



Official Unit Costs and Stats



UEDF: Standard Faction

Espirit De Corps

Officers of the UEDF are always out to prove themselves against one another, keeping tallies like the fighter pilots of old. When one “officer” gets a kill, all the other officers in the army try to best his record. As a result, when an “officer” mecha in the UEDF player’s army destroys an enemy mecha, one friendly UEDF officer mecha gets a free (no Command Point cost) additional attack during it’s next activation. This free attack may be taken during the current turn or the next turn, depending on when the officer’s squadron activates next.

Only one “officer” mecha can claim a free attack for any given kill, but to do so, the officer mecha must have clear LOS to the enemy mecha when it was destroyed. If more than one officer mecha has LOS to the kill, the officer mecha which destroyed the enemy mecha gets the free attack instead.

Note: For purpose of this rule, an officer mecha is any VF-1J, VF-1D, or VF-1S variant (normal, Armored, Super, or Jotun), Flight Lead YF-4, or any Destroid with the Command Destroid upgrade. Only UEDF officer mecha can benefit from this.



Core: UEDF Valkyrie Squadron

Point Cost = 80 Command Points = 6



VF-1J x1
VF-1A X3

→ 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



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 /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	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 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

2



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

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

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	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			5

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J/A (R) Battloid	6	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A (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), May Rapid 2x (3 shots max)
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 Upgraded VF-1A x2

Point Cost = 90 Command Points = 6



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

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

1(R)

X	X	X	X
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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	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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)



1(R)



2(R)



3(R)

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	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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)	Blast	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), May Rapid 2x (3 shots max)
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

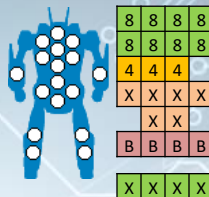


VF-1R X2

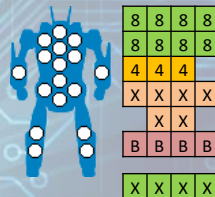
→ Flight

Point Cost = 50 Command Points = 2

1



2



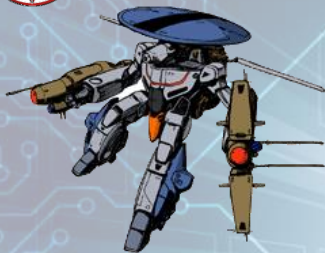
Type	RN	MD	Spec					Upgrade
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	1	Anti-Missile					
Head Mounted 20MM	9	3	Anti-Missile					
Mini-Missile Delivery System	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	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)	Blast	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), May Rapid 2x (3 shots max)
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

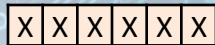
Point Cost = 30 Command Points = 3



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)	Blast	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), May Rapid 2x (3 shots max)
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

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	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)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
VF-1A Battloid	4	2	3	5	0	Hands, HTH(All), May Rapid 2x (3 shots max)



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), May Rapid 2x (3 shots max)
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



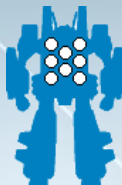
Support: UEDF Armored VF-1D

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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

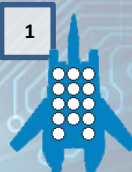
→ Flight

Point Cost = 110 Command Points = 6

J



1



2



3



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	Volley(X)	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

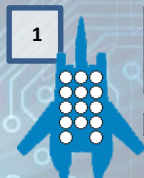
Point Cost = 120 Command Points = 6



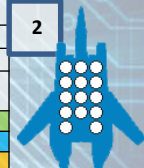
Super VF-1J (R) X1
Super VF-1A (R) X1
Super VF-1A X2

→ Flight

J (R)



1



2



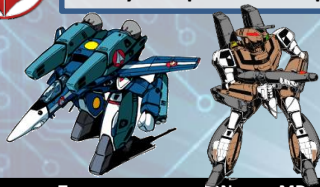
R

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	Volley(X)	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

8
8
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8
8
8

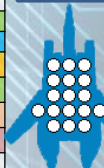
1 (R)



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	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	Volley	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 (R) 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	Volley(X)	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				5
Unit	MV	PIL	GUN	DF	LDR	Special		
VF-1R (J/A) Battloid	7	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)		
VF-1R (J/A) Guardian	16	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)		
VF-1R (J/A) Fighter	18	3	3	6	2	Afterburner, Aircraft, Fast Mover		



Support: UEDF Super Valkyrie Squad

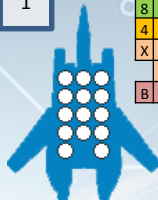
Point Cost = 55 Command Points = 2



Super VF-1A X2

→ Flight

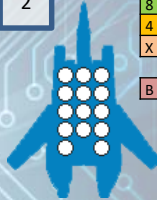
1



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

8
8
8
8
8
8
8

2



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

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	Volley(X)	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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

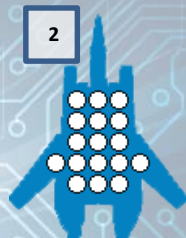
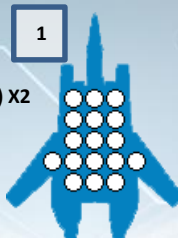


Support: UEDF Upgraded Super Valkyrie Squad



Super VF-1A (R) X2

→ Flight



Point Cost = 65 Command Points = 2

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	Volley(X)	Ammo(4)	Blast	5
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				2

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1A Battloid	7	2	3	5	0	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	16	3	2	5	0	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	18	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		
X	X	X	X	
	X	X		
B	B	B	B	

8
8
8
8
8
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)	Blast	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), May Rapid 2x (3 shots max)
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	
8	8	8	8	8

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)	Blast	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), May Rapid 2x (3 shots max)
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

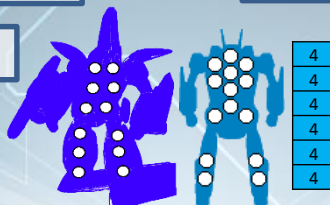
Point Cost =90 Command Points = 6



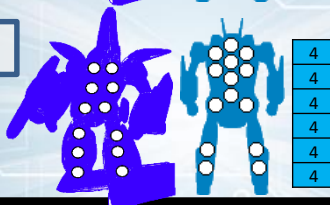
Jotun VF-1J
Jotun VF-1A X3

→ Flight

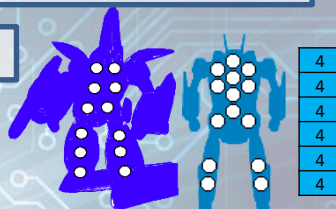
J



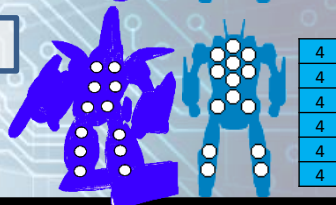
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1



3



Type

RN

MD

Spec

Upgrade

1J / 1A

GU-11

Dual Head Lasers / Head Laser

Hailstorm Pack

SDF-1 Air Wing Nose Lasers

24

6

Rapid Fire

9

2 / 1

Anti-Missile

18

6

Missile

Volley(4)

Ammo(6)

Anti-Missile

18

2

Anti-Missile

Unrestricted

5

Unit

MV

PIL

GUN

DF

LDR

Special

1J Battloid

4

3

4

5

2

Hands, HTH(All), May Rapid 2x (3 shots max)

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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 YF-4 Squadron

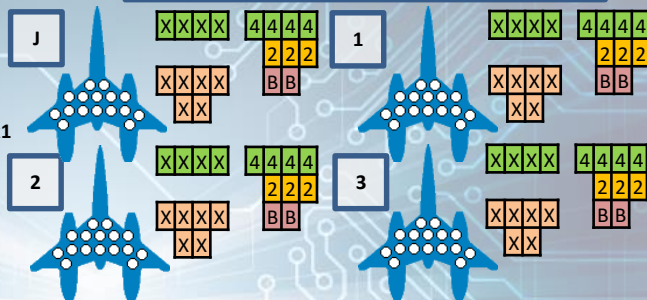


YF-4 Leader x1

YF-4 X3

→ Flight

Point Cost = 105 Command Points = 6



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	Blast	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



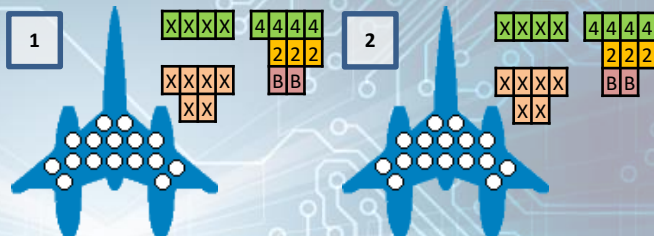
Support: UEDF YF-4 Squad

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	Blast	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

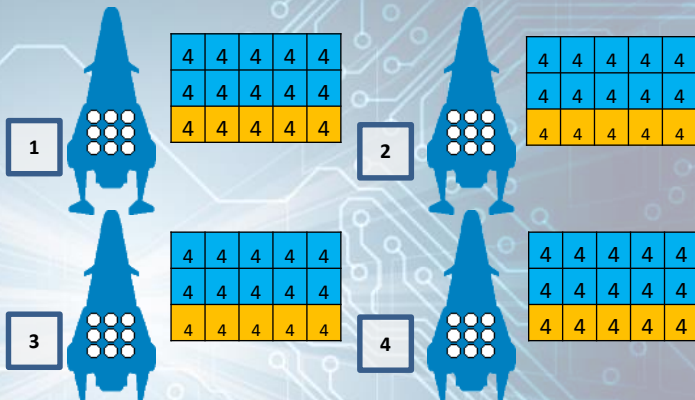


Core: UEDF Ghost Squadron

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

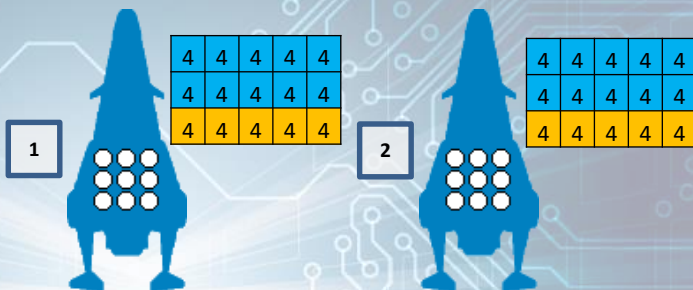


Support: UEDF Ghost Squad

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

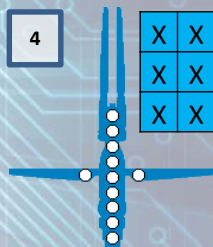
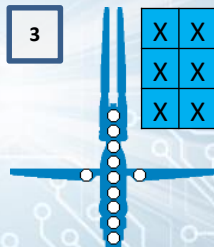
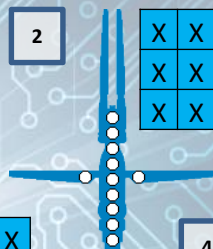
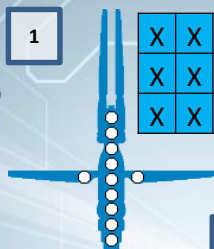


Core: UEDF Lancer II Squadron

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

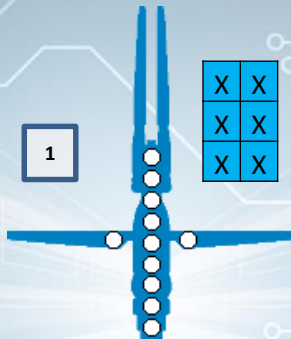


Support: UEDF Lancer II Squad

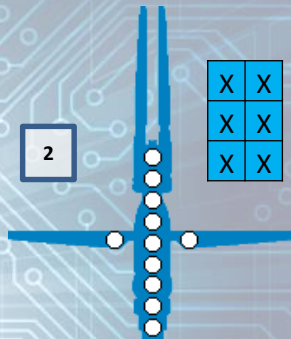
Point Cost = 35 Command Points = 2



Lancer II x2




1



2

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

The background is a complex, abstract pattern of light blue and white lines resembling a circuit board or a network diagram. These lines are interconnected with small circles, creating a dense, web-like structure. In the center of the image, there is a bright, glowing light source that emits several rays of light, creating a lens flare effect that illuminates the surrounding circuitry. The overall color palette is cool, dominated by blues and greys, with the central light providing a warm, yellowish-white contrast.

Un-Official Units (Costs based on Official Units)



Core: UEDF Vermillion Squadron

Point Cost = 60 Command Points = 6



VF-1J x1
VF-1A X2

→ 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



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
VF-1J /VF-1A							
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers/Head Laser	9	2 / 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	4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
Gravity Bombs	*	12	Overwhelming	Fly Over	Blast	Ammo(4)	8
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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



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	RN	MD	Spec				Upgrade
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	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), May Rapid 2x (3 shots max)
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 Armored VF-1J

Point Cost = 30 Command Points = 3



Armored VF-1J

→ Flight



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), May Rapid 2x (3 shots max)
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 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		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					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		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), May Rapid 2x (3 shots max)
Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover



Core: UEDF Strike Valkyrie Squadron

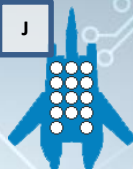


Strike VF-1J x1
Strike VF-1A X3

→ Flight

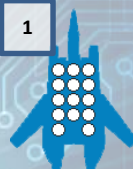
Point Cost = 110 Command Points = 6

J



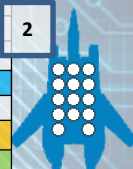
8	8	8	8
8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

1



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

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				
GU-11	24/12/12	6	Rapid Fire	
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile	
Hailstorm Missile Pods	18	6	Missile	Volley(4) Ammo(6) Anti-Missile
Strike Cannons	30	5	Overwhelming	
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squadron Upgraded VF-1J

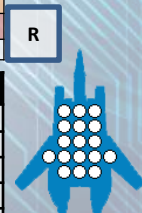
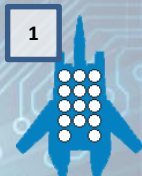


Strike VF-1J (R) x1
Strike VF-1A(R) X1
Strike VF-1A X2

→ Flight

J (R)

Point Cost = 120 Command Points = 6



Type	RN	MD	Spec	Upgrade			
VF-1J (R) /VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile				X
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(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squadron 2x Upgraded VF-1A



Strike VF-1J x1
Strike VF-1A (R) X2
Strike 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

4
4
4
4
4
4

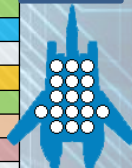
1 (R)



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

4
4
4
4
4
4

2 (R)



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

4
4
4
4
4
4

3



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

4
4
4
4
4
4

Type	RN	MD	Spec	Upgrade
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(4) Ammo(6) Anti-Missile
Strike Cannons	30	5	Overwhelming	
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squad

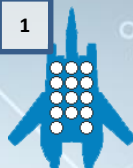
Point Cost = 55 Command Points = 2



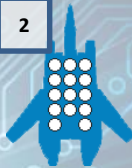
Strike VF-1A X2

→ Flight

1



2



Type	RN	MD	Spec				Upgrade
VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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), May Rapid 2x (3 shots max)
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 Strike VF-1D Valkyrie

Point Cost = 40 Command Points = 3



→ Co-Pilot,
Flight

Strike VF-1D X1



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

4
4
4
4
4
4

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
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 Strike VF-1J

Point Cost =35 Command Points = 3



Strike VF-1J

→ Flight



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
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 Strike VF-1S

Point Cost =40 Command Points = 4



Strike VF-1S

→ Flight



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				X
Quad Head Laser	9	4	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
Guardian	14	5	4	5	3	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	4	3	6	3	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	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	3	Hands, HTH(All), May Rapid 2x (3 shots max)
Guardian	NA/10	4	3	5	3	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/12	3	3	6	3	Afterburner, Aircraft, Fast Mover

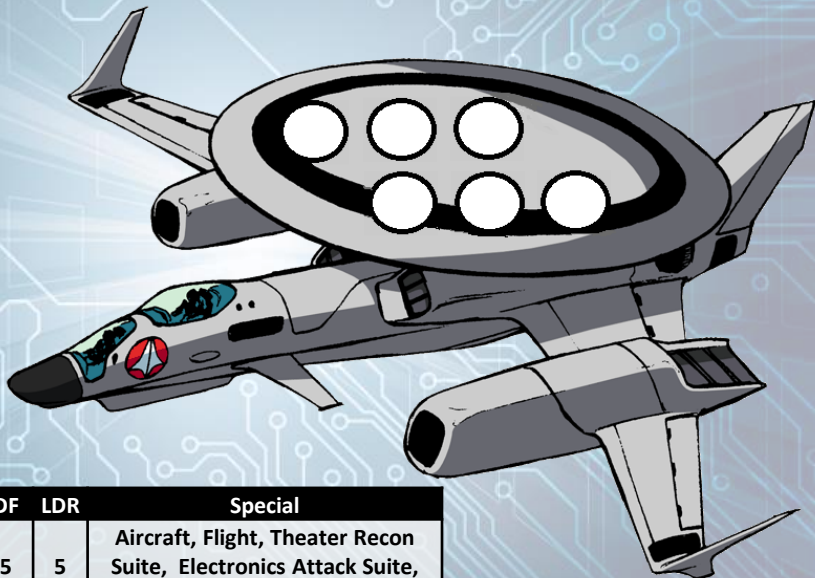


Special: UEDF Cat's Eye Recon

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

12.4	Defender
16.5	VF-1A W/MLOPS
16.7	Spartan
16.7	Lancer
17.0	Ghost
17.7	Defender (Cmd)
18.4	VF-1A W/SRM
18.7	VF-1A
19.3	VF-1A W/Nose Lasers
21.2	Tomahawk
21.2	VF-1A W/Grav
21.8	Spartan (Cmd)
22.0	Armored VF-1A
22.3	Phalanx
22.5	VF-1A W/LRM
24.2	VF-1R (A Upgrade)
25.1	VEF-1 W/Nose Lasers
25.3	VF-1J
25.3	YF-4
25.4	Jotun
25.4	Super VF-1A
26.0	VF-1J W/Nose Lasers
26.1	YF-4 W/MLOPS
26.9	VF-1D
27.4	Phalanx (Cmd)
27.4	YF-4 W/SRM
27.5	YF-4 W/Grav
27.5	VF-1D W/Nose Lasers
27.5	YF-4 W/MRM
27.5	YF-4 W/Wing Missiles
27.6	Tomahawk (Cmd)
27.9	VEF-1
28.4	YF-4 W/LRM
29.4	VF-1S
29.6	Armored VF-1J
30.4	Jotun Leader

Units with Adjusted Costs



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



2

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							
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	4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 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

2



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

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

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	4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J/A (R) Battloid	6	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A (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), May Rapid 2x (3 shots max)
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 Upgraded VF-1A x2



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

Point Cost = 90 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	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B
X	X	X	X

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

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	4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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)



1(R)



2(R)



3(R)

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	4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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



Core: UEDF Vermillion Squadron

Point Cost = 65 Command Points = 6



VF-1J x1
VF-1A X2

→ 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



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

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	5	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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



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)	Blast	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), May Rapid 2x (3 shots max)
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

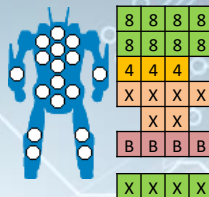


VF-1R X2

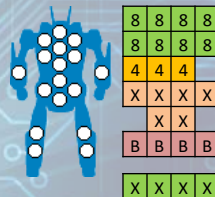
→ Flight

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)	Blast	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), May Rapid 2x (3 shots max)
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 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

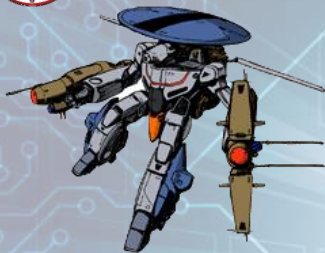
Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Lasers	9	2	Anti-Missile				X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
Gravity Bombs	*	12	Overwhelming	Fly 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), May Rapid 2x (3 shots max)
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 VEF-1 Valkyrie

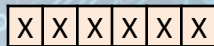
Point Cost = 30 Command Points = 3



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



→ Dual-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)	Blast	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), May Rapid 2x (3 shots max)
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

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	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)	Blast	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), May Rapid 2x (3 shots max)
Guardian	10	5	4	5	3	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	12	4	3	6	3	Afterburner, Aircraft, Fast Mover



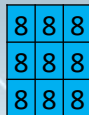
Core: UEDF Armored Valkyrie Squadron

Point Cost = 95 Command Points = 6



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

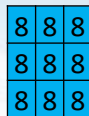
→ Flight



J



1



2



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			4

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



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), May Rapid 2x (3 shots max)
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-1J

Point Cost = 30 Command Points = 3



Armored VF-1J

→ Flight



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), May Rapid 2x (3 shots max)
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-1D

Point Cost = 35 Command Points = 3



→ Dual-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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

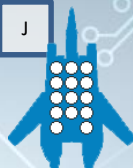


Super VF-1J x1
Super VF-1A x3

→ Flight

Point Cost = 110 Command Points = 6

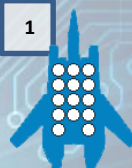
J



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



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



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	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)		4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		15
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

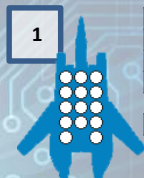
Point Cost = 120 Command Points = 6



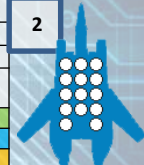
Super VF-1J (R) X1
Super VF-1A (R) X1
Super VF-1A X2

→ Flight

J (R)



2



R

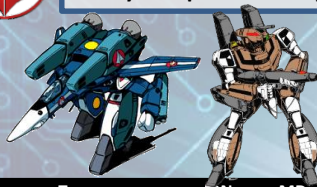


Type	RN	MD	Spec	Upgrade				
VF-1J/A (R) /VF-1A								
GU-11	24/12/12	6	Rapid Fire					
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile					
Head Mounted 20MM / NA	9	3	Anti-Missile					
Mini-Missile System / NA	12	2	Anti-Missile	Volley(X)	Ammo(4)	Anti-Missile		
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)	4	
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	15	
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J (R) Battloid	7	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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

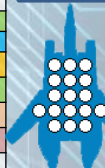
J



1 (R)



2 (R)



3



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)		4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		15
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				4

Unit	MV	PIL	GUN	DF	LDR	Special
VF-1J Battloid	6	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 (R) x1
Super VF-1A (R) X3

→ Flight

Point Cost = 130 Command Points = 6

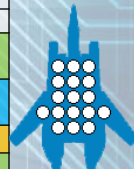
J(R)



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)		4
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		15
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	10
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				4
Unit	MV	PIL	GUN	DF	LDR	Special		
VF-1R (J/A) Battloid	7	3	4	5	2	Hands, HTH(All), May Rapid 2x (3 shots max)		
VF-1R (J/A) Guardian	16	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)		
VF-1R (J/A) Fighter	18	3	3	6	2	Afterburner, Aircraft, Fast Mover		



Support: UEDF Super Valkyrie Squad

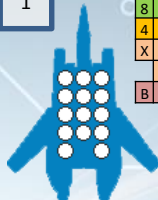
Point Cost = 50 Command Points = 2



Super VF-1A X2

→ Flight

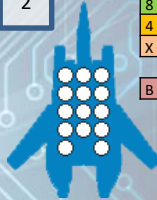
1



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

8
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8
8

2



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

8
8
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8
8

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	Volley(X)	Ammo(4)	Blast	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), May Rapid 2x (3 shots max)
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

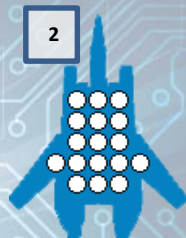
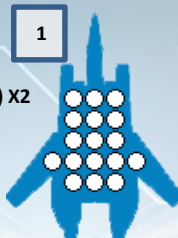


Support: UEDF Upgraded Super Valkyrie Squad



Super VF-1A (R) X2

→ Flight



Point Cost = 60 Command Points = 2

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	Volley(X)	Ammo(4)	Blast	5
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				2

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



Support: UEDF Super VF-1J

Point Cost =30 Command Points = 3



Super VF-1J

→ Flight



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				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	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), May Rapid 2x (3 shots max)
Guardian	14	4	3	5	2	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	16	3	3	6	2	Afterburner, Aircraft, Fast Mover



Support: UEDF Super VF-1D Valkyrie

Point Cost = 35 Command Points = 3



→ Co-Pilot,
Flight

Super VF-1D X1



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	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)	Blast	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), May Rapid 2x (3 shots max)
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 =35 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	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)	Blast	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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squadron

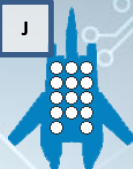


Strike VF-1J x1
Strike VF-1A X3

→ Flight

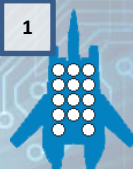
Point Cost = 110 Command Points = 6

J



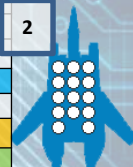
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8	8	8	8
4	4	4	
X	X	X	X
	X	X	
B	B	B	B

1



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

2



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							
GU-11	24/12/12	6	Rapid Fire				
Dual Lasers / Head Laser	9	2 / 1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squadron Upgraded VF-1J

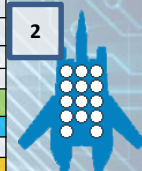
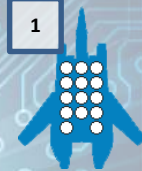


Strike VF-1J (R) x1
Strike VF-1A(R) X1
Strike VF-1A X2

→ Flight

J (R)

Point Cost = 120 Command Points = 6



Type	RN	MD	Spec	Upgrade			
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(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squadron 2x Upgraded VF-1A



Strike VF-1J x1
Strike VF-1A (R) X2
Strike 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

4
4
4
4
4
4

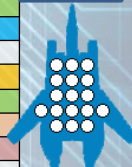
1 (R)



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

4
4
4
4
4
4

2 (R)



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

4
4
4
4
4
4

3



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

4
4
4
4
4
4

Type	RN	MD	Spec	Upgrade
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(4) Ammo(6) Anti-Missile
Strike Cannons	30	5	Overwhelming	
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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 Strike Valkyrie Squad

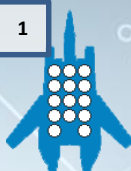
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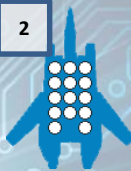
Strike VF-1A X2

→ Flight

1



2



Type	RN	MD	Spec				Upgrade
VF-1A							
GU-11	24/12/12	6	Rapid Fire				
Head Laser	9	1	Anti-Missile				
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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), May Rapid 2x (3 shots max)
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 Strike VF-1D Valkyrie

Point Cost = 40 Command Points = 3



→ Co-Pilot,
Flight

Strike VF-1D X1



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

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
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 Strike VF-1J

Point Cost =30 Command Points = 3



Strike VF-1J

→ Flight



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
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 Strike VF-1S

Point Cost =35 Command Points = 4



Strike VF-1S

→ Flight



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

4
4
4
4
4
4

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				X
Quad Head Laser	9	4	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(4)	Ammo(6)	Anti-Missile	
Strike Cannons	30	5	Overwhelming				
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	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), May Rapid 2x (3 shots max)
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

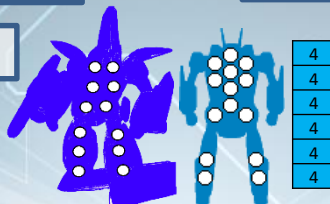
Point Cost = 105 Command Points = 6



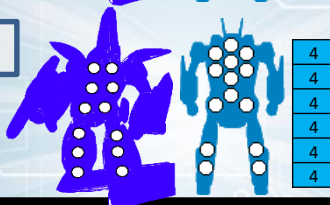
Jotun VF-1J
Jotun VF-1A X3

→ Flight

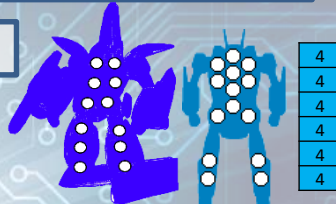
J



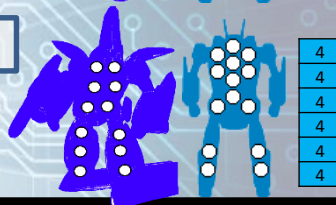
2



1



3



Type

RN

MD

Spec

Upgrade

1J / 1A

GU-11

Dual Head Lasers / Head Laser

Hailstorm Pack

SDF-1 Air Wing Nose Lasers

24

6

Rapid Fire

9

2 / 1

Anti-Missile

18

6

Missile

Volley(4)

Ammo(6)

Anti-Missile

18

2

Anti-Missile

Unrestricted

5

Unit

MV

PIL

GUN

DF

LDR

Special

1J Battloid

4

3

4

5

2

Hands, HTH(All), May Rapid 2x (3 shots max)

1A Battloid

4

2

3

5

0

Hands, HTH(All), May Rapid 2x (3 shots max)



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), May Rapid 2x (3 shots max)
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 VF-1J

Point Cost = 30 Command Points = 3

Jotun VF-1J

→ 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	3	Hands, HTH(All), May Rapid 2x (3 shots max)
Guardian	NA/10	4	3	5	3	Hover, Hands, HTH(BB,CB,GB,K,P)
Fighter	NA/12	3	3	6	3	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), May Rapid 2x (3 shots max)
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), May Rapid 2x (3 shots max)
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 YF-4 Squadron

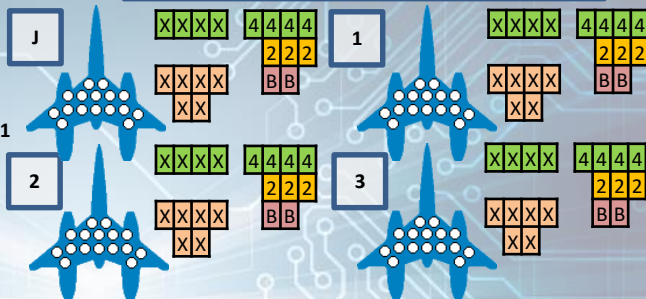


YF-4 Leader x1

YF-4 X3

→ Flight

Point Cost = 110 Command Points = 6



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			4
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)				9
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	Blast	12

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



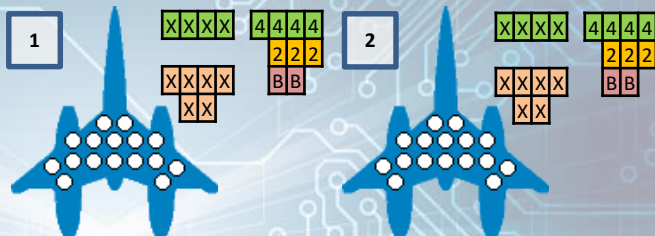
Support: UEDF YF-4 Squad

Point Cost = 50 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			2
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)				5
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	Blast	6

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

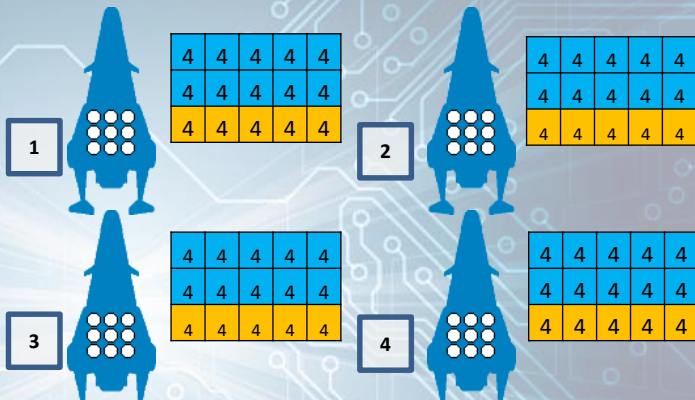


Core: UEDF Ghost Squadron

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

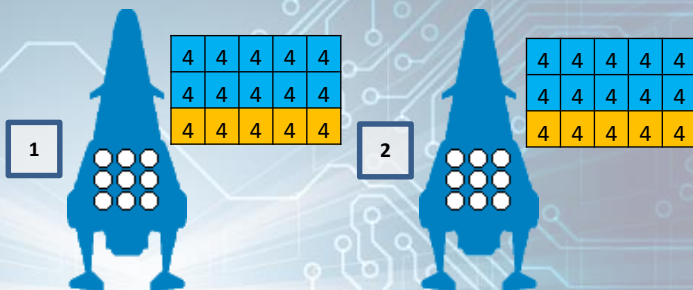


Support: UEDF Ghost Squad

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

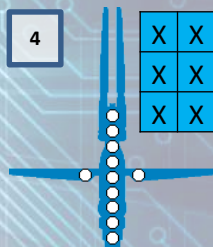
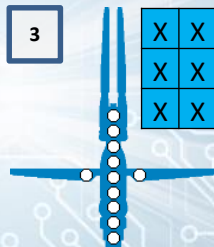
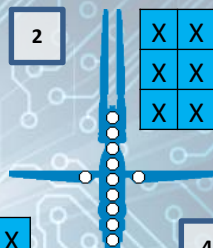
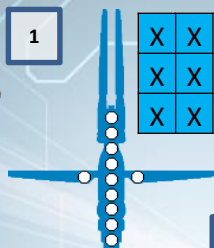


Core: UEDF Lancer II Squadron

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

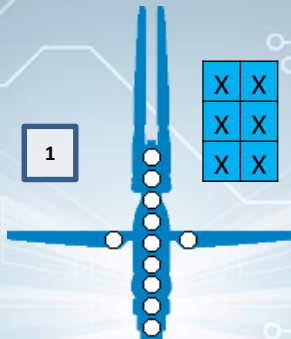


Support: UEDF Lancer II Squad

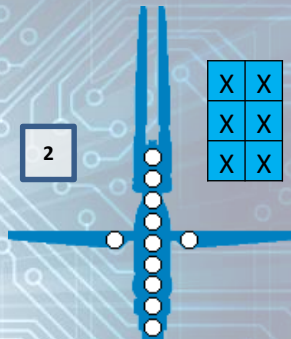
Point Cost = 35 Command Points = 2



Lancer II x2



1



2

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

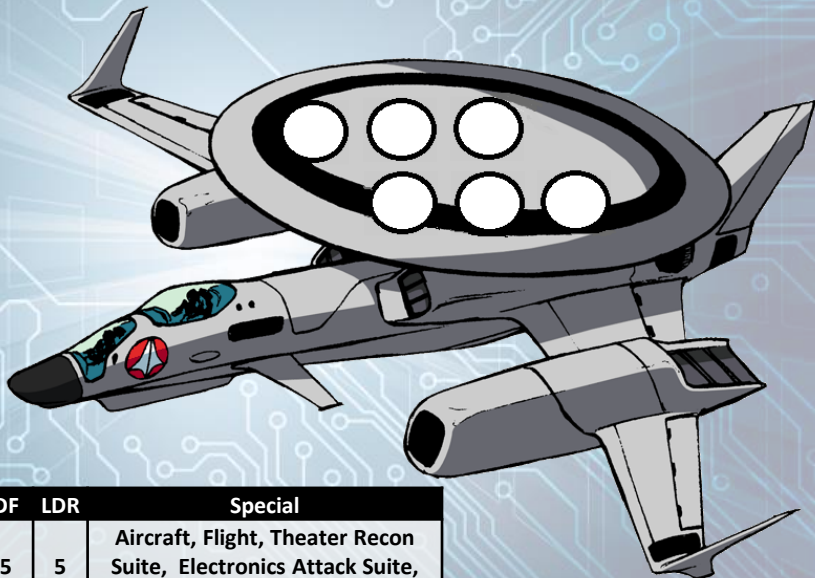


Special: UEDF Cat's Eye Recon

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