



Official Unit Costs and Stats



Zentraedi Armada: Standard Faction

Reinforcements

In Zentraedi Armada armies, whenever a Regult (Tactical Battlepod only) is destroyed within 8 inches, and line of sight (LOS), of the Glaug from the same squadron, set the destroyed Regult aside. At the beginning of the next turn, during the Pre-Action Effects Step of the Command Phase, you may pay one Command Point for each Glaug currently on the battlefield which had destroyed Regults set aside. For each Command Point spent, all of the destroyed Regults from one specific Glaug's squadron that were set aside are returned to the game as new reinforcements for that Glaug's squadron. Any Glaug-Eldare may be treated as a Glaug for the purpose of this rule.

These reinforcements move 2 inches onto the battlefield from any point along the edge in your deployment zone during the Pre-Action Effects Step after the Command Point is paid. These reinforcements become normal members of the squadrons they have reinforced.



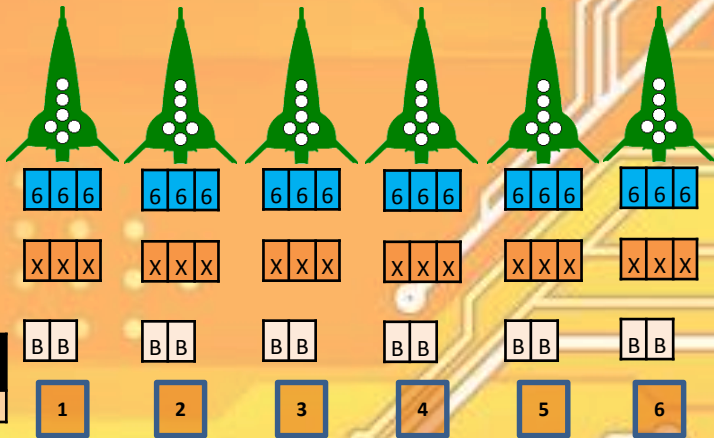
Core: Zentraedi Gnerl Attack Squadron

Base Point Cost = 65 Base Command Points = 6



Gnerl x6

→ *Flight,
Aircraft,
Afterburner*



Type	RN	MD	Spec	Upgrade					
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire					
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile			
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast			30
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over	20



Core: Zentraedi Nousjadeul-Ger Squadron

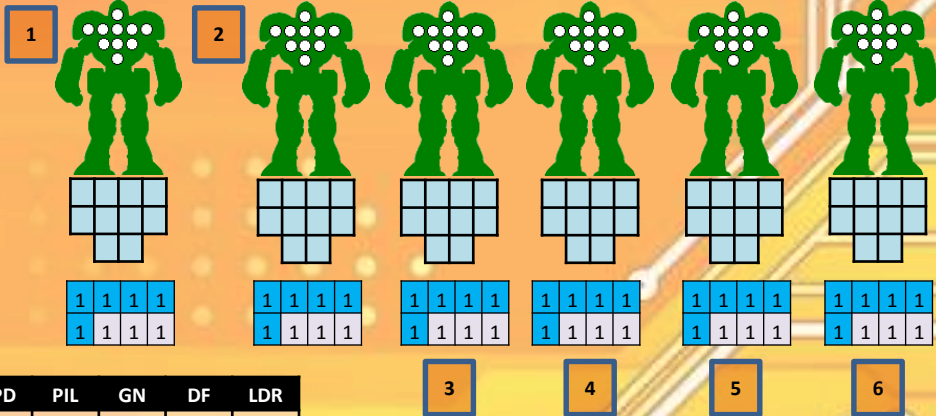
Base Point Cost = 50 Base Command Points = 6



Nousjadeul-Ger x6

→ *Flight, Hands, Focus Fire*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR
Nousjadeul-Ger	5	3	2	6	0

Type	RN	MD	Spec	Upgrade			
Shoulder Mounted Charged Particle Cannon	18	4					
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				15
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			40
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	30



Core: Zentraedi Nougarmal-Ger Squadron



Nougarmal-Ger x6

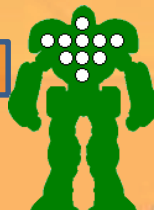
→ *Flight, Focus Fire, Hands*

HTH: (All)

1



2



3



Base Point Cost = 70 Base Command Points = 3

Unit

SPD

PIL

GN

DF

LDR

Nougarmal-Ger

10

3

2

6

0

Type

RN

MD

Spec

Upgrade

Dual 313mm Missile Launchers

24

9

Missile

Ammo(4)

Volley(6)

64MM Grenade Launcher

12

6

Blast

Ammo(10)

Plasma Machine Pistol

9

8

Rapid Fire

Z-PR MK. VIII Particle Assault Rifle

12

5

Accurate

8

Z-TFG MK. V Tactical Flechette Cannon

9

4

Blast

Ammo(8)

20

Z-ML Mk. II Missile Launcher

18

6

Missile

Anti-Missile

Ammo(5)

Volley(1)

15

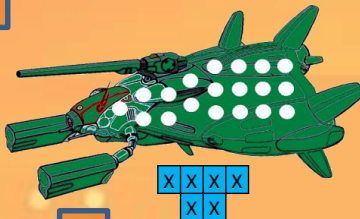


Core: Zentraedi Glaug-Eldare Squadron

Base Point Cost = 150 Base Command Points = 15



Glaug-Eldare x3 → Aircraft, Afterburner,
Flight, Jettison to Glaug (10)

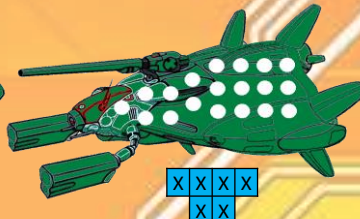


X X X X
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1

6 6 6 6

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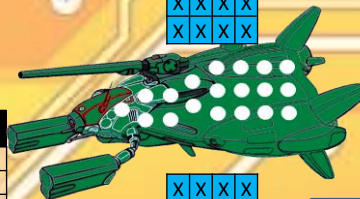


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X X

2

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X X X X
X X X X



X X X X
X X

3

6 6 6 6

X X X X
X X X X

Unit	SPD	PIL	GN	DF	LDR
Glaug-Eldare	12	2	3	7	4

Type	RN	MD	Spec			
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150MM Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile



Core: Zentraedi Qeadluun-Rau Squadron

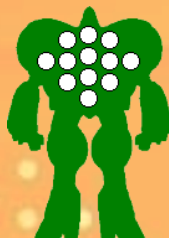


Qeadluun-Rau x3

→ *Hover, Flight,*
Focus Fire, Hands

HTH: (All)

Base Point Cost = 100 Base Command Points = 9



1

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



2

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

Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple Barelled-Particle Cannons	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(16)	Anti-Missile	Rapid Fire	
32mm Plasma Machine Pistol	9	8	Rapid Fire					30
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					30



3

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



Core: Zentraedi Qeadluun-Gult Squadron

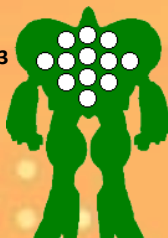
Base Point Cost = 110 Base Command Points = 9



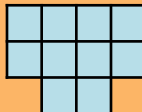
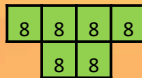
Qeadluun-Gult x3

→ *Hover, Flight,
Hands Focus Fire*

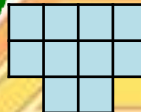
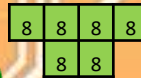
HTH: (All)



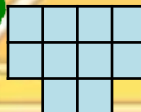
1



2



3



Unit	SPD	PIL	GN	DF	LDR
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Qeadluun-Rau	12	3	3	6	2
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Type	RN	MD	Spec	Upgrade
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Quad Heavy Particle Cannons	18	8	Accurate	Split Fire	Rear Fire			
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Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
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Dual Triple Barelled-Particle Cannons	9	4	Inescapable	Split Fire				
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Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(6)	Anti-Missile	Rapid Fire	
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32mm Plasma Machine Pistol	9	8	Rapid Fire					30
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Z-CR MK. II Converging Beam Rifle	24	9	Accurate					30
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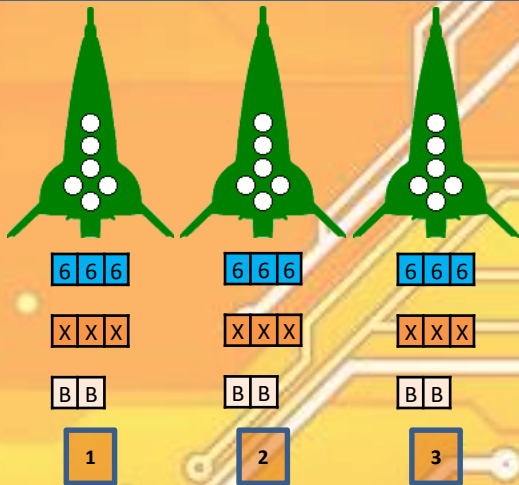
Support: Zentraedi Gnerl Attack Squad

Base Point Cost = 35 Base Command Points = 3



Gnerl x3

→ *Flight, Aircraft, Afterburner*



Unit	SPD	PIL	GN	DF	LDR
Gnerl	12	2	2	7	0

Type	RN	MD	Spec	Upgrade						
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire						
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile				
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast				15
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over		10



Support: Zentraedi Elite Nousjadeul-Ger Squad



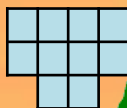
Nousjadeul-Ger x3

→ *Flight, Hands, Focus Fire*

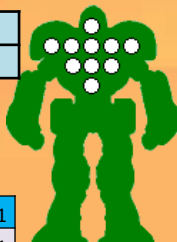
HTH: (All)

Unit	SPD	PIL	GN	DF	LDR
Nousjadeul-Ger	5	3	2	6	0

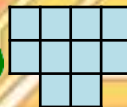
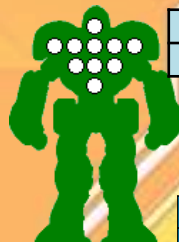
Base Point Cost = 25 Base Command Points = 3



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1



Type	RN	MD	Spec	Upgrade			
Shoulder Mounted Particle Cannon	18	4					
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				8
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			23
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	15



Special: Zentraedi Nougarma-Ger

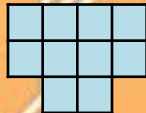
Base Point Cost = 25 Base Command Points = 1



Nougarmal-Ger x1

→ *Flight, Focus Fire, Hands*

HTH: (All)



1	1	1	1
1	1	1	1

1

6	6
6	6

Unit	SPD	PIL	GN	DF	LDR
Nougarma-Ger	10	3	2	6	0

Type	RN	MD	Spec	Upgrade			
Dual 313mm Missile Launchers	24	9	Missile	Ammo(4)	Volley(6)	Volley(6)	
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				3
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			8
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	5



Special: Zentraedi Glaug

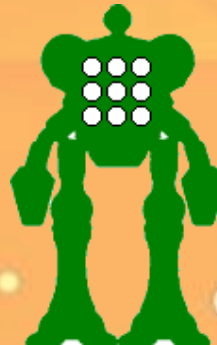


Glaug

→ *Focused Fire, Leap, Faction Ability*

HTH: BB, K, JK, P, PP, STMP

Base Point Cost = 20 Base Command Points = 5



X	X
X	X
X	X

Unit	SPD	PIL	GN	DF	LDR
Glaug	7	3	3	7	4

Type	RN	MD	Spec			
Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				



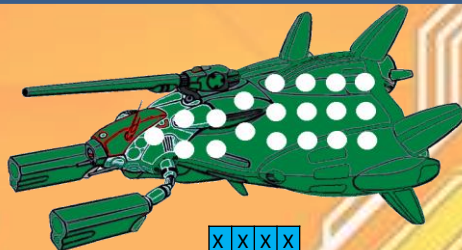
Special: Zentraedi Glaug-Eldare

Base Point Cost = 50 Base Command Points = 5



Glaug-Eldare x1

→ Aircraft, Afterburner, Flight,
Jettison to Glaug (10 MDC)



Unit	SPD	PIL	GN	DF	LDR
Glaug-Eldare	12	2	3	7	4

Type	RN	MD	Spec			
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile



**Special: Zentraedi
Qeadluun-Rau**

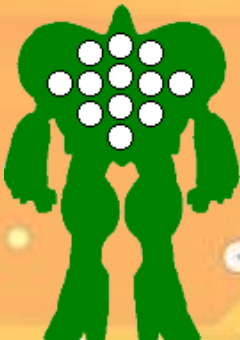
Base Point Cost = 30 Base Command Points = 3



Qeadluun-Rau x1

→ *Hover, Focus Fire,
Flight, Hands*

HTH: (All)



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

Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple-Barrelled Particle Cannon	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(16)	Anti-Missile	Rapid Fire	
32mm Plasma Machine Pistol	9	8	Rapid Fire					10
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					10



Special: Zentraedi Qeadluun-Gult

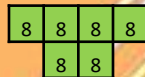
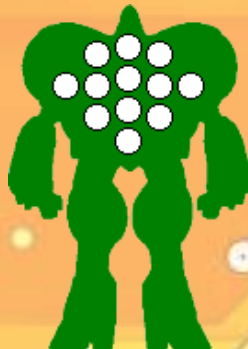
Base Point Cost = 35 Base Command Points = 3



Qeadluun-Gult x1

→ *Hover, Flight,
Hands, Focus Fire*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Gult	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple Barelled-Particle Cannon	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(6)	Anti-Missile	Rapid Fire	
Quad Heavy Particle Cannons	18	8	Accurate	Split Fire	Rear Fire			
32mm Plasma Machine Pistol	9	8	Rapid Fire					10
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					10



Un-Official Units (Costs based on Official Units)



Special: Zentraedi Quel-Quallie Theatre Scout

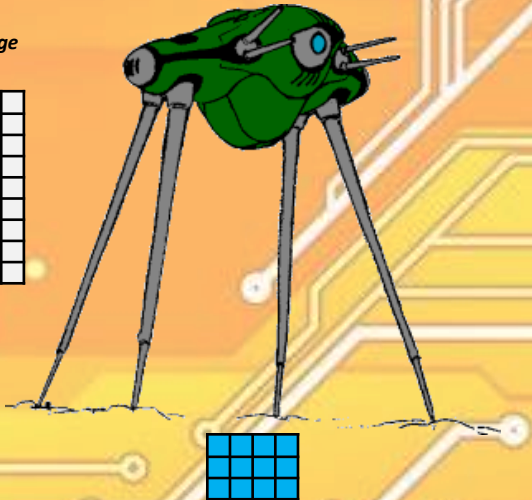
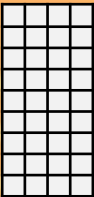
Base Point Cost = 110 Base Command Points = 5

Quel-Quallie x1

→ *Aircraft, Hover, Flight*

- Theater Electronics Suite
- 1. Provides Friendly Forces an Initiative Bonus of +1
 - 2. Extends Radius of Close Formation to 4 inches to all friendly units on the field.
 - 3. Add 2 inches to the Reinforcements Faction ability of the Glaug making it 10 inches or 14 if it includes a Recovery Pod.

Damage Track



Unit	MV	PIL	GUN	DF	LDR
Quel-Quallie	20	2	2	6	4

Type	RN	MD	Spec			
Electron Particle Beam Guns	30	10	Anti-Missile	Split Fire		
Dual Close Quarters Missile Launchers	18	6	Missile	Ammo(12)	Volley(X)	Anti-Missile



Special: Zentraedi Quel-Quallie Transport

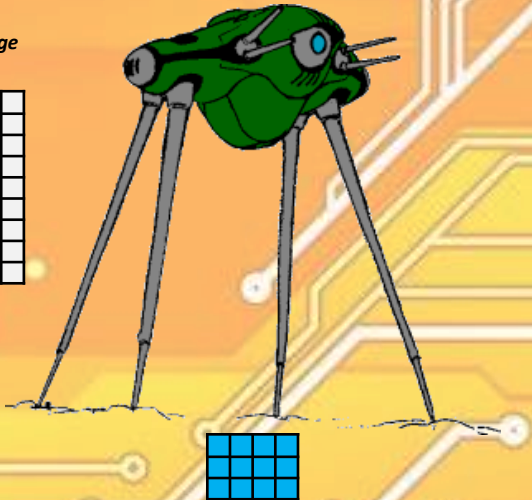
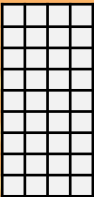
Base Point Cost = 95 Base Command Points = 4

Quel-Quallie x1

→ *Aircraft, Hover, Flight*

→ Transport (12)
Can Carry up to 12 points of units. Mecha are 1 Point and Zentraedi Infantry are 0.5 points each.

Damage Track



Unit	MV	PIL	GUN	DF	LDR
Quel-Quallie	20	2	2	6	3

Type	RN	MD	Spec			
Electron Particle Beam Guns	30	10	Anti-Missile	Split Fire		
Dual Close Quarters Missile Launchers	18	6	Missile	Ammo(12)	Volley(X)	Anti-Missile

1.8	Gluu-Ger
2.4	Serau-Ger
5.5	Regult
5.8	Quel-Gulanu
6.5	Regult EXP
6.8	Serau-Ger-LT
6.9	Gluu-Ger-LT
7.8	Telnesta-Regult
9.6	Serauhaug-Regult
10.5	Gluuhaug-Regult
11.5	Gnerl
11.5	Nousjadeul-Ger
14.5	Quel-Regult
15.2	Gluuhaug Upgrade
17.2	Serauhaug Upgrade
20.1	Nousgarma-Ger
31.3	Glaug
32.3	Queadluun-Rau
33.8	Queadluun-Gult
48.0	Glaug-Eldare
44.1	High Lord Glaug

Units with Adjusted Costs



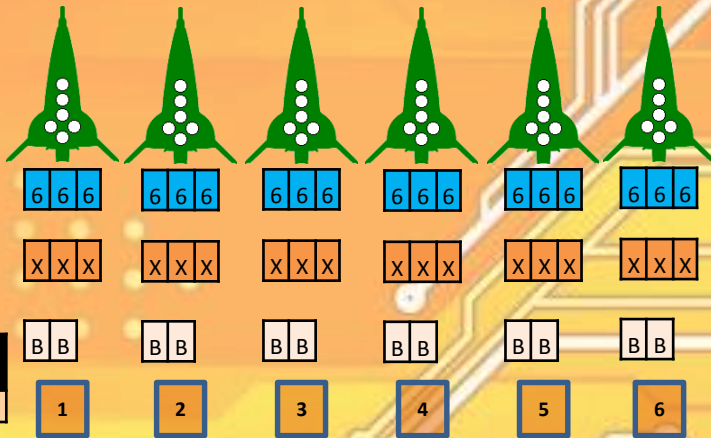
Core: Zentraedi Gnerl Attack Squadron

Base Point Cost = 65 Base Command Points = 6



Gnerl x6

→ *Flight,
Aircraft,
Afterburner*



Unit	SPD	PIL	GN	DF	LDR
Gnerl	12	2	2	7	0

Type	RN	MD	Spec	Upgrade					
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire					
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile			
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast			23
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over	16



Core: Zentraedi Nousjadeul-Ger Squadron

Base Point Cost = 70 Base Command Points = 6

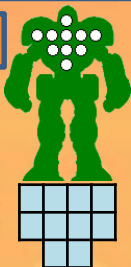


Nousjadeul-Ger x6

→ *Flight, Hands, Focus Fire*

HTH: (All)

1



1	1	1	1
1	1	1	1

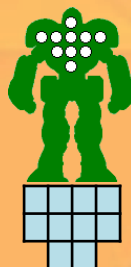
2



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1



1	1	1	1
1	1	1	1

3

4

5

6

Unit	SPD	PIL	GN	DF	LDR
Nousjadeul-Ger	5	3	2	6	0

Type	RN	MD	Spec	Upgrade
Shoulder Mounted Charged Particle Cannon	18	4		
64MM Grenade Launcher	12	6	Blast	Ammo(10)
Plasma Machine Pistol	9	8	Rapid Fire	
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate	7
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile Ammo(5) Volley(1) 10



Core: Zentraedi Nougarmal-Ger Squadron



Nougarmal-Ger x3

→ *Flight, Focus Fire, Hands*

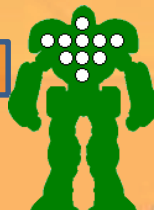
HTH: (All)

Base Point Cost = 60 Base Command Points = 3

1



2



3



Unit

SPD

PIL

GN

DF

LDR

Nougarmal-Ger

10

3

2

6

0

Type

RN

MD

Spec

Upgrade

Dual 313mm Missile Launchers

24

9

Missile

Ammo(4)

Volley(6)

64MM Grenade Launcher

12

6

Blast

Ammo(10)

Plasma Machine Pistol

9

8

Rapid Fire

Z-PR MK. VIII Particle Assault Rifle

12

5

Accurate

3

Z-TFG MK. V Tactical Flechette Cannon

9

4

Blast

Ammo(8)

5

Z-ML Mk. II Missile Launcher

18

6

Missile

Anti-Missile

Ammo(5)

Volley(1)

5

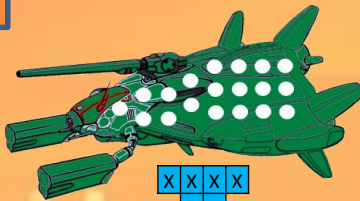


Core: Zentraedi Glaug-Eldare Squadron

Base Point Cost = 145 Base Command Points = 15



Glaug-Eldare x3 → Aircraft, Afterburner,
Flight, Jettison to Glaug (10)

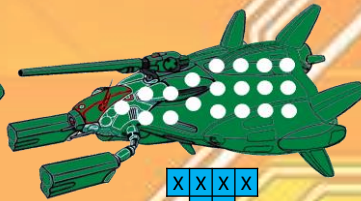


X X X X
X X

1

6 6 6 6

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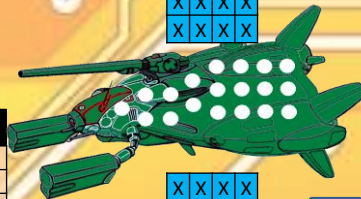


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X X

2

6 6 6 6

X X X X
X X X X



X X X X
X X

3

6 6 6 6

X X X X
X X X X

Unit	SPD	PIL	GN	DF	LDR
Glaug-Eldare	12	2	3	7	4

Type	RN	MD	Spec			
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150MM Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile



Core: Zentraedi Qeadluun-Rau Squadron

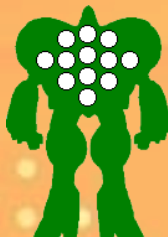


Qeadluun-Rau x3

→ *Hover, Flight,
Focus Fire, Hands*

HTH: (All)

Base Point Cost = 100 Base Command Points = 9



1

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



2

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

Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple Barelled-Particle Cannons	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(16)	Anti-Missile	Rapid Fire	
32mm Plasma Machine Pistol	9	8	Rapid Fire					4
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					12



3

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



Core: Zentraedi Qeadluun-Gult Squadron

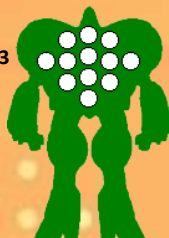
Base Point Cost = 100 Base Command Points = 9



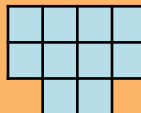
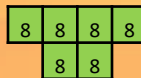
Qeadluun-Gult x3

→ *Hover, Flight,
Hands Focus Fire*

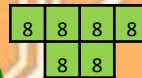
HTH: (All)



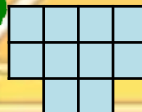
1



2



3



Unit	SPD	PIL	GN	DF	LDR
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Qeadluun-Rau	12	3	3	6	2
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Type	RN	MD	Spec	Upgrade
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Quad Heavy Particle Cannons	18	8	Accurate	Split Fire	Rear Fire			
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple Barelled-Particle Cannons	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(6)	Anti-Missile	Rapid Fire	
32mm Plasma Machine Pistol	9	8	Rapid Fire					4
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					12



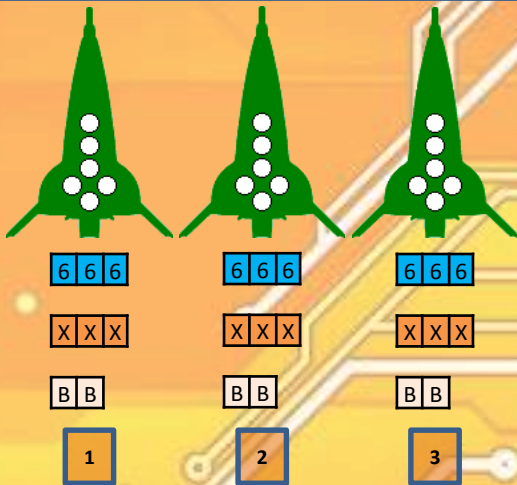
Support: Zentraedi Gnerl Attack Squad

Base Point Cost = 35 Base Command Points = 3



Gnerl x3

→ *Flight, Aircraft, Afterburner*



Unit	SPD	PIL	GN	DF	LDR
Gnerl	12	2	2	7	0

Type	RN	MD	Spec		Upgrade			
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire				
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile		
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast		11
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over 8



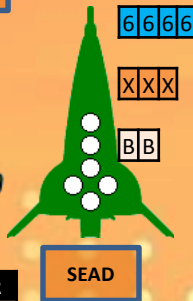
Support: Zentraedi Gnerl Suppression Squad



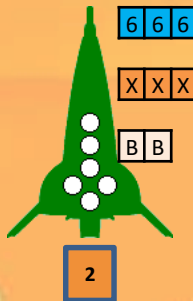
Unit	SPD	PIL	GN	DF	LDR
Gnerl	12	2	2	7	0

Note: Anti-Missile(X) are missiles that cannot be shot down by Anti-Missile weapons.

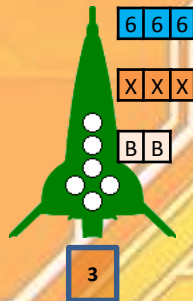
Base Point Cost = 40 Base Command Points = 3



SEAD Gnerl x1



→ *Flight, Aircraft, Afterburner, Jamming Pod (Identical to the VEF-1 Jamming and Sensor Spoofing Pod)*



→ *Flight, Aircraft, Afterburner*

Gnerl x3

Type	RN	MD	Spec	Upgrade						
SEAD Gnerl										
Anti-Aircraft Missiles	21	4	Missile	Ammo(4)	Volley(6)	Anti-Missile	Anti-Missile(X)	Inescapable		
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast			4	
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over	3	
Gnerl										
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire						
Anti-Aircraft Missiles	18	6	Missile	Ammo(3)	Volley(6)	Anti-Missile				
Under-Slung Missiles	48	9	Missile	Ammo(3)	Volley(X)	Blast			8	
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over	5	



Support: Zentraedi Elite Nousjadeul-Ger Squad



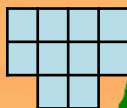
Nousjadeul-Ger x3

→ *Flight, Hands, Focus Fire*

HTH: (All)

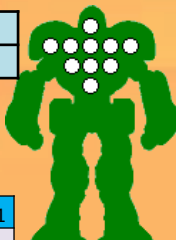
Unit	SPD	PIL	GN	DF	LDR
Nousjadeul-Ger	5	3	2	6	0

Base Point Cost = 35 Base Command Points = 3



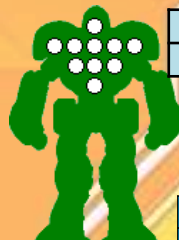
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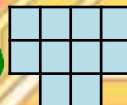


2

1	1	1	1
1	1	1	1



3



1	1	1	1
1	1	1	1



Type	RN	MD	Spec	Upgrade			
Shoulder Mounted Particle Cannon	18	4					
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				3
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			5
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	5



Special: Zentraedi Elite
Lord Nousjadeul-Ger

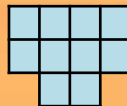
Base Point Cost = 17 Base Command Points = 3



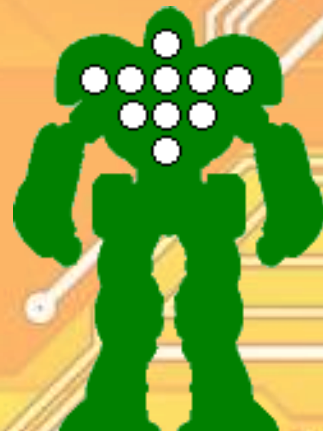
Nousjadeul-Ger

→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



Unit	SPD	PIL	GN	DF	LDR
Nousjadeul-Ger	5	4	3	6	0

Type	RN	MD	Spec	Upgrade			
Shoulder Mounted Particle Cannon	18	4					
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				1
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			2
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	2



Special: Zentraedi Nousgarma-Ger

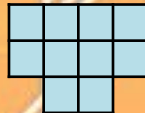
Base Point Cost = 20 Base Command Points = 1



Nousgarma-Ger x1

→ *Flight, Focus Fire, Hands*

HTH: (All)



1	1	1	1
1	1	1	1

1

6	6
6	6

Unit	SPD	PIL	GN	DF	LDR
Nousgarma-Ger	10	3	2	6	0

Type	RN	MD	Spec	Upgrade			
Dual 313mm Missile Launchers	24	9	Missile	Ammo(4)	Volley(6)	Volley(6)	
64MM Grenade Launcher	12	6	Blast	Ammo(10)			
Plasma Machine Pistol	9	8	Rapid Fire				
Z-PR MK. VIII Particle Assault Rifle	12	5	Accurate				1
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			2
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	2



Special: Zentraedi Glaug

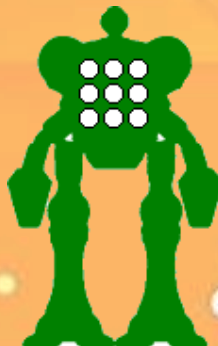


Glaug

→ *Focused Fire, Leap, Faction Ability*

HTH: BB, K, JK, P, PP, STMP

Base Point Cost = 30 Base Command Points = 5



X	X
X	X
X	X

Unit	SPD	PIL	GN	DF	LDR
Glaug	7	3	3	7	4

Type	RN	MD	Spec			
Charged Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				



Special: Zentraedi Glaug

Base Point Cost = 45 Base Command Points = 5



→ *Focused
Fire, Leap,
Faction Ability*

HTH: BB, K, JK,
P, PP, STMP



X	X	X	X
X	X	X	X
X	X	X	X

Unit	SPD	PIL	GN	DF	LDR
Glaug	7	3	3	7	4

Type	RN	MD	Spec			
Charged Particle Cannon	24	9 + D6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	6	Split Fire			
Dual Electromagnetic Rail Cannons	18	10	Split Fire	Anti-Missile		
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	3				



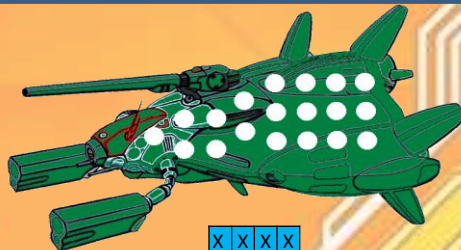
Special: Zentraedi Glaug-Eldare

Base Point Cost = 50 Base Command Points = 5



Glaug-Eldare x1

→ Aircraft, Afterburner, Flight,
Jettison to Glaug (10 MDC)



Unit	SPD	PIL	GN	DF	LDR
Glaug-Eldare	12	2	3	7	4

Type	RN	MD	Spec			
Charge Particle Cannon	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannons	18	4	Split Fire			
Dual Electromagnetic Rail Cannons	18	8	Split Fire	Anti-Missile		
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Dual Light Autocannons	12	2				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile



**Special: Zentraedi
Qeadluun-Rau**

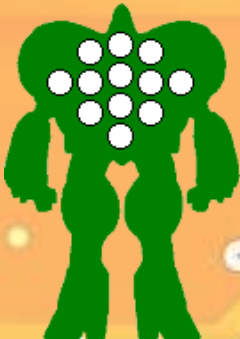
Base Point Cost = 35 Base Command Points = 3



Qeadluun-Rau x1

→ *Hover, Focus Fire,
Flight, Hands*

HTH: (All)



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

Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Rau	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple-Barrelled Particle Cannon	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(16)	Anti-Missile	Rapid Fire	
32mm Plasma Machine Pistol	9	8	Rapid Fire					2
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					4



Special: Zentraedi Qeadluun-Gult

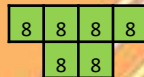
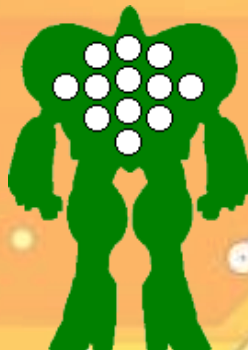
Base Point Cost = 35 Base Command Points = 3



Qeadluun-Gult x1

→ *Hover, Flight,
Hands, Focus Fire*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR
Qeadluun-Gult	12	3	3	6	2

Type	RN	MD	Spec	Upgrade				
Dual 64MM Grenade Launcher	12	12	Blast	Ammo(10)				
Dual Triple Barelled-Particle Cannon	9	4	Inescapable	Split Fire				
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Ammo(6)	Anti-Missile	Rapid Fire	
Quad Heavy Particle Cannons	18	8	Accurate	Split Fire	Rear Fire			
32mm Plasma Machine Pistol	9	8	Rapid Fire					2
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					4



Special: Zentraedi Quel-Quallie Theatre Scout

Base Point Cost = 110 Base Command Points = 5

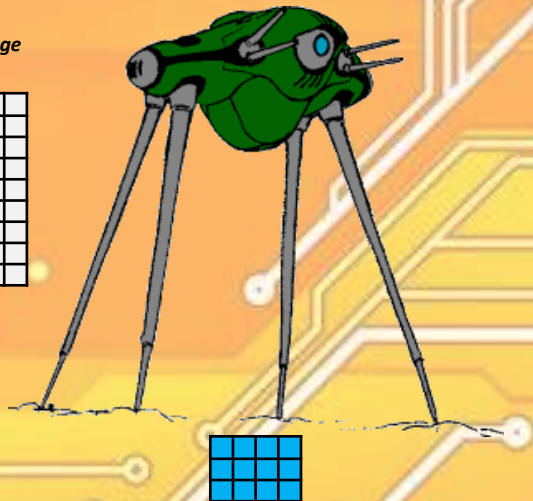
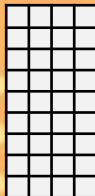
Quel-Quallie x1

→ *Aircraft, Hover, Flight, Dual Pilot*

→ Theater Electronics Suite

1. Provides Friendly Forces an Initiative Bonus of +1
2. Extends Radius of Close Formation to 4 inches to all friendly units on the field.
3. Add 2 inches to the Reinforcements Faction ability of all Glaug in the field making it 10 inches or 14 if it includes a Recovery Pod.

Damage
Track



Unit	MV	PIL	GUN	DF	LDR
Quel-Quallie	20	2	2	6	4

Type	RN	MD	Spec			
Electron Particle Beam Guns	30	10	Anti-Missile	Split Fire		
Dual Close Quarters Missile Launchers	18	6	Missile	Ammo(12)	Volley(X)	Anti-Missile



Special: Zentraedi Quel-Quallie Transport

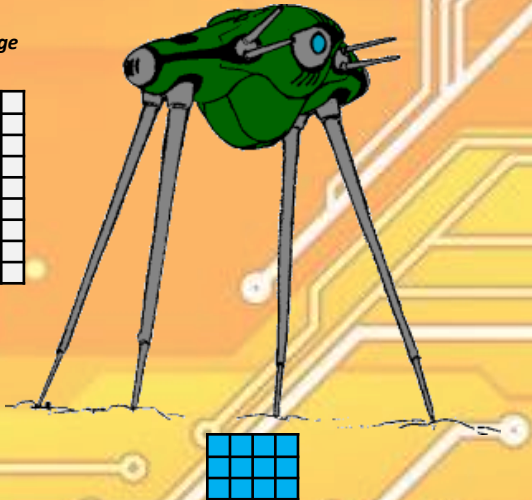
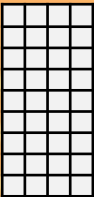
Base Point Cost = 95 Base Command Points = 4

Quel-Quallie x1

→ *Aircraft, Hover, Flight, Dual Pilot*

→ Transport (12)
Can Carry up to 12 points of units. Mecha are 1 Point and Zentraedi Infantry are 0.5 points each.

Damage Track



Unit	MV	PIL	GUN	DF	LDR
Quel-Quallie	20	2	2	6	3

Type	RN	MD	Spec			
Electron Particle Beam Guns	30	10	Anti-Missile	Split Fire		
Dual Close Quarters Missile Launchers	18	6	Missile	Ammo(12)	Volley(X)	Anti-Missile