

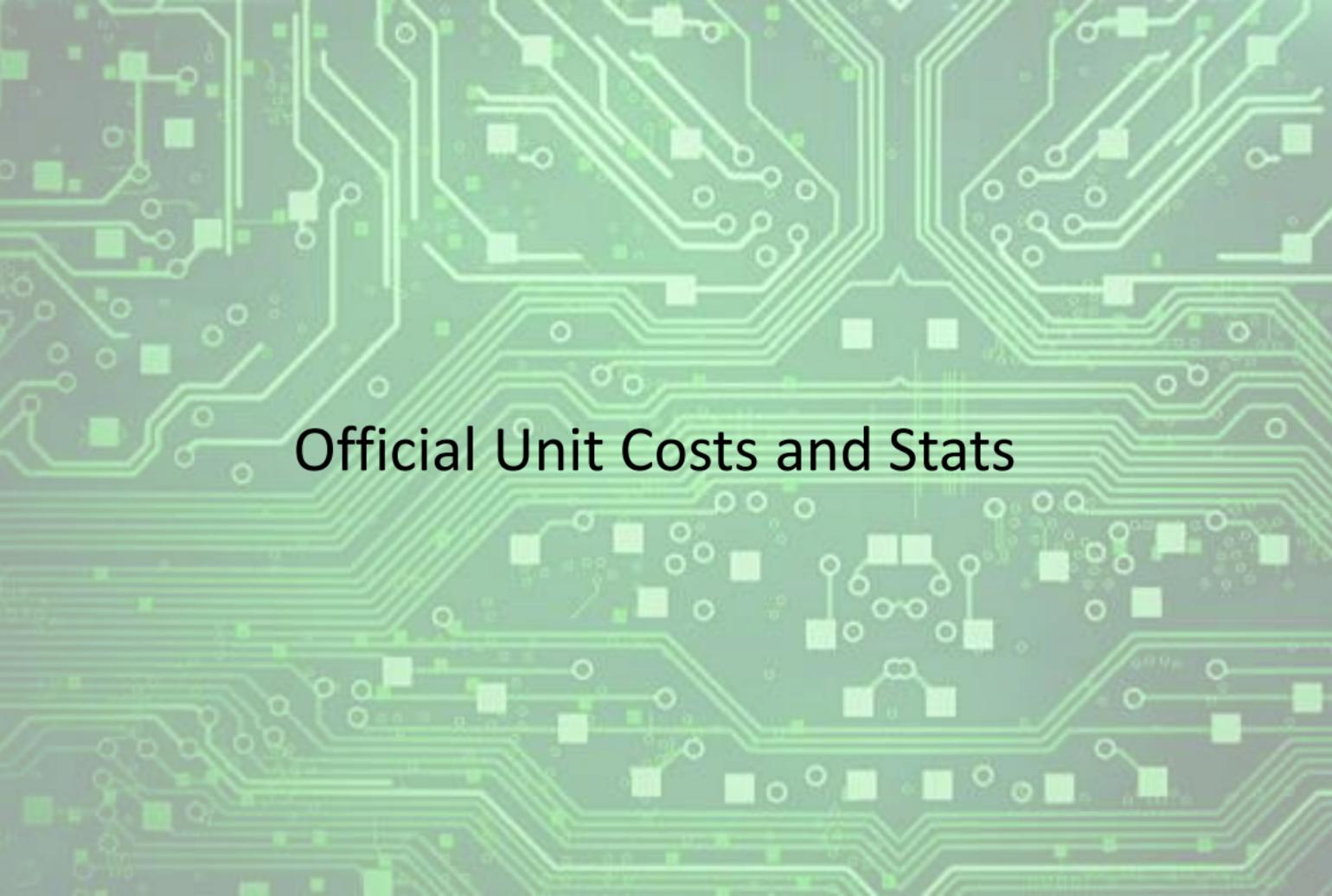


Zentraedi Armada: Standard Faction

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.



Official Unit Costs and Stats



Core: Zentraedi Attack Squadron

Base Point Cost = 80 Base Command Points = 5



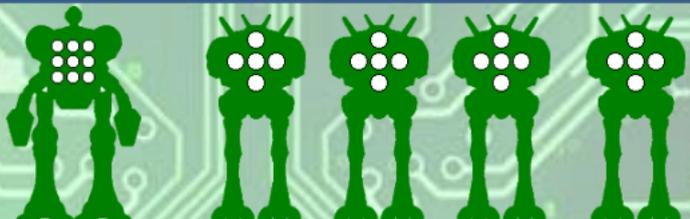
Glaug
→ *Focused Fire, Leap, Faction Ability*

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



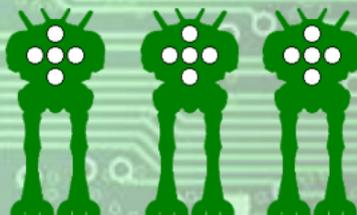
Regult x9
→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

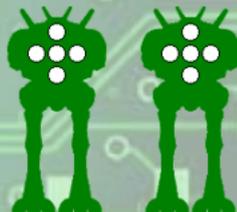


X	X
X	X
X	X

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5	6	7
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8	9
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Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug (Eldare)	7 (12)	3 (2)	3	7	4	(25)
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	20

Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core and Elite: Zentraedi Attack Squadron

Base Point Cost = 105 Base Command Points = 5

Glaug-Eldare x1

Regult x9

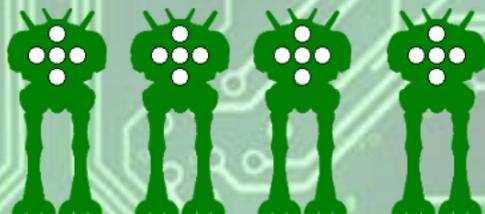
→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

X	X	X	X
	X	X	

6	6	6	6
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X	X	X	X
X	X	X	X

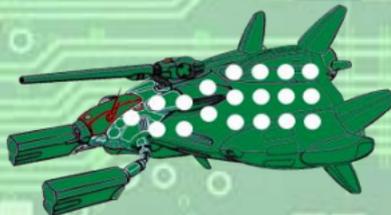


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5

6

7



8

9

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

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug-Eldare	12	2	3	7	4	
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	20

Type	RN	MD	Spec			
Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core: Zentraedi Attrition Squadron

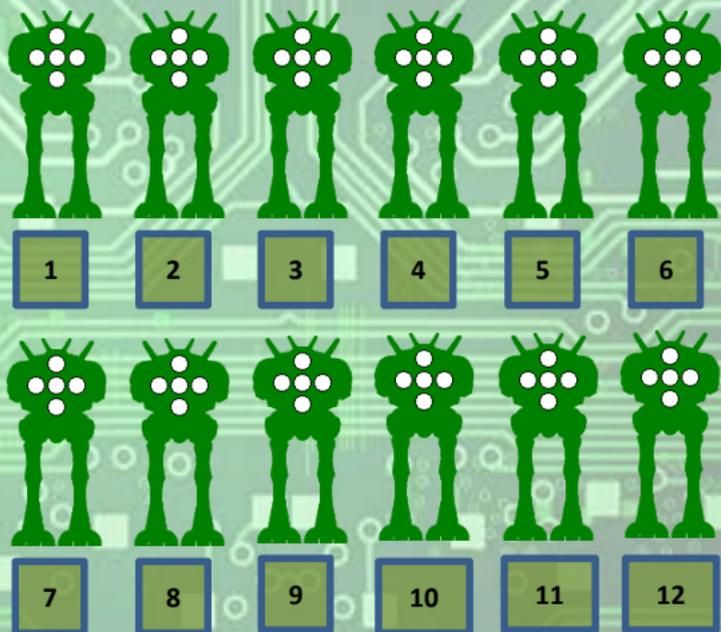
Base Point Cost = 70 Base Command Points = 0



Regult x12

→ *Focused Fire,
Leap, Life is Cheap*

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	25

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33mm Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Core: Zentraedi Artillery Squadron

Base Point Cost = 90 Base Command Points = 6



Gluuhaug-Regult
x4

→ *Focused
Fire, Leap*

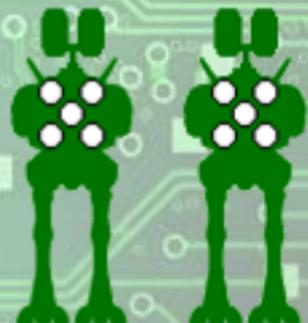
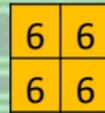
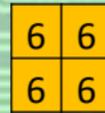
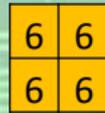
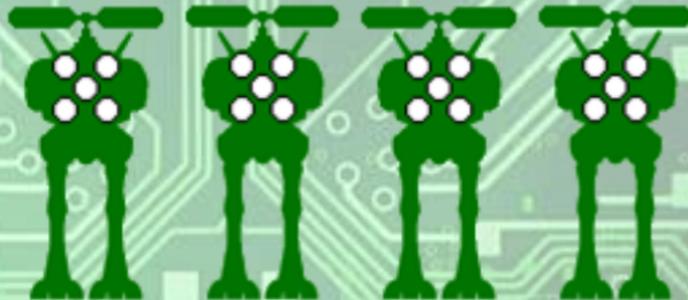
HTH: BB, K, JK,
STMP



Serauhaug-Regult
x2

→ *Focused
Fire, Leap*

HTH: BB, K, JK,
STMP



Unit	SPD	PIL	GN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0
Serauhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec			
Gluuhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)	
Serauhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(X)	Blast



Core: Zentraedi Recon Squadron

Base Point Cost = 90 Base Command Points = 6



Glaug
→ *Focused Fire, Leap, Faction Ability*

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



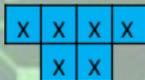
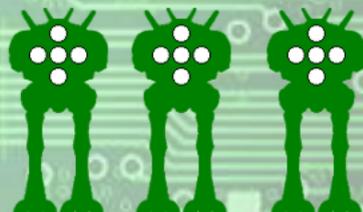
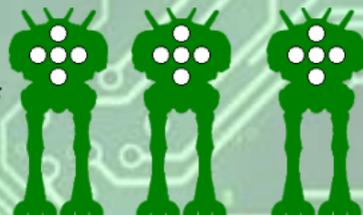
Regult x6
→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP



Quel-Regult
→ *Leap, Electronic Attack System, Advanced Recon Suite*

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug (Eldare)	7 (12)	3 (2)	3	7	4	(25)
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
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				
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core and Elite: Zentraedi Recon Squadron

Base Point Cost = 95 Base Command Points = 8

Glaug-Eldare x1



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



Regult x6

→ Focused Fire, Leap, Life is Cheap

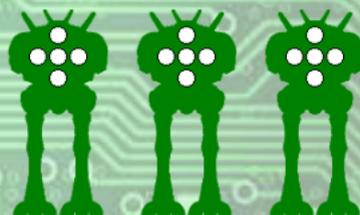
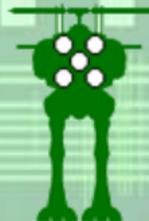
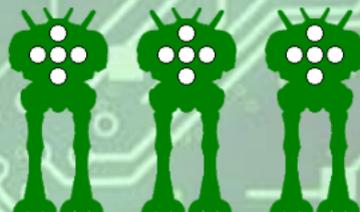
HTH: BB, K, JK, STMP



Quel-Regult

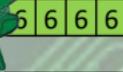
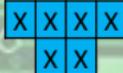
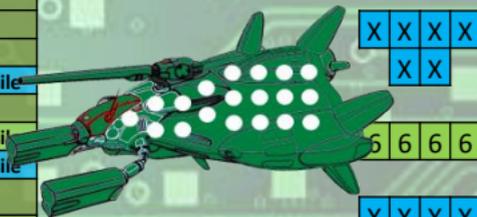
→ Leap, Electronic Attack System, Advanced Recon Suite

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug-Eldare	12	2	3	7	4	
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
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				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		





Core: Zentraedi Serau-Ger Infantry Squadron



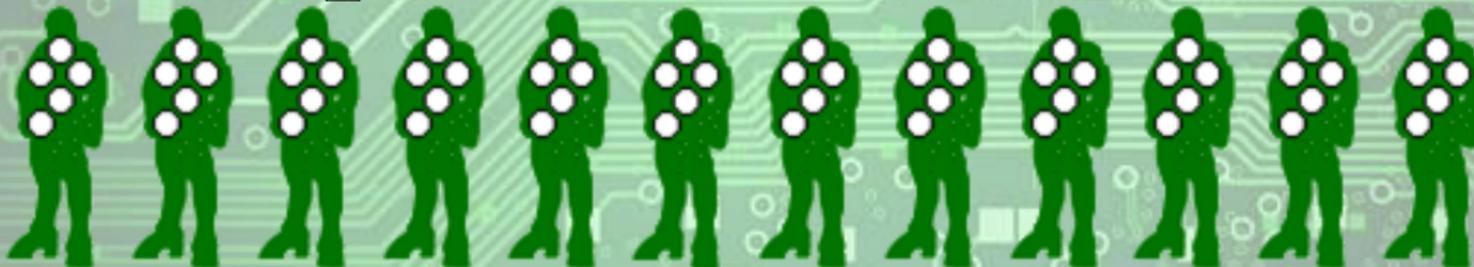
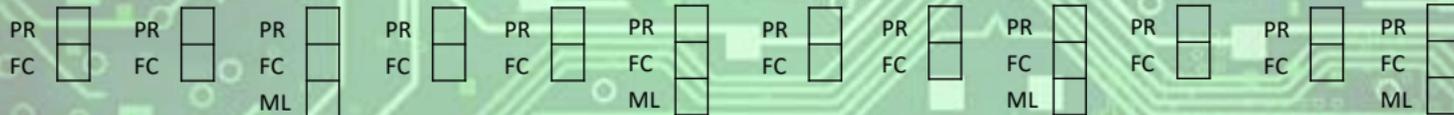
Base Point Cost = 35 Base Command Points = 0

Serau-Ger x12

→ *Life is Cheap, Hands*

HTH: (All)

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Serau-Ger	3	1	1	6	0	
Veteran Warriors	3	2	2	6	0	10



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Type	RN	MD	Spec			
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Core and Special: Zentraedi Serau-Ger Infantry Squadron w/Officer



Base Point Cost = 40 Base Command Points = 1

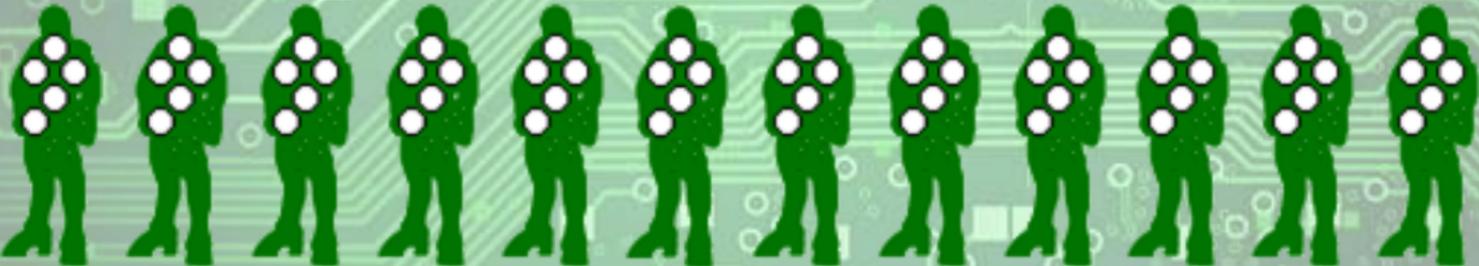
Unit	SPD	PIL	GN	DF	LDR	Upgrade
Officer	3	1	2	6	1	
Serau-Ger	3	1	1	6	0	
Veteran Warriors	3	2	2	6	0	10

Serau-Ger x12

→ *Life is Cheap, Hands*

HTH: (All)

PR FC PR FC PR FC ML PR FC PR FC ML



0 2 3 4 5 6 7 8 9 10 11 12

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1	1	1	1	1

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Type	RN	MD	Spec			
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Core: Zentraedi Glu-Ger Infantry Squadron

Base Point Cost = 25 Base Command Points = 0

Glu-Ger x12

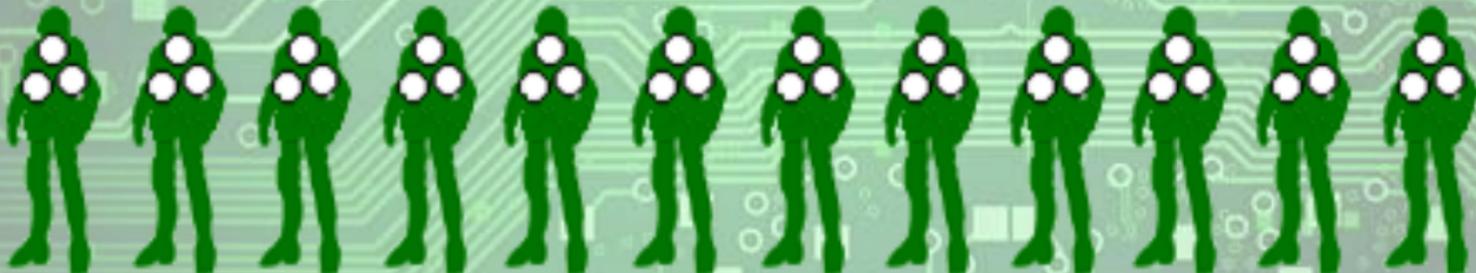
→ *Life is Cheap, Hands*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	10

PR FC PR FC PR FC ML PR FC PR FC ML



1 2 3 4 5 6 7 8 9 10 11 12

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	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
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Type	RN	MD	Spec			
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Core and Special: Zentraedi Glu-Ger Infantry Squadron w/Officer



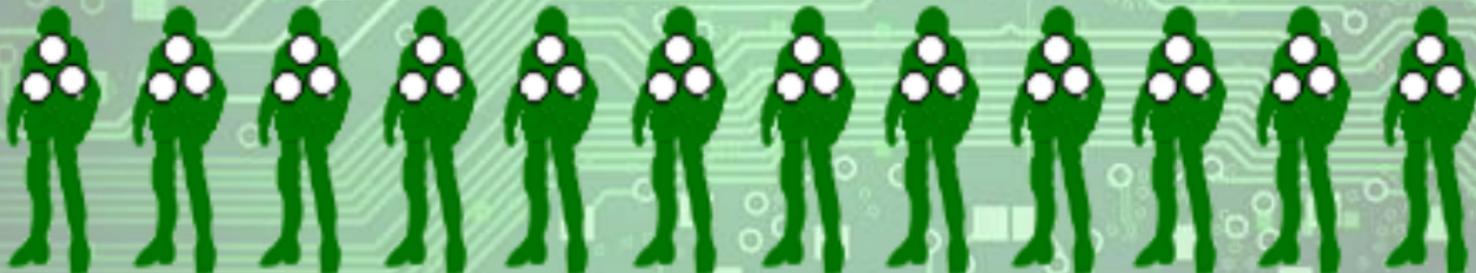
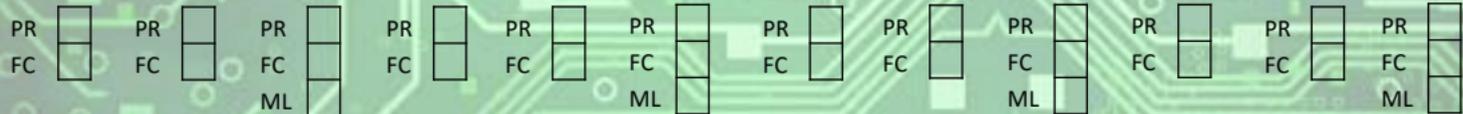
Base Point Cost = 30 Base Command Points = 1

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Officer	3	1	2	5	1	
Glu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	10

Glu-Ger x12

→ Life is Cheap, Hands

HTH: (All)



Type	RN	MD	Spec		
Particle Rifle	12	5	Accurate		
Flechette Cannon	9	4	Blast	Ammo(8)	
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1) Anti-Missile



Support: Zentraedi Regult Squad

Base Point Cost = 35 Base Command Points = 0



Regult x6

→ Focused Fire,
Leap, Life is Cheap

HTH: BB, K, JK, STMP

1



2



3



4



5



6



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33MM Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Support: Zentraedi Gluuhaug-Regult Squad

Base Point Cost = 25 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



2



6	6
6	6

6	6
6	6

Unit	SPD	PIL	GN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec		
Dual Heavy Particle Cannons	18	4	Accurate		
Dual 22.33mm Autocannons	12	2			
313mm Missiles	24	9	Missile	Ammo(4)	Volley(6)



Support: Zentraedi Serauhaug-Regult Squad

Base Point Cost = 40 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



X	X
X	X

2



X	X
X	X

Unit	SPD	PIL	GN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(X)	Blast



Support: Zentraedi Telnesta-Regult Squad

Base Point Cost = 15 Base Command Points = 2



Telnesta-Regult Squad x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



2



Unit	SPD	PIL	GN	DF	LDR
Telnesta-Regult	4	2	2	5	0

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33MM Autocannons	12	2	
Dual Charged Particle Cannons	18	8	



Support: Zentraedi Serau-Ger Infantry Squad

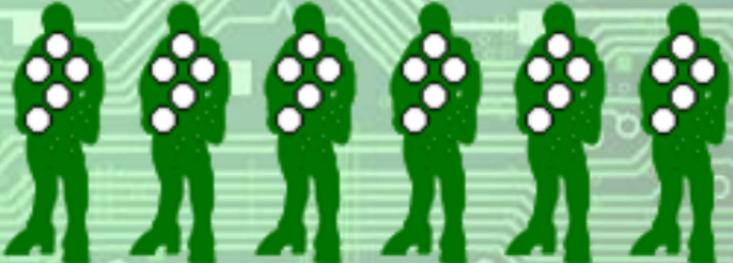
Base Point Cost = 15 Base Command Points = 0



Serau-Ger x6

→ Life is Cheap, Hands

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Serau-Ger	3	1	1	6	0	0
Veteran Warriors	3	2	2	6	0	5



Type	RN	MD	Spec		
Particle Rifle	12	5	Accurate		
Flechette Cannon	9	4	Blast	Ammo(8)	
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1) Anti-Missile



Support: Zentraedi Gluu-Ger Infantry Squad

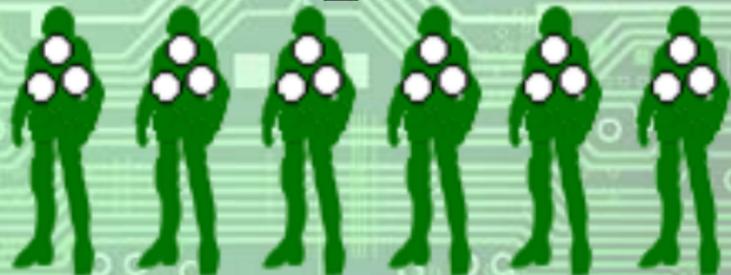
Base Point Cost = 10 Base Command Points = 0



Gluu-Ger x6

→ *Life is Cheap, Hands*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Gluu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	5

Type	RN	MD	Spec	Upgrade		
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Support: Zentraedi Nousjadeul-Ger Squad

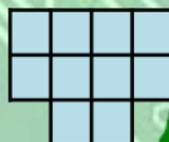
Base Point Cost = 25 Base Command Points = 3



Nousjadeul-Ger x3

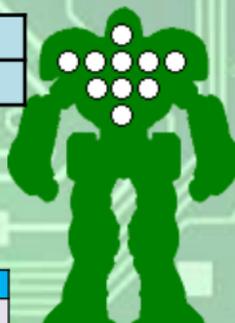
→ *Flight, Hands, Focus Fire*

HTH: (All)



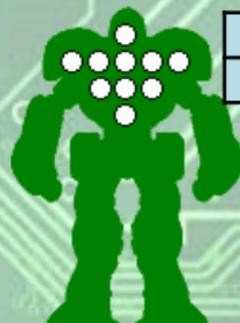
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2

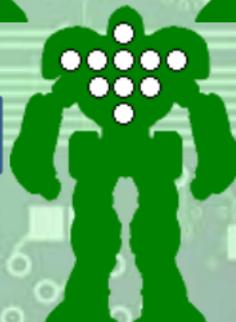
1	1	1	1
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3



1	1	1	1
1	1	1	1



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



Support: Zentraedi Quel-Regult

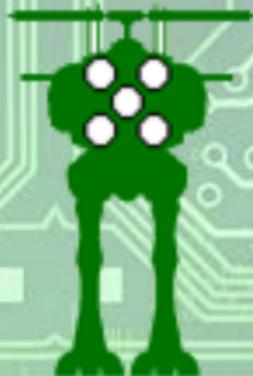
Base Point Cost = 15 Base Command Points = 3



Quel-Regult

→ *Leap, Electronic Attack System, Advanced Recon Suite*

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR
Quel-Regult	6	3	*	6	2

Type	RN	MD	Spec
Quel-Regult	NA	NA	NA

Advanced Reconnaissance Suite – When figures with an Advanced Reconnaissance Suite activates, players may spend 2 Command Points to make it so that all friendly figures within 12 inches of the carrying figure get a +1 bonus to Strike. This effect lasts until the next time the figure is activated.

Electronics Attack Suite – When the VEF-1 or Quel-Regult Scout Pods activates the player may spend one Command Point during its Activation Step to inflict a -1 penalty to Strike in ranged combat on a single enemy figure within a 24 inch range of the figure until the end of the turn. Multiple enemy figures can be affected at the cost of one Command Point per additional figure.



Support: Zentraedi Quel-Gulnau

Base Point Cost = 10 Base Command Points = 1

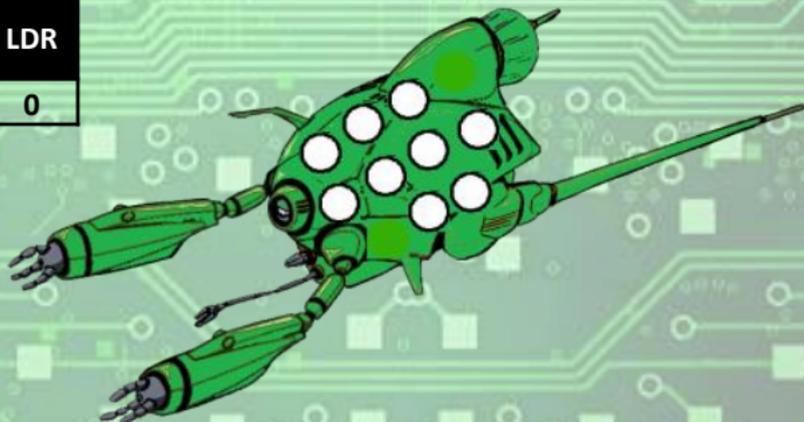


Quel-Gulnau

→ *Flight, Hover, Hands, Special*
(Boost Faction Ability)

HTH: BB, CB, GR, P, PP

Unit	SPD	PIL	GN	DF	LDR
Quel-Gulanu	9	2	*	5	0





Special: Zentraedi Glaug

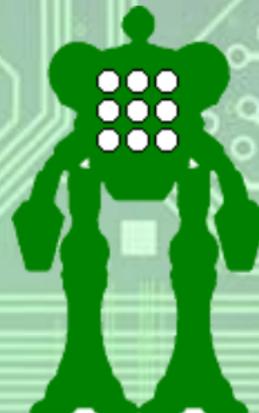
Base Point Cost = 20 Base Command Points = 5



Glaug

→ *Focused Fire, Leap, Faction Ability*

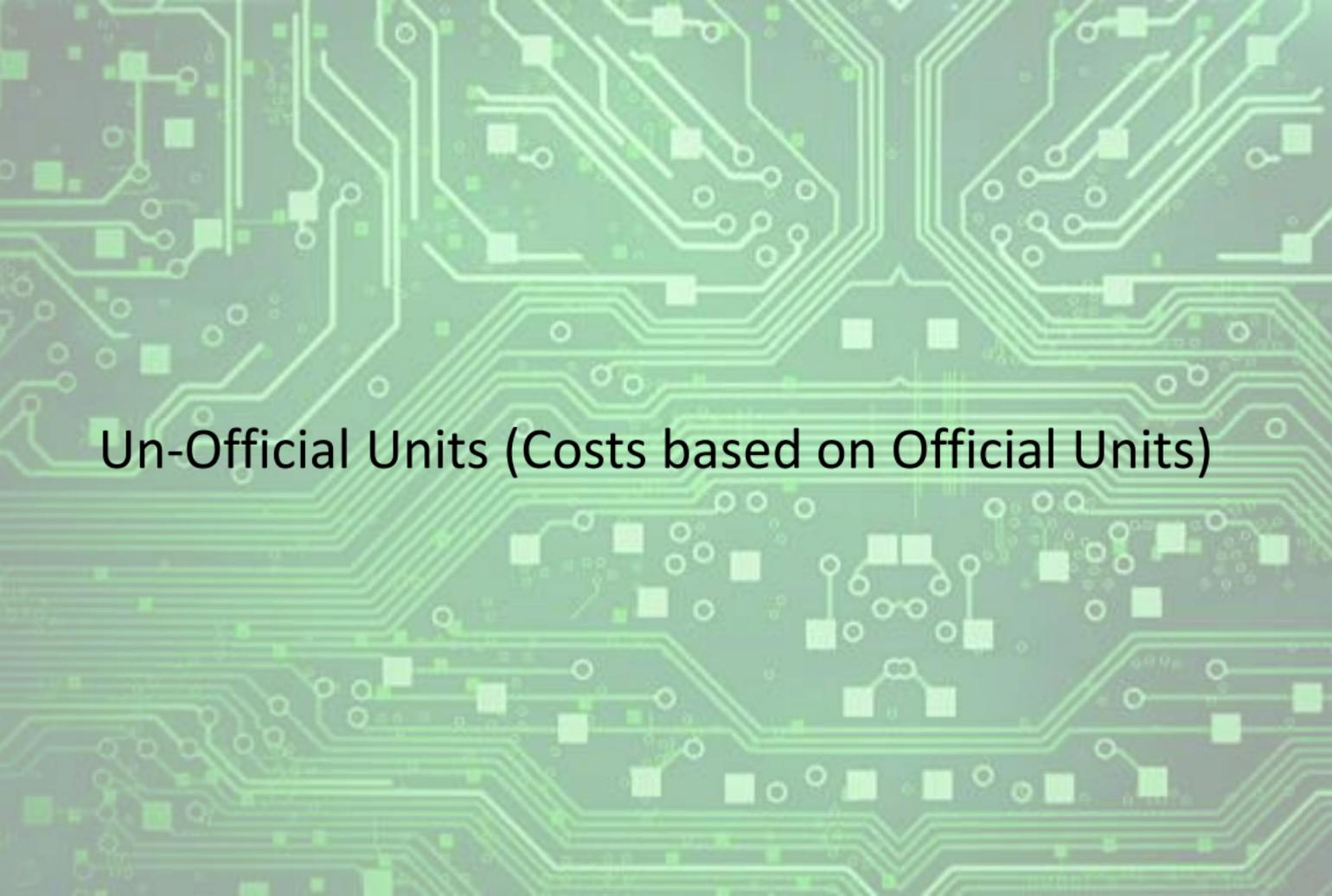
HTH: BB, K, JK, P, PP, STMP



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				



Un-Official Units (Costs based on Official Units)



Support: Zentraedi Gluuhaug-Regult Squad

Base Point Cost = 20 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



6	6
6	6

2



6	6
6	6

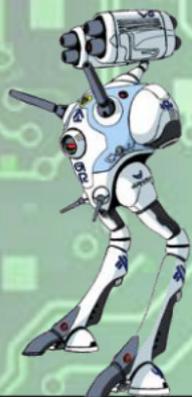
Unit	MV	PIL	GUN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec	Upgrade			
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
313mm Missiles	24	9	Missile	Ammo(4)	Volley(6)		
324mm Missiles	24	12	Missile	Ammo(4)	Volley(6)	Overwhelming	5



Support: Zentraedi Serauhaug-Regult Squad

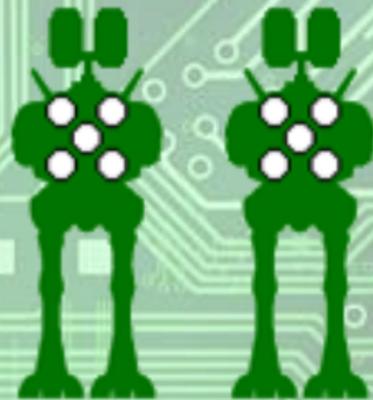
Base Point Cost = 40 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP



1

2

X	X	X	X
X	X	X	X

Unit	MV	PIL	GUN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec	Upgrade						
Dual Heavy Particle Cannons	18	4	Accurate							
Dual 22.33mm Autocannons	12	2								
791mm Missiles	48	9	Missile	Ammo(4)	Volley(X)	Blast				
812mm Advanced Missiles	54	13	Missile	Ammo(4)	Volley(X)	Blast	Overwhelming	Indirect Fire	20	



Support: Zentraedi Experimental Miruhaug-Regult Squad

Base Point Cost = 30 Base Command Points = 2

Miruhaug-Regult x2

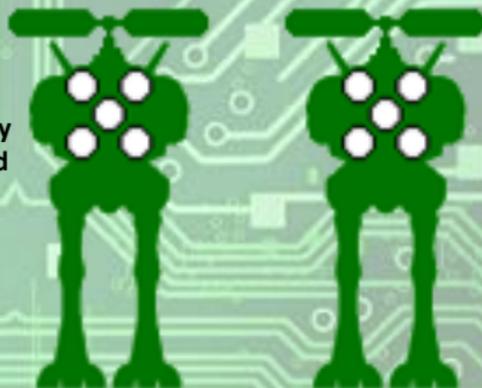
→ *Focused Fire, Leap, Advanced Missile Defense System (AMDS)*

HTH: BB, K, JK, STMP



AMDS: This device is a built in targeting system specifically designed to protect fellow Zentraedi. Production was greatly reduced due to the fact that the Invid did not use missiles and most of the other forces the Zentraedi had faced that did were no longer a threat.

This provides a free additional Anti-Missile roll to all friendly units within 8 inches of this unit using the normal Anti-Missile rules.



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

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

Unit	MV	PIL	GUN	DF	LDR
Miruhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec			
Dual Heavy Particle Cannon	18	4	Accurate			
Dual 22.33MM Autocannon	12	2				
173 MM Missiles	18	6	Missile	Ammo(12)	Volley(4)	Anti-Missile



**Support: Zentraedi Experimental
Kolorhaug-Regult Squad**

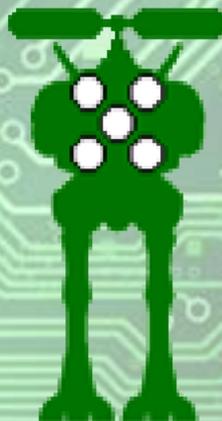
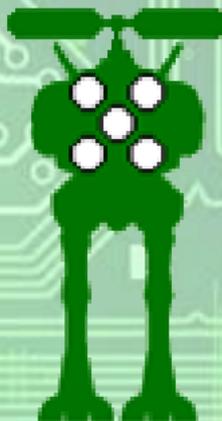
Base Point Cost = 30 Base Command Points = 2



Kolorhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP



8	8	8	8
8	8	8	8

8	8	8	8
8	8	8	8

Unit	MV	PIL	GUN	DF	LDR
Kolorhaug-Regult	5	2	2	5	0

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
87mm Missiles	12	2	Missile	Ammo(8)	Volley(8)	Anti-Missile



Support: Zentraedi Quel-Gulnau Beta

Base Point Cost = 15 Base Command Points = 1

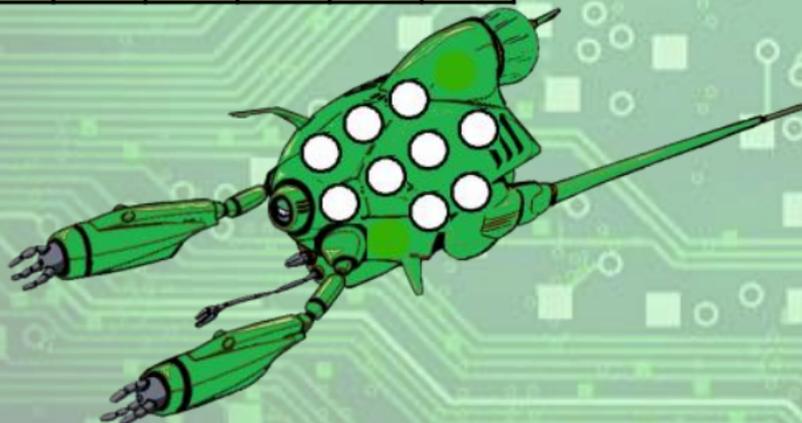


Quel-Gulnau

→ *Flight, Hover, Hands, Special (Boost Faction Ability), High Speed Debris Defense (HSDD)*

HTH: BB, CB, GR, P, PP

Unit	MV	PIL	GUN	DF	LDR
Quel-Gulanu	9	2	*	5	0



HSDD: This device is a built in laser based defense system designed to protect the Quel-Gulanu while performing recovery operations.

This provides a free additional Anti-Missile roll against any missile attack, with the Blast Trait or otherwise. This is successful on a 6 for all friendly units within 8 inches and LOS.

The system also provides a free (No Command Points Required) 4+ Anti-Missile chance for the Quel-Gulnau.



Support: Zentraedi
Nousjadeul-Ger

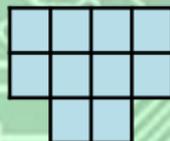
Base Point Cost = 8 Base Command Points = 1



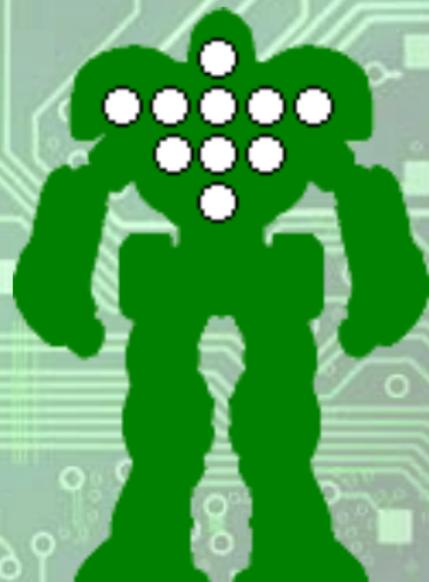
Nousjadeul-Ger

→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	3	2	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				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



Core: Zentraedi Mixed Artillery Squadron

Base Point Cost = 80 Base Command Points = 6

Gluuhaug-Regult
x2

Serauhaug-Regult
x2

Telnesta-Regult
Squad x2

→ Focused Fire, Leap

HTH: BB, K, JK, STMP



6	6
6	6

6	6
6	6

Unit	MV	PIL	GUN	DF	LDR
All Artillery Pods	4	2	2	5	0

Type	RN	MD	Spec			
Gluuhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannon	12	2				
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)	
Serauhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(1)	Blast
Telnesta-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33MM Autocannons	12	2				
Dual Charged Particle Cannons	18	8				



X
X

X
X

X
X

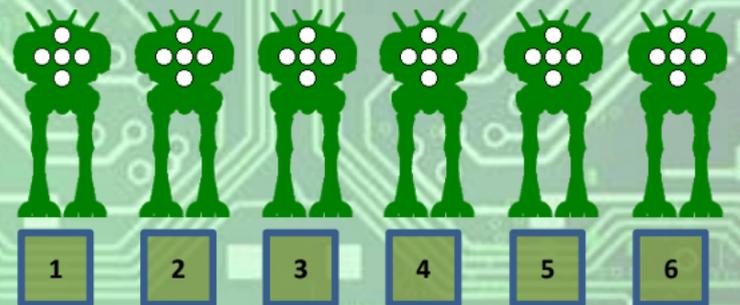
X
X



Core: Zentraedi Mixed Suppression Squadron

Base Point Cost = 100 Base Command Points = 4

Gluuhaug-Regult x2 Serauhaug-Regult x2 Regult x6

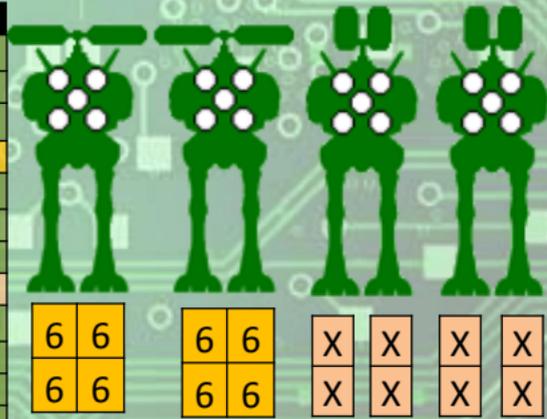


HTH: BB, K, JK, STMP

→ Focused Fire, Leap, Regults Add Life is Cheap

Unit	MV	PIL	GUN	DF	LDR
All Artillery Pods	4	2	2	5	0
Regult	5	1	2	6	0

Type	RN	MD	Spec			
Gluuhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)	
Serauhaug-Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(1)	Blast
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33MM Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		





Core: Zentraedi Strike Squadron

Base Point Cost = 75 Base Command Points = 6



Glaug

→ *Focused Fire, Leap, Faction Ability*

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



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

Quel-Gulnau

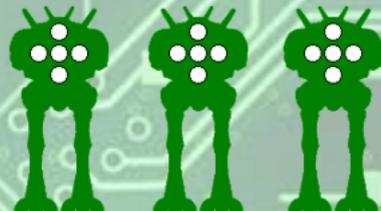


→ *Flight, Hover, Hands, Special (Boost Faction Ability)*

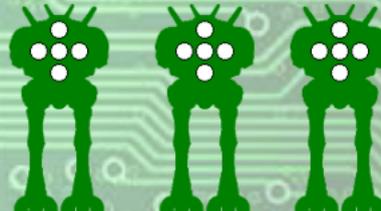
HTH: BB, CB, GR, P, PP



X	X
X	X
X	X



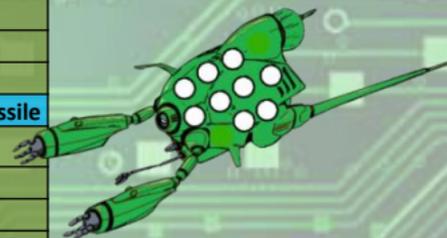
1	2	3
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4	5	6
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Unit	MV	PIL	GUN	DF	LDR	Upgrade
Glaug	7	3	3	7	4	
Regult	5	2	1	6	0	
Quel-Gulanu	9	2	*	5	0	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		





Support: Zentraedi Scout Squad

Base Point Cost = 50 Base Command Points = 3



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

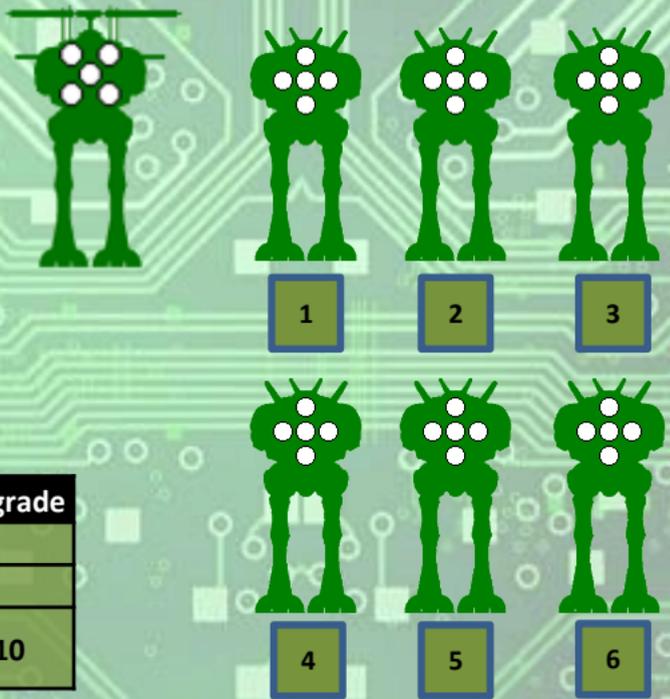
HTH: BB, K, JK, STMP



Quel-Regult

→ *Leap, Electronic Attack System*

HTH: BB, K, JK, STMP



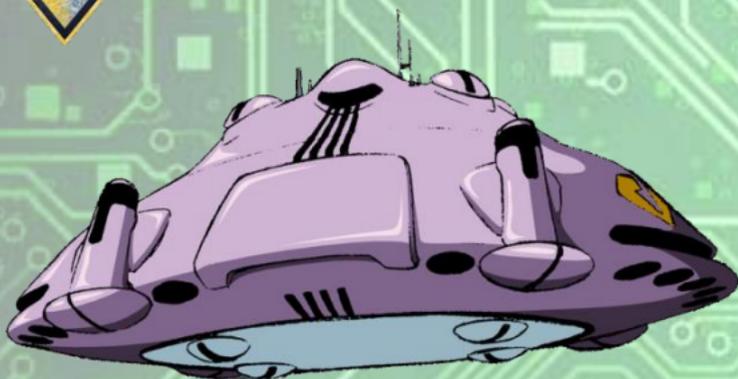
Unit	MV	PIL	GUN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33mm Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Special: Re-Entry Pod

Base Point Cost = 80 Base Command Points = 5



Re-Entry Pod

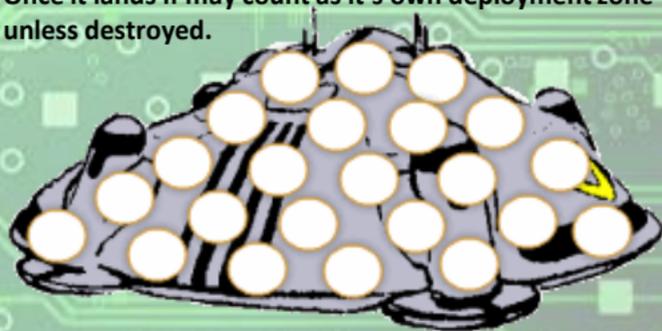
→ *Flight, Hover, Carrier (36), Multi-Pilot*

HTH: None

Carrier: This unit can land anywhere across the table. Underlying buildings can be landed on and are considered destroyed. It cannot land on parts of the structure of a ship or on a hill that places it at more than a 30 degree angle.

Once it lands it may count as its own deployment zone unless destroyed.

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



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

Re-Entry Pod	20	2	2	5	4
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Type	RN	MD	Spec
------	----	----	------

Mini-Missile Launcher System	12	2	Missile	Volley(8)	Shared Ammo(32)	Anti-Missile	Rapid Fire	Rear Fire
Mini-Missile Launcher System	12	2	Missile	Volley(8)	Shared Ammo(32)	Anti-Missile	Rapid Fire	Rear Fire



Special: High Lord's Glaug

Base Point Cost = 45 Base Command Points = 4



→ *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	MV	PIL	GUN	DF	LDR	Upgrade
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		
Dual Light Autocannons	12	3				
150mm Missiles	18	6	Missile	Ammo(12)	Volley(X)	Anti-Missile

1.8	Gluu-Ger
2.4	Serau-Ger
4.0	Quel-Gulanu
5.5	Regult
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
40.2	Glaug-Eldare
44.1	High Lord Glaug

Units with Adjusted Costs



Core: Zentraedi Attack Squadron

Base Point Cost = 80 Base Command Points = 5



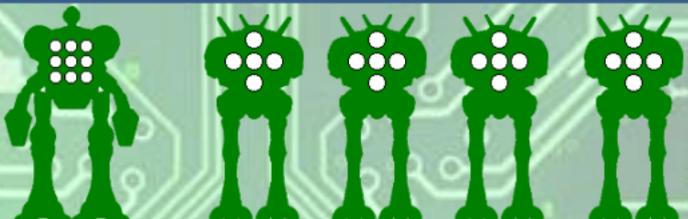
Glaug
→ *Focused Fire, Leap, Faction Ability*

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



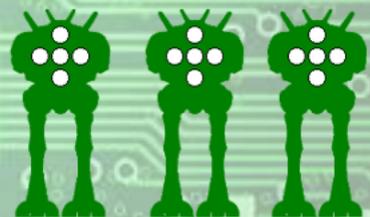
Regult x9
→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

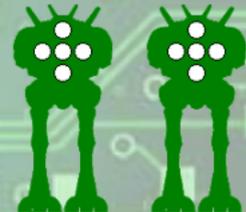


X	X
X	X
X	X

1	2	3	4
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5	6	7
---	---	---



8	9
---	---

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug (Eldare)	7 (12)	3 (2)	3	7	4	(20)
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	20

Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core and Elite: Zentraedi Attack Squadron

Base Point Cost = 90 Base Command Points = 5

Glaug-Eldare x1

Regult x9

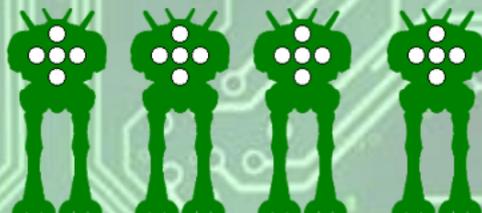
→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

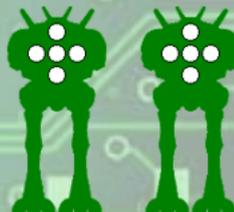
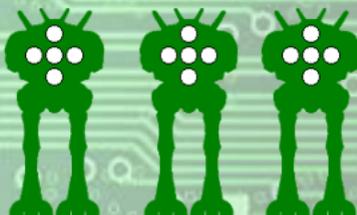
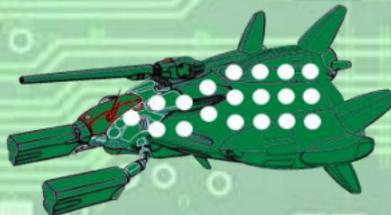
X	X	X	X
	X	X	

6	6	6	6
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X	X	X	X
X	X	X	X



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



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug-Eldare	12	2	3	7	4	
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	20

Type	RN	MD	Spec			
Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core: Zentraedi Attrition Squadron

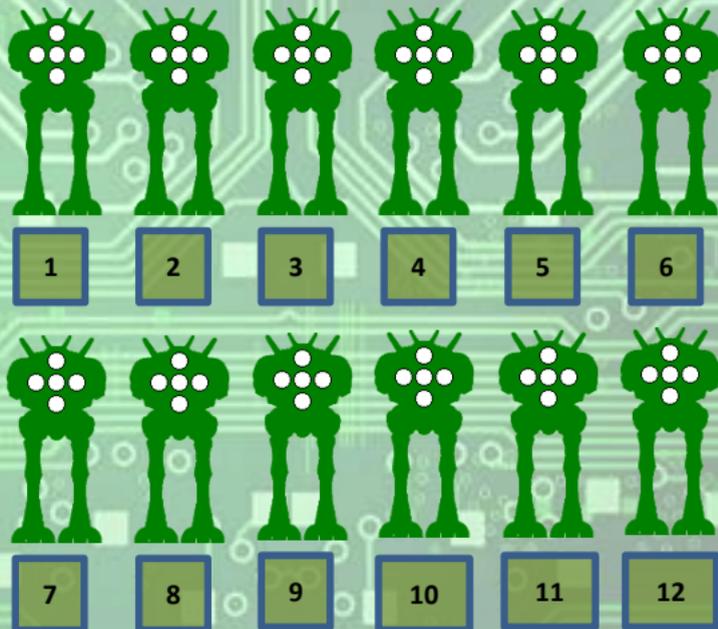
Base Point Cost = 65 Base Command Points = 0



Regult x12

→ *Focused Fire,
Leap, Life is Cheap*

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	25

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33mm Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Core: Zentraedi Artillery Squadron

Base Point Cost = 60 Base Command Points = 6



Gluuhaug-Regult
x4

→ *Focused
Fire, Leap*

HTH: BB, K, JK,
STMP



Serauhaug-Regult
x2

→ *Focused
Fire, Leap*

HTH: BB, K, JK,
STMP



6	6
6	6



6	6
6	6



6	6
6	6



6	6
6	6

Unit	SPD	PIL	GN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0
Serauhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec	Upgrade					
Gluuhaug-Regult									
Dual Heavy Particle Cannons	18	4	Accurate						
Dual 22.33mm Autocannon	12	2							
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)				
324mm Advanced Missiles	24	12	Missile	Ammo(4)	Volley(6)	Overwhelming		20	
Serauhaug-Regult									
Dual Heavy Particle Cannons	18	4	Accurate						
Dual 22.33mm Autocannon	12	2							
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(X)	Blast			
812mm Advanced Missiles	54	13	Missile	Ammo(4)	Volley(X)	Overwhelming	Blast	15	



X	X
X	X



X	X
X	X



Core: Zentraedi Recon Squadron

Base Point Cost = 80 Base Command Points = 6



Glaug

→ Focused Fire, Leap, Faction Ability

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



Regult x6

→ Focused Fire, Leap, Life is Cheap

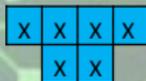
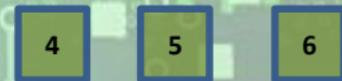
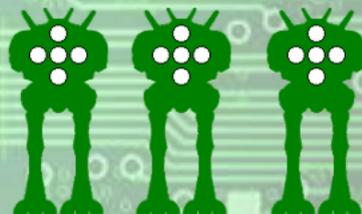
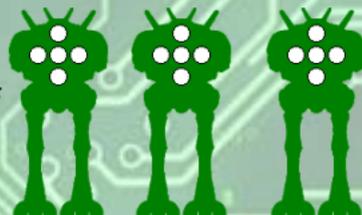
HTH: BB, K, JK, STMP



Quel-Regult

→ Leap, Electronic Attack System, Advanced Recon Suite

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug (Eldare)	7 (12)	3 (2)	3	7	4	(20)
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
Charged Particle Cannons	24	6	Accurate	Overwhelming	Inescapable	
Dual Heavy Particle Cannon	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				
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



Core and Elite: Zentraedi Recon Squadron

Base Point Cost = 90 Base Command Points = 8

Glaug-Eldare x1



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



Regult x6

→ Focused Fire, Leap, Life is Cheap

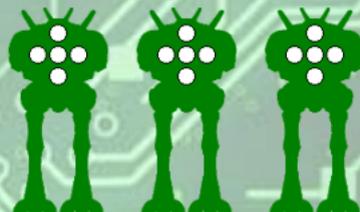
HTH: BB, K, JK, STMP



Quel-Regult

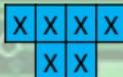
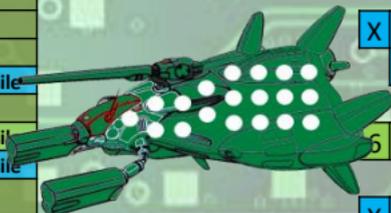
→ Leap, Electronic Attack System, Advanced Recon Suite

HTH: BB, K, JK, STMP



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glaug-Eldare	12	2	3	7	4	
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
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				
Air-Defense Missiles	12	2	Missile	Ammo(4)	Volley(6)	Anti-Missile
Anti-Aircraft Missiles	18	6	Missile	Ammo(8)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		



6 6 6 6



Core: Zentraedi Mixed Artillery Squadron

Base Point Cost = 60 Base Command Points = 6

Gluuhaug-Regult
x2

Serauhaug-Regult
x2

Telnesta-Regult
Squad x2

→ Focused
Fire, Leap

HTH: BB, K, JK,
STMP



6	6
6	6

6	6
6	6

Unit	MV	PIL	GUN	DF	LDR
All Artillery Pods	4	2	2	5	0

Type	RN	MD	Spec	Upgrade			
Gluuhaug-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)		
324mm Advanced Missiles	24	12	Missile	Ammo(4)	Volley(6)	Overwhelming	10
Serauhaug-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(X)	Blast	
812mm Advanced Missiles	54	13	Missile	Ammo(4)	Volley(X)	Overwhelming	Blast 15
Telnesta-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
Dual Charged Particle Cannons	18	8					



X	X
X	X

X	X
X	X



Core: Zentraedi Strike Squadron

Base Point Cost = 70 Base Command Points = 6



Glaug

→ *Focused Fire, Leap, Faction Ability*

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



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP

Quel-Gulnau

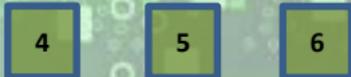
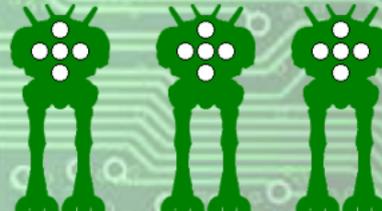
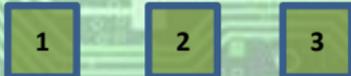
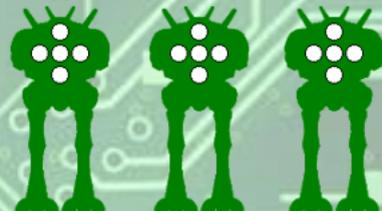


→ *Flight, Hover, Hands, Special (Boost Faction Ability)*

HTH: BB, CB, GR, P, PP

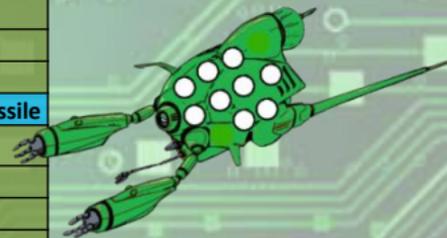


X	X
X	X
X	X



Unit	MV	PIL	GUN	DF	LDR	Upgrade
Glaug	7	3	3	7	4	
Regult	5	2	1	6	0	
Quel-Gulanu	9	2	*	5	0	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec			
Glaug						
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		
Dual Light Autocannons	12	2				
150mm Missiles	18	6	Missile	Ammo(6)	Volley(X)	Anti-Missile
Regult						
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire		





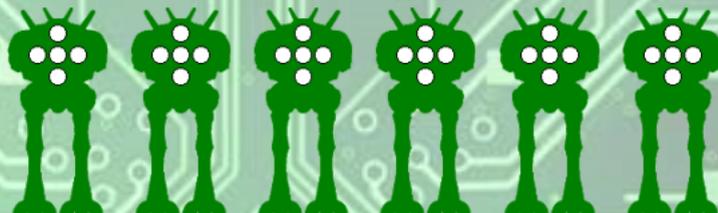
Core: Zentraedi Mixed Suppression Squadron

Base Point Cost = 75 Base Command Points = 4

Gluuhaug-Regult x2

Serauhaug-Regult x2

Regult x6



1

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HTH: BB, K, JK, STMP

→ Focused Fire, Leap, Regults Add Life is Cheap

Unit	MV	PIL	GUN	DF	LDR
All Artillery Pods	4	2	2	5	0
Regult	5	1	2	6	0

Type	RN	MD	Spec	Upgrade			
Gluuhaug-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
313mm Missiles	24	9	Missiles	Ammo(4)	Volley(6)		
324mm Advanced Missiles	24	12	Missile	Ammo(4)	Volley(6)	Overwhelming	10
Serauhaug-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33MM Autocannons	12	2					
791mm Missiles	48	9	Missiles	Ammo(4)	Volley(X)	Blast	
812mm Advanced Missiles	54	13	Missile	Ammo(4)	Volley(X)	Overwhelming	Blast 15
Telnesta-Regult							
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
Dual Light Air Defense Lasers	9	2	Anti-Missile	Rear Fire			



6 6
6 6

6 6 X X X X
6 6 X X X X



Support: Zentraedi Scout Squad

Base Point Cost = 50 Base Command Points = 3



Regult x6

→ *Focused Fire, Leap, Life is Cheap*

HTH: BB, K, JK, STMP



Quel-Regult

→ *Leap, Electronic Attack System*

HTH: BB, K, JK, STMP



1

2

3



4

5

6

Unit	MV	PIL	GUN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Quel-Regult	6	3	*	6	2	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33MM Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Core: Zentraedi Serau-Ger Infantry Squadron



Base Point Cost = 30 Base Command Points = 0

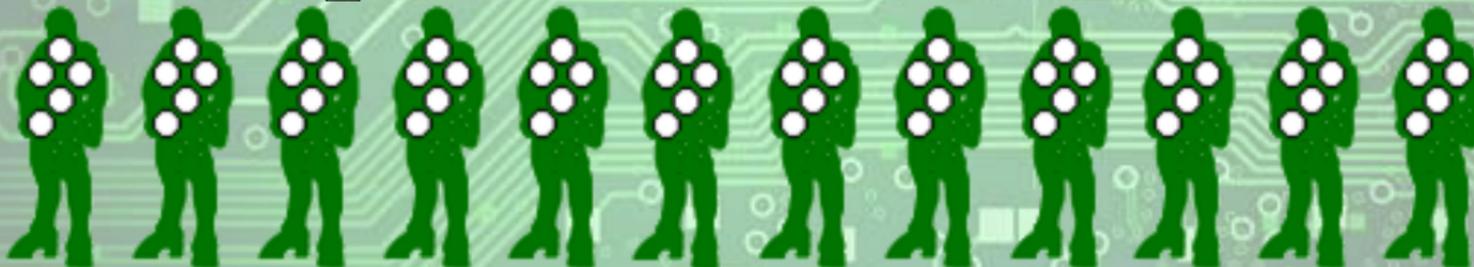
Serau-Ger x12

→ *Life is Cheap, Hands*

HTH: (All)

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Serau-Ger	3	1	1	6	0	
Veteran Warriors	3	2	2	6	0	10

PR FC PR FC PR FC ML PR FC PR FC ML



1 2 3 4 5 6 7 8 9 10 11 12

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	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	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	1 1 1 1 1	1 1 1 1 1

Type	RN	MD	Spec			
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Core and Special: Zentraedi Serau-Ger Infantry Squadron w/Officer



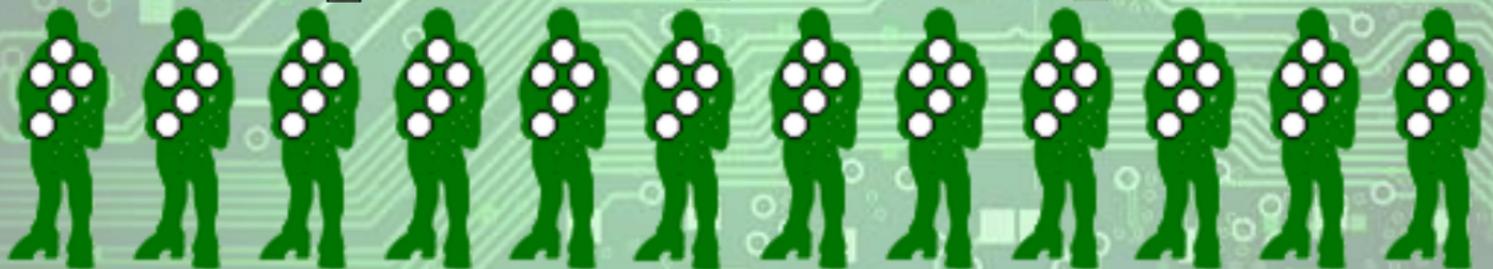
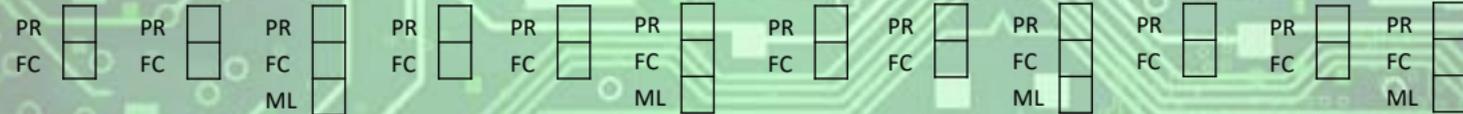
Base Point Cost = 35 Base Command Points = 1

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Officer	3	1	2	6	1	
Serau-Ger	3	1	1	6	0	
Veteran Warriors	3	2	2	6	0	10

Serau-Ger x12

→ *Life is Cheap, Hands*

HTH: (All)



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	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	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	1 1 1 1 1	1 1 1 1 1

Type	RN	MD	Spec			
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Core: Zentraedi Glu-Ger Infantry Squadron

Base Point Cost = 20 Base Command Points = 0

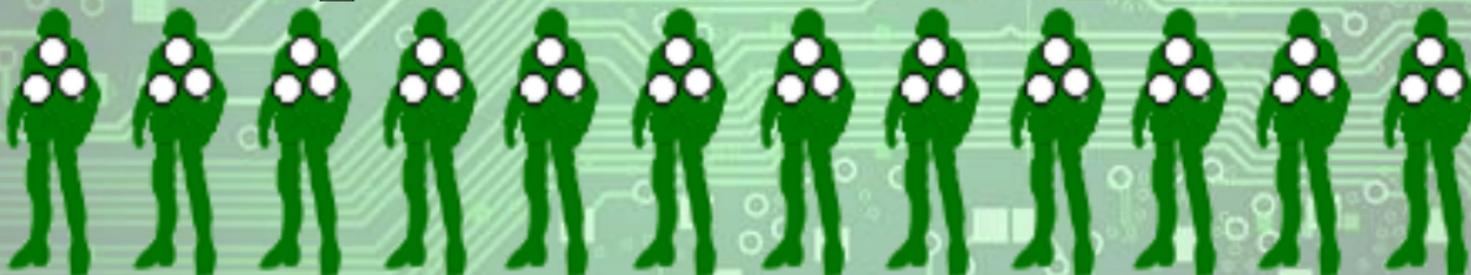
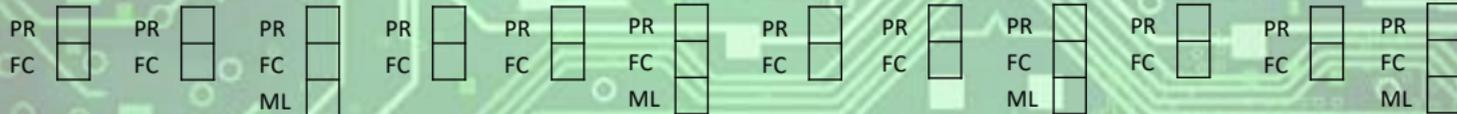
Glu-Ger x12

→ *Life is Cheap, Hands*

HTH: (All)



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Glu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	10



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	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	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

Type	RN	MD	Spec		
Particle Rifle	12	5	Accurate		
Flechette Cannon	9	4	Blast	Ammo(8)	
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1) Anti-Missile



Support: Zentraedi Regult Squad

Base Point Cost = 35 Base Command Points = 0



Regult x6

→ *Focused Fire,
Leap, Life is Cheap*

HTH: BB, K, JK, STMP

1



2



3



4



5



6



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Regult	5	2	1	6	0	
Veteran Warriors	5	3	2	6	0	10

Type	RN	MD	Spec
Dual Heavy Particle Cannons	18	4	Accurate
Dual 22.33MM Autocannons	12	2	
Dual Light Air Defense Lasers	9	2	Anti-Missile Rear Fire



Support: Zentraedi Gluuhaug-Regult Squad

Base Point Cost = 20 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



2



6	6
6	6

6	6
6	6

Unit	MV	PIL	GUN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec	Upgrade			
Dual Heavy Particle Cannons	18	4	Accurate				
Dual 22.33mm Autocannons	12	2					
313mm Missiles	24	9	Missile	Ammo(4)	Volley(6)		
324mm Missiles	24	12	Missile	Ammo(4)	Volley(6)	Overwhelming	10



Support: Zentraedi Serauhaug-Regult Squad

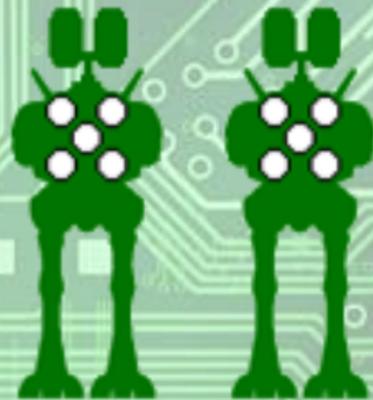
Base Point Cost = 20 Base Command Points = 2



Gluuhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP



1

2

X	X	X	X
X	X	X	X

Unit	MV	PIL	GUN	DF	LDR
Gluuhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec	Upgrade					
Dual Heavy Particle Cannons	18	4	Accurate						
Dual 22.33mm Autocannons	12	2							
791mm Missiles	48	9	Missile	Ammo(4)	Volley(X)	Blast			
812mm Advanced Missiles	54	13	Missile	Ammo(4)	Volley(X)	Blast	Overwhelming	Indirect Fire	15



Support: Zentraedi Experimental Miruhaug-Regult Squad

Base Point Cost = 25 Base Command Points = 2



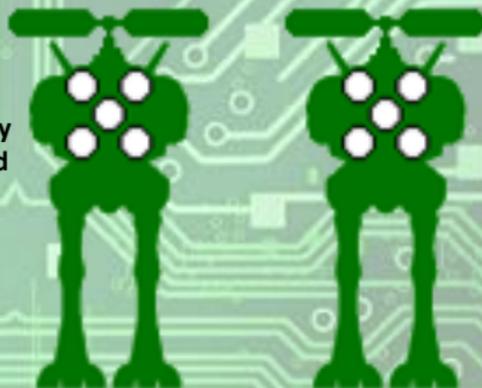
Miruhaug-Regult x2

→ *Focused Fire, Leap, Advanced Missile Defense System (AMDS)*

HTH: BB, K, JK, STMP

AMDS: This device is a built in targeting system specifically designed to protect fellow Zentraedi. Production was greatly reduced due to the fact that the Invid did not use missiles and most of the other forces the Zentraedi had faced that did were no longer a threat.

This provides a free additional Anti-Missile roll to all friendly units within 8 inches of this unit using the normal Anti-Missile rules or a single additional attempt against Missiles with the Blast trait. Each shot uses 1 ammo on the 87mm Missile System.



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

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

Unit	MV	PIL	GUN	DF	LDR
Miruhaug-Regult	4	2	2	5	0

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
87mm Missiles	18	6	Missile	Ammo(12)	Volley(4)	Anti-Missile



Support: Zentraedi Experimental Kolorhaug-Regult Squad

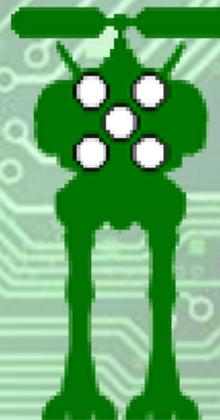
Base Point Cost = 15 Base Command Points = 2



Kolorhaug-Regult x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP



8	8	8	8
8	8	8	8

8	8	8	8
8	8	8	8

Unit	MV	PIL	GUN	DF	LDR
Kolorhaug-Regult	5	2	2	5	0

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	18	4	Accurate			
Dual 22.33mm Autocannons	12	2				
87mm Missiles	12	2	Missile	Ammo(8)	Volley(8)	Anti-Missile



Support: Zentraedi Telnesta-Regult Squad

Base Point Cost = 15 Base Command Points = 2



Telnesta-Regult Squad x2

→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

1



2



Unit	SPD	PIL	GN	DF	LDR
Telnesta-Regult	4	2	2	5	0

Type	RN	MD	Spec
Dual Heavy Particle Cannon	18	4	Accurate
Dual 22.33MM Autocannons	12	2	
Dual Charged Particle Cannons	18	8	



Support: Zentraedi Serau-Ger Infantry Squad



Serau-Ger x6

→ *Life is Cheap, Hands*

HTH: (All)

Base Point Cost = 15 Base Command Points = 0

PR
FC

PR
FC

PR
FC
ML

PR
FC

PR
FC

PR
FC
ML



1



2



3



4



5



6

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

1 1 1 1
1 1 1 1

Unit	SPD	PIL	GN	DF	LDR	Upgrade
Serau-Ger	3	1	1	6	0	0
Veteran Warriors	3	2	2	6	0	5

Type	RN	MD	Spec		
Particle Rifle	12	5	Accurate		
Flechette Cannon	9	4	Blast	Ammo(8)	
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1) Anti-Missile



Support: Zentraedi Gluu-Ger Infantry Squad

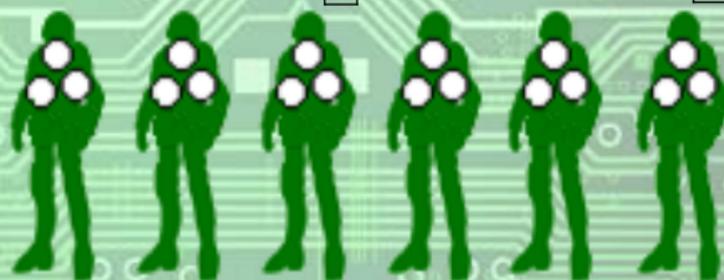
Base Point Cost = 10 Base Command Points = 0



Gluu-Ger x6

→ *Life is Cheap, Hands*

HTH: (All)



1 2 3 4 5 6



Unit	SPD	PIL	GN	DF	LDR	Upgrade
Gluu-Ger	3	1	1	5	0	
Veteran Warriors	3	2	2	5	0	5

Type	RN	MD	Spec	Upgrade		
Particle Rifle	12	5	Accurate			
Flechette Cannon	9	4	Blast	Ammo(8)		
Shoulder Mounted Missile Launcher	18	6	Missile	Ammo(5)	Volley(1)	Anti-Missile



Support: Zentraedi Nousjadeul-Ger Squad

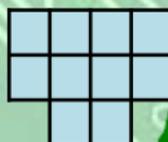
Base Point Cost = 35 Base Command Points = 3



Nousjadeul-Ger x3

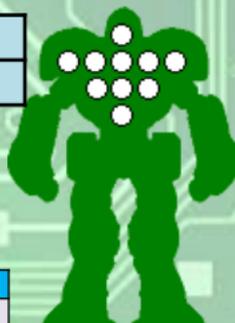
→ *Flight, Hands, Focus Fire*

HTH: (All)



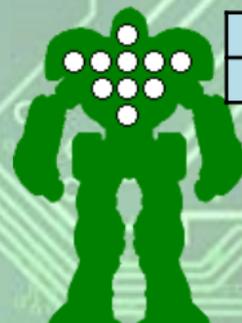
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1	1	1	1
1	1	1	1

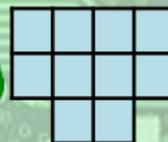


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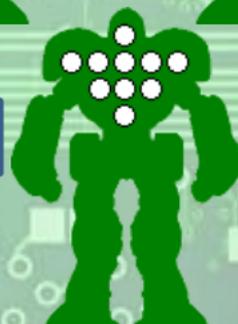
1	1	1	1
1	1	1	1



3



1	1	1	1
1	1	1	1



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



**Support: Zentraedi
Nousjadeul-Ger**

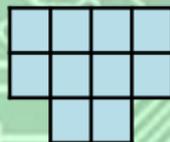
Base Point Cost = 12 Base Command Points = 1



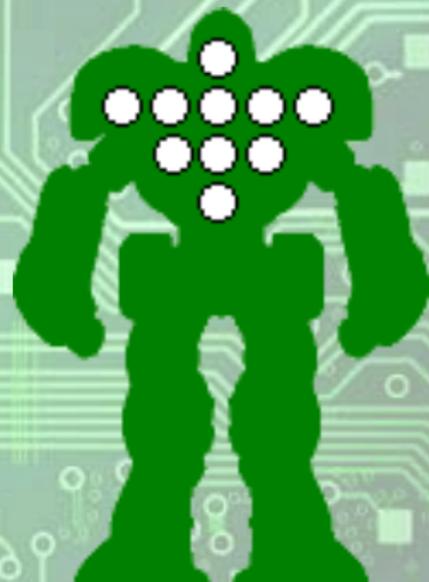
Nousjadeul-Ger

→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	3	2	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



Support: Zentraedi Quel-Regult

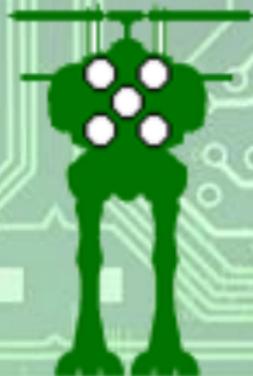
Base Point Cost = 15 Base Command Points = 3



Quel-Regult

→ *Leap, Electronic Attack System, Advanced Recon Suite*

HTH: BB, K, JK, STMP



Advanced Reconnaissance Suite – When figures with an Advanced Reconnaissance Suite activates, players may spend 2 Command Points to make it so that all friendly figures within 12 inches of the carrying figure get a +1 bonus to Strike. This effect lasts until the next time the figure is activated.

Electronics Attack Suite – When the VEF-1 or Quel-Regult Scout Pods activates the player may spend one Command Point during its Activation Step to inflict a -1 penalty to Strike in ranged combat on a single enemy figure within a 24 inch range of the figure until the end of the turn. Multiple enemy figures can be affected at the cost of one Command Point per additional figure.

Unit	SPD	PIL	GN	DF	LDR
Quel-Regult	6	3	*	6	2

Type	RN	MD	Spec
Quel-Regult	NA	NA	NA



Support: Zentraedi Quel-Gulnau

Base Point Cost = 5 Base Command Points = 1

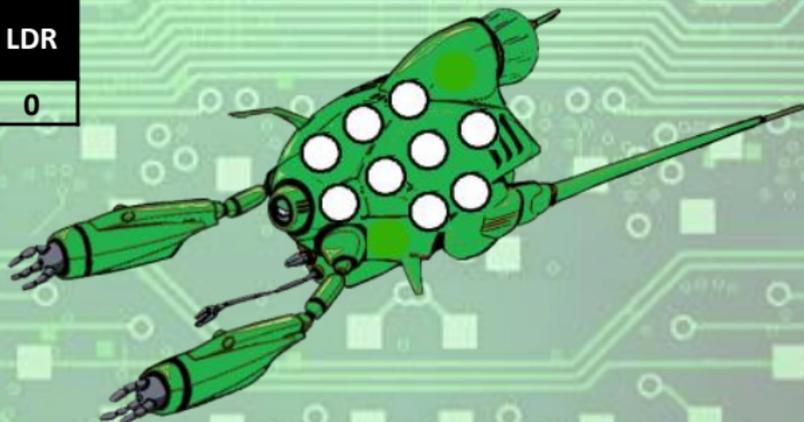


Quel-Gulnau

→ *Flight, Hover, Hands, Special*
(Boost Faction Ability)

HTH: BB, CB, GR, P, PP

Unit	SPD	PIL	GN	DF	LDR
Quel-Gulanu	9	2	*	5	0





Support: Zentraedi Quel-Gulnau
Beta

Base Point Cost = 15 Base Command Points = 1

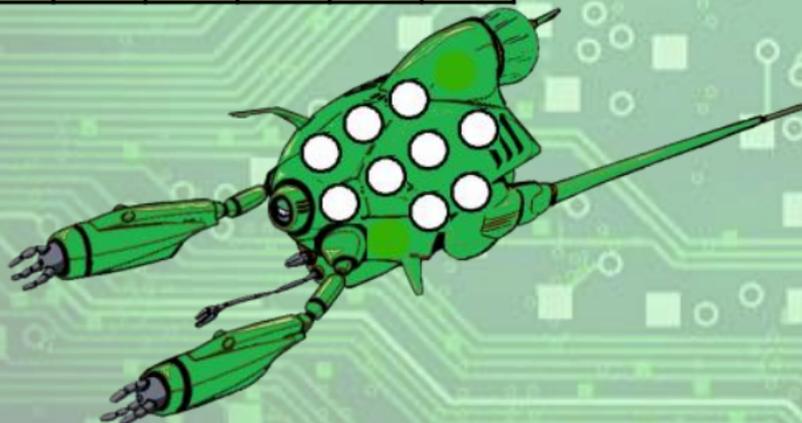


Quel-Gulnau

→ *Flight, Hover, Hands, Special (Boost Faction Ability), High Speed Debris Defense (HSDD)*

HTH: BB, CB, GR, P, PP

Unit	MV	PIL	GUN	DF	LDR
Quel-Gulanu	9	2	*	5	0



HSDD: This device is a built in laser based defense system designed to protect the Quel-Gulnau while performing recovery operations.

This provides a free additional Anti-Missile roll against any missile attack, with the Blast Trait or otherwise. This is successful on a 6 for all friendly units within 8 inches and LOS.

The system also provides a free (No Command Points Required) 4+ Anti-Missile chance for the Quel-Gulnau.



**Special: Zentraedi Lord
Nousjadeul-Ger**

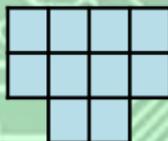
Base Point Cost = 17 Base Command Points = 3



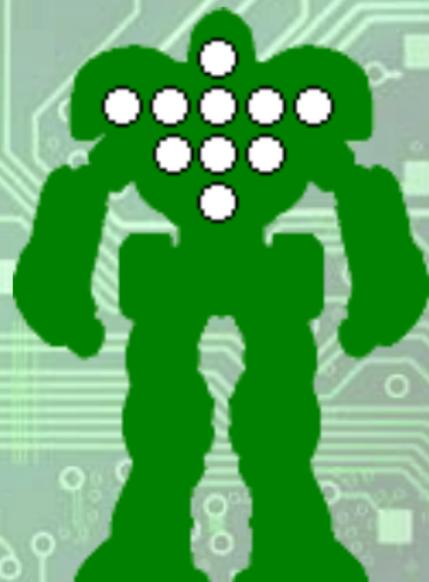
Nousjadeul-Ger

→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



Unit	MV	PIL	GUN	DF	LDR
Nousjadeul-Ger	5	4	3	6	3

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 Glaug

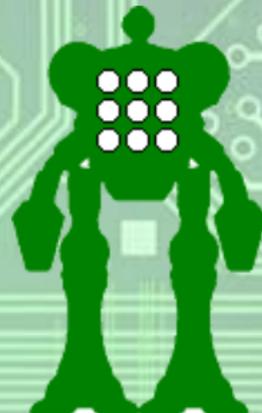
Base Point Cost = 30 Base Command Points = 5



Glaug

→ Focused Fire, Leap, Faction Ability

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



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: High Lord's 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

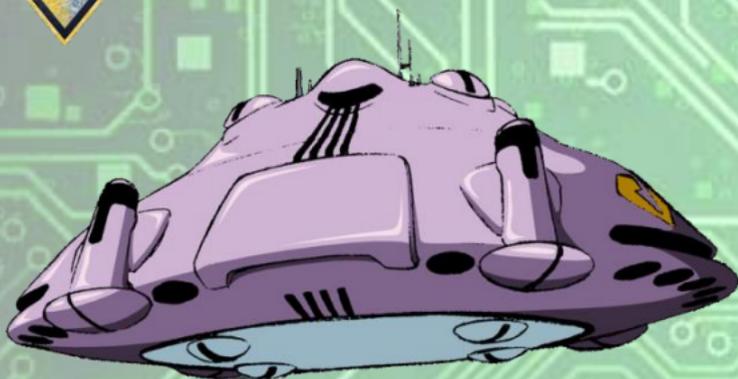
Unit	MV	PIL	GUN	DF	LDR	Upgrade
Glaug	7	3	3	7	4	

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



Special: Re-Entry Pod

Base Point Cost = 80 Base Command Points = 5



Re-Entry Pod

→ *Flight, Hover, Carrier (36), Multi-Pilot*

HTH: None

Carrier: This unit can land anywhere across the table. Underlying buildings can be landed on and are considered destroyed. It cannot land on parts of the structure of a ship or on a hill that places it at more than a 30 degree angle.

Once it lands it may count as its own deployment zone unless destroyed.

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



Unit	MV	PIL	GUN	DF	LDR
Re-Entry Pod	20	2	2	5	4

Type	RN	MD	Spec
Mini-Missile Launcher System	12	2	Missile Volley(8) Shared Ammo(32) Anti-Missile Rapid Fire Rear Fire
Mini-Missile Launcher System	12	2	Missile Volley(8) Shared Ammo(32) Anti-Missile Rapid Fire Rear Fire