile	
Short Range Missiles	24	4	Missile	Volley(6)	Ammo(4)		
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



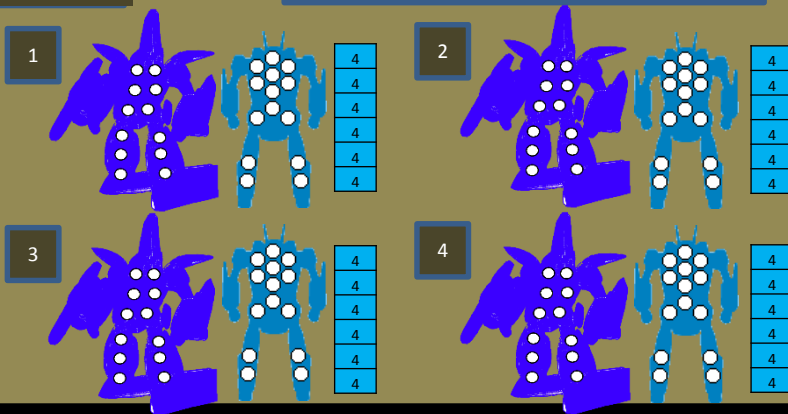
Core: UEDF Jotun Squadron

Point Cost =90 Command Points = 6



Jotun VF-1J
Jotun VF-1A X3

→ Flight



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	21	5	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)	

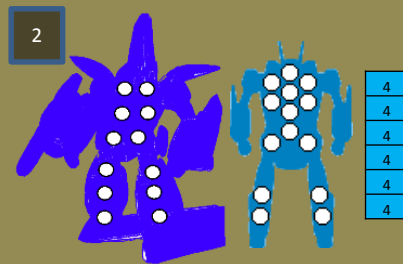
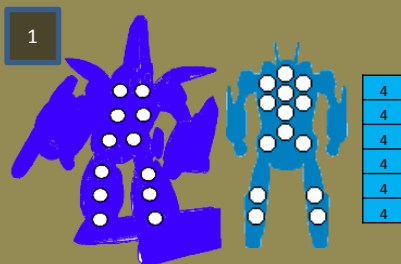


Support: UEDF Jotun Squad

Point Cost = 50 Command Points = 2



Jotun VF-1A X2



Type	RN	MD	Spec	Upgrade			
GU-11	24	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Pack	21	5	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	21	5	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



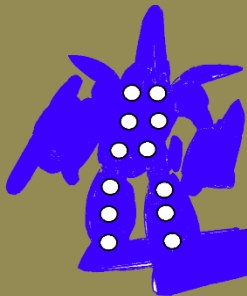
Special: UEDF Jotun VF-1S

Point Cost = 35 Command Points = 4

Jotun VF-1S



→ Flight



4
4
4
4
4
4

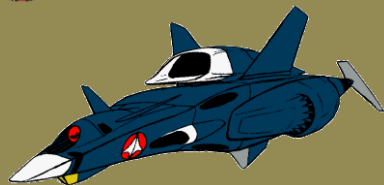
Type	RN	MD	Spec	Upgrade			
GU-11	24	6	Rapid Fire				
Quad Head Laser	9	4	Anti-Missile				
Hailstorm Pack	21	5	Missile	Volley(4)	Ammo(6)	Anti-Missile	
SDF-1 Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted			1

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

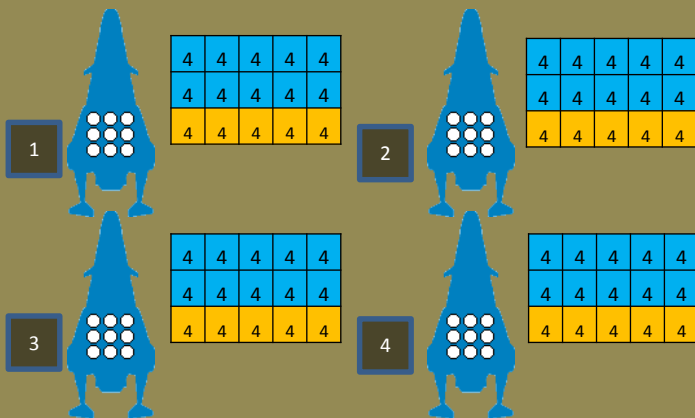


Core: UEDF Ghost Squadron

Point Cost = 70 Command Points = 4



QF-3000 Ghost x4



Type	RN	MD	Spec			
30MM Autocannons	24	12				
Improved Missile Launcher	24	4	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	36	6	Missile	Ammo(5)	Volley(4)	

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

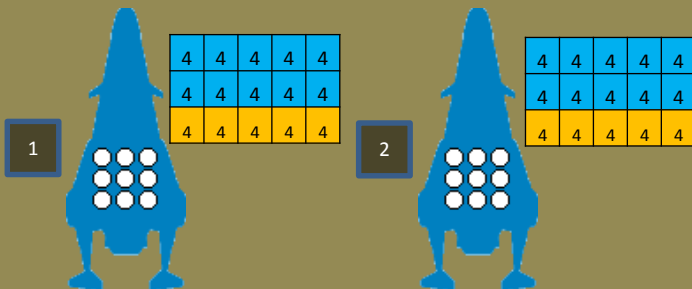


Support: UEDF Ghost Squad

Point Cost = 35 Command Points = 2



QF-3000 Ghost x2



Type	RN	MD	Spec			
30MM Autocannons	24	12				
Improved Missile Launcher	24	4	Missile	Ammo(10)	Volley(4)	Anti-Missile
Or it may fire	36	6	Missile	Ammo(5)	Volley(4)	

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