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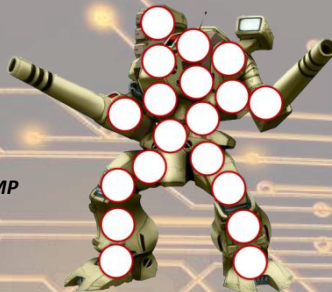
UEDF Standard: Tomahawk

Point Cost = 21



→ Focused Fire

HTH: BB, Attack, STMP



4 4 4 4 4 4

X X X X X X

X X X X
X X X X

REG

VET

Unit

SPD

PIL

GN

DF

Leadership

Action
Points

Upgrade

Tomahawk (Regular)

5

2

2

5

0

1

Tomahawk (Veteran)

5

3

2

5

0

2

+3

Type

RN

MD

Spec

Dual Heavy Particle Cannons

36

8

Overwhelming

Split Fire

Dual TZ-IV Gun Clusters

9

8

Dual .50 Cal Machineguns

9

4

Dual Missile Pods

18

6

Missile

Ammo(6)

Volley (4)

Anti-Missile

Quad Rocket Launchers RDS-2

12

2

Missile

Ammo(8)

Volley (X)

Anti-Missile

Air-Defense Missile Pod

18

6

Missile

Ammo(6)

Volley (X)

Anti-Missile



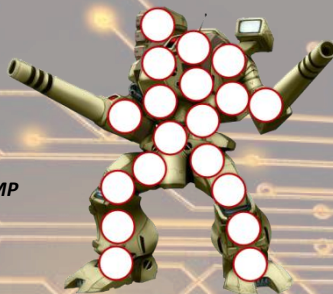
UEDF Officer: Tomahawk

Point Cost = 28



→ Focused Fire

HTH: BB, Attack, STMP



4 4 4 4 4 4

OFF

X X X X X X

OFF

X X X X
X X X X

Unit	SPD	PIL	GN	DF	Leadership	AP	Upgrade
Tomahawk (Officer)	5	3	3	5	1	2	
Tomahawk (Veteran Officer)	5	4	3	5	1	3	+1
Tomahawk (Mecha Command Upgrade)					+1	+0	+3

Type	RN	MD	Spec			
Dual Heavy Particle Cannons	36	8	Overwhelming	Split Fire		
Dual TZ-IV Gun Clusters	9	8				
Dual .50 Cal Machineguns	9	4				
Dual Missile Pods	18	6	Missile	Ammo(6)	Volley (4)	Anti-Missile
Quad Rocket Launchers RDS-2	12	2	Missile	Ammo(8)	Volley (X)	Anti-Missile
Air-Defense Missile Pod	18	6	Missile	Ammo(6)	Volley (X)	Anti-Missile



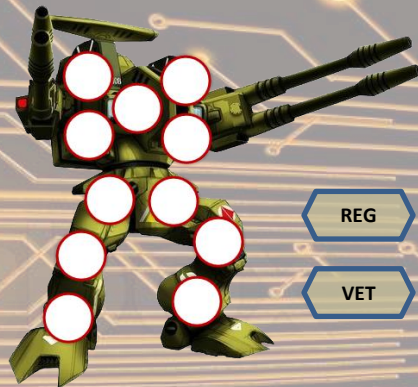
UEDF Standard: Defender

Point Cost = 13



→ None

HTH: BB, Attack, STMP



REG

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Defender (Regular)	6	2	2	5	0	1	
Defender (Veteran)	6	3	2	5	0	2	+3

Type	RN	MD	Spec	Upgrade					
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire		
78 MM (Airburst)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	+2



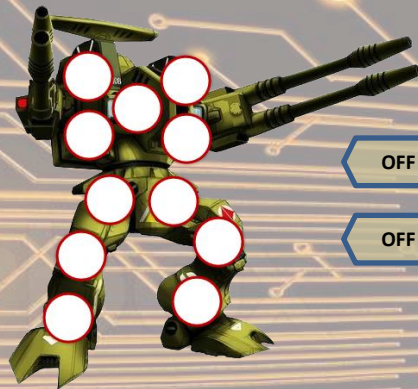
UEDF Officer: Defender

Point Cost = 20



→ None

HTH: BB, Attack, STMP



OFF

OFF

Unit	SPD	PIL	GN	DF	Leadership	AP	Upgrade
Defender (Officer)	6	3	3	5	1	2	
Defender (Veteran Officer)	6	4	3	5	1	3	+1
Defender (Mecha Command Upgrade)					+1	+0	+3

Type	RN	MD	Spec	Upgrade						
78 MM Autocannons	36	8	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire			
78 MM (Airstrike)	36	4	Accurate	Anti-Missile	Rapid Fire	Rear Fire	Split Fire	Blast	+2	



UEDF Standard: Spartan

Point Cost = 14



→ Focused Fire,
Brawler

HTH: (All)



REG

VET

4	4
4	4
4	4

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Spartan (Regular)	7	2	2	6	0	1	
Spartan (Veteran)	7	3	2	6	0	2	+3

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



UEDF Officer: Spartan

Point Cost = 20



→ Focused Fire,
Brawler

HTH: (All)



OFF

OFF

4	4
4	4
4	4

Unit	SPD	PIL	GN	DF	Leadership	AP	Upgrade
Spartan (Officer)	7	3	3	5	1	2	
Spartan (Veteran Officer)	7	4	3	5	1	3	+1
Spartan (Mecha Command Upgrade)					+1	+0	+3

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



UEDF Standard: Phalanx

Point Cost = 22



→ None

HTH: BB, Attack, STMP



4	4	4	4
4	4	4	4
4	4	4	

REG

Scorpio Missiles

1	1	1	1
---	---	---	---

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Phalanx (Regular)	5	2	2	5	0	1	
Phalanx (Veteran)	5	3	2	5	0	2	+3

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

Type	RN	MD	Spec							Upgrade
Derringer Missiles	48	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire			
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelmin g	+6
Scorpio Missiles	48	10	Missile	Ammo(4)	Inescapable	Blast	Rear Fire	Indirect Fire	Anti- Missile(X)	+13
Plasma Missiles	42	6	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Plasma	Inescapable	+10



UEDF Officer: Phalanx

Point Cost = 28



→ None

HTH: BB, Attack, STMP



4	4	4	4
4	4	4	4
4	4	4	

OFF

OFF

Scorpio Missiles

1	1	1	1
---	---	---	---

Unit	SPD	PIL	GN	DF	Leadership	AP	Upgrade
Phalanx (Officer)	7	3	3	5	1	2	
Phalanx (Veteran Officer)	7	4	3	5	1	3	+1
Phalanx (Mecha Command Upgrade)					+1	+0	+3

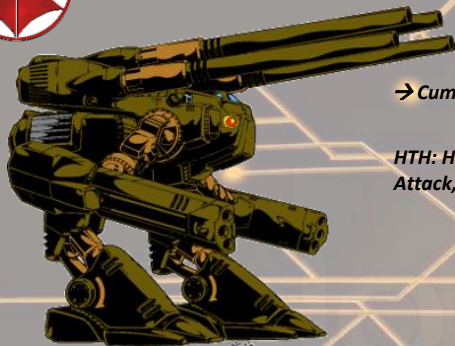
Note: Anti-Missile(X) are missiles that cannot be shot down by Anti-Missile weapons.

Type	RN	MD	Spec								Upgrade
Derringer Missiles	48	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire				
Artillery Rockets	36	9	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Indirect Fire	Overwhelmin g		+6
Scorpio Missiles	48	10	Missile	Ammo(4)	Inescapable	Blast	Rear Fire	Indirect Fire	Anti- Missile(X)		+13
Plasma Missiles	42	6	Missile	Ammo(11)	Volley(4)	Blast	Rear Fire	Plasma	Inescapable		+10



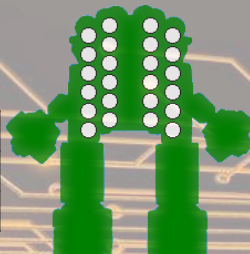
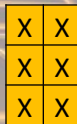
UEDF: Command - Mac II Monster

Point Cost = 48



→ Cumbersome

HTH: Heavy
Attack, STMP



400 MM Ammo



REG

VET

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

Type	RN	MD	Spec	Upgrade					
400 MM Autocannons	60	12	Accurate	Blast	Overwhelming	PowerUp	Ammo(16)		
Indirect Fire Munitions	60(15 min)	13	Indirect Fire	Blast	Overwhelming	PowerUp	Ammo(16)		
Plasma Munitions	48	10	Plasma	Blast	Inescapable	PowerUp	Ammo(16)	Plasma	
Multi-Missile Launchers	24	9	Missile	Ammo(12)	Volley(X)				
Arm Mounted Laser Cannons	30	12	Split Fire	Overwhelming					+1



UEDF Standard: Valkyrie VF-1A

Point Cost = 16

REG

VET



→ Flight

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	1	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	5	2	3	5	0	1
Regular	VF-1A Guardian	10	3	2	5	0	1
Regular	VF-1A Fighter	12	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	5	2	3	5	0	2	+3
Veteran	VF-1A Guardian	10	3	2	5	0	2	
Veteran	VF-1A Fighter	12	2	2	6	0	2	



UEDF Standard: Valkyrie VF-1R

Point Cost = 19



→ Flight

REG

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

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

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1R Battloid	6	2	3	5	0	1
Regular	VF-1R Guardian	12	3	2	5	0	1
Regular	VF-1R Fighter	14	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1R Battloid	6	2	3	5	0	2	+3
Veteran	VF-1R Guardian	12	3	2	5	0	2	
Veteran	VF-1R Fighter	14	2	2	6	0	2	



UEDF Officer: Valkyrie VF-1J

Point Cost = 26

OFF

OFF



→ Flight

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	1	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1J Battloid	5	3	4	5	2	2
Officer	VF-1J Guardian	10	4	3	5	2	2
Officer	VF-1J Fighter	12	3	3	6	2	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran Officer	VF-1J Battloid	5	4	4	5	2	2	+1
Veteran Officer	VF-1J Guardian	10	5	3	5	2	2	
Veteran Officer	VF-1J Fighter	12	4	3	6	2	2	



UEDF Officer: Valkyrie VEF-1

Point Cost = 28



→ Electronic Attack Suite,
Spoofing Pod, Flight



X X X X X X

VET

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover

Type	RN	MD	Spec					Upgrade
Dual Head Lasers	6	2	Anti-Missile					
Wing-Mounted Missiles	36	6	Missile	Volley(X)	Ammo(6)	Indirect Fire	Accurate	
Air Wing Nose Lasers	18	2	Anti-Missile	Unrestricted				1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Veteran	VEF-1 Battloid	5	3	3	5	1	2
Veteran	VEF-1 Guardian	10	4	2	5	1	2
Veteran	VEF-1 Fighter	12	3	2	6	1	2



UEDF Officer: Valkyrie VF-1D

Point Cost = 25



→ Dual-Pilot, Flight

VET

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	2	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	5	3	3	5	1	2
Officer	VF-1A Guardian	10	4	2	5	1	2
Officer	VF-1A Fighter	12	3	2	6	1	2



UEDF Command: Valkyrie VF-1S

Point Cost = 29

→ Flight

CMD

CMD



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

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	4	Anti-Missile				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
LT. Cmdr	VF-1A Battloid	5	4	4	5	3	2
LT. Cmdr	VF-1A Guardian	10	5	3	5	3	2
LT. Cmdr	VF-1A Fighter	12	4	3	6	3	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. LT. Cmdr	VF-1A Battloid	5	4	5	5	3	3	+3
Vet. LT. Cmdr	VF-1A Guardian	10	5	4	5	3	3	
Vet. LT. Cmdr	VF-1A Fighter	12	4	4	6	3	3	



UEDF Standard: Armored Valkyrie VF-1A

Point Cost = 19



→ Flight

8	8	8
8	8	8
8	8	8

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

REG

VET

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	1	Anti-Missile				
MDS-L-70 Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	4/(5)	2	3	5	0	1
Regular	VF-1A Guardian	10	3	2	5	0	1
Regular	VF-1A Fighter	12	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	4/(5)	2	3	5	0	2	+3
Veteran	VF-1A Guardian	10	3	2	5	0	2	
Veteran	VF-1A Fighter	12	2	2	6	0	2	



UEDF Officer: Armored Valkyrie VF-1J

Point Cost = 29



→ Flight

8	8	8
8	8	8
8	8	8

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

OFF

OFF

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	2	Anti-Missile				
MDS-L-70 Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1J Battloid	4/(5)	3	4	5	2	2
Officer	VF-1J Guardian	10	4	3	5	2	2
Officer	VF-1J Fighter	12	3	3	6	2	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. Officer	VF-1J Battloid	4/(5)	4	4	5	2	2	+1
Vet. Officer	VF-1J Guardian	10	5	3	5	2	2	
Vet. Officer	VF-1J Fighter	12	4	3	6	2	2	



UEDF Officer: Valkyrie VF-1D

Point Cost = 28



→ Dual-Pilot, Flight

8	8	8
8	8	8
8	8	8

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

VET

VET

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	2	Anti-Missile				
MDS-L-70 Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	4/(5)	3	3	5	1	2
Officer	VF-1A Guardian	10	4	2	5	1	2
Officer	VF-1A Fighter	12	3	2	6	1	2



UEDF Command: Valkyrie VF-1S

Point Cost = 32



→ Flight

8	8	8
8	8	8
8	8	8

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

CMD

CMD

Type	RN	MD	Spec				Upgrade
GU-11	24/12/12	6	Rapid Fire*				
Head Laser	9	4	Anti-Missile				
MDS-L-70 Barrage Missile Pack	18	6	Missile	Volley(8)	Ammo(9)	Anti-Missile	
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
LT. Cmdr	VF-1A Battloid	5	4	4	5	3	2
LT. Cmdr	VF-1A Guardian	10	5	3	5	3	2
LT. Cmdr	VF-1A Fighter	12	4	3	6	3	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. LT. Cmdr	VF-1A Battloid	5	4	5	5	3	3	+3
Vet. LT. Cmdr	VF-1A Guardian	10	5	4	5	3	3	
Vet. LT. Cmdr	VF-1A Fighter	12	4	4	6	3	3	



UEDF Standard: Super Valkyrie VF-1A

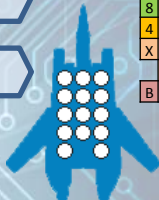
Point Cost = 21

→ Flight

REG

VET

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



Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	1	Anti-Missile					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	6	2	3	5	0	1
Regular	VF-1A Guardian	14	3	2	5	0	1
Regular	VF-1A Fighter	16	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	6	2	3	5	0	2	+3
Veteran	VF-1A Guardian	14	3	2	5	0	2	
Veteran	VF-1A Fighter	16	2	2	6	0	2	



UEDF Standard: Super Valkyrie VF-1R

Point Cost = 24

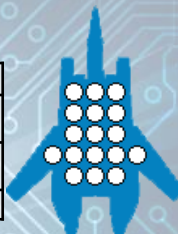


→ Flight

REG

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec						Upgrade
GU-11	24/12/12	6	Rapid Fire						
Head Laser	9	1	Anti-Missile						
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile			
Head Mounted 20MM	9	3	Anti-Missile	Rapid Fire					
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)				
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)			2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast			8
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast		5
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile					2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1R Battloid	7	2	3	5	0	1
Regular	VF-1R Guardian	16	3	2	5	0	1
Regular	VF-1R Fighter	18	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1R Battloid	7	2	3	5	0	2	+3
Veteran	VF-1R Guardian	16	3	2	5	0	2	
Veteran	VF-1R Fighter	18	2	2	6	0	2	



UEDF Officer: Super Valkyrie VF-1J

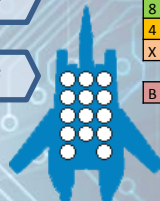
Point Cost = 31

→ Flight

Special	
VF-1J Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1J Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1J Fighter	Afterburner, Aircraft, Fast Mover

OFF

OFF



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

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	2	Anti-Missile					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1J Battloid	6	3	4	5	2	2
Officer	VF-1J Guardian	14	4	3	5	2	2
Officer	VF-1J Fighter	16	3	3	6	2	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran Officer	VF-1J Battloid	6	4	4	5	2	2	+1
Veteran Officer	VF-1J Guardian	14	5	3	5	2	2	
Veteran Officer	VF-1J Fighter	16	4	3	6	2	2	



UEDF Officer: Super Valkyrie VF-1D

Point Cost = 30



→ Co-Pilot, Flight

VET

VET



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

Type	RN	MD	Spec					Upgrade
GU-11	24/12/12	6	Rapid Fire					
Dual Head Laser	9	2	Anti-Missile					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile		1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		4
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	6	3	3	5	1	2
Officer	VF-1A Guardian	14	4	2	5	1	2
Officer	VF-1A Fighter	16	3	2	6	1	2

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



UEDF Command: Super Valkyrie VF-1S

Point Cost = 37



→ Flight

CMD

CMD

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade			
GU-11	24/12/12	6	Rapid Fire				X
Dual Head Laser	9	2	Anti-Missile				X
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile	X
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)		X
MLOPS	12	2	Missile	Volley(8)	Ammo(8)	Anti-Missile	1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast	4
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	3
Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile			1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
LT. Cmdr	VF-1A Battloid	6	4	4	5	3	2
LT. Cmdr	VF-1A Guardian	14	5	3	5	3	2
LT. Cmdr	VF-1A Fighter	16	4	3	6	3	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. LT. Cmdr	VF-1A Battloid	6	4	5	5	3	3	+3
Vet. LT. Cmdr	VF-1A Guardian	14	5	4	5	3	3	
Vet. LT. Cmdr	VF-1A Fighter	16	4	4	6	3	3	



UEDF Standard: Strike Valkyrie VF-1A

Point Cost = 23

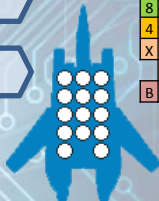


→ Flight

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover

REG

VET



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

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	1	Anti-Missile					
Strike Cannons	30	5	Overwhelming					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(3)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	6	2	3	5	0	1
Regular	VF-1A Guardian	14	3	2	5	0	1
Regular	VF-1A Fighter	16	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	6	2	3	5	0	2	+3
Veteran	VF-1A Guardian	14	3	2	5	0	2	
Veteran	VF-1A Fighter	16	2	2	6	0	2	



UEDF Standard: Strike Valkyrie VF-1R

Point Cost = 26

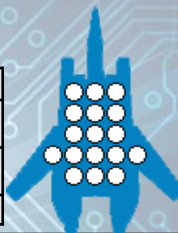


→ Flight

REG

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	1	Anti-Missile					
Strike Cannons	30	5	Overwhelming					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(6)	Anti-Missile		
Head Mounted 20MM	9	3	Anti-Missile	Rapid Fire				
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		2
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		8
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	5
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1R Battloid	7	2	3	5	0	1
Regular	VF-1R Guardian	16	3	2	5	0	1
Regular	VF-1R Fighter	18	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1R Battloid	7	2	3	5	0	2	+3
Veteran	VF-1R Guardian	16	3	2	5	0	2	
Veteran	VF-1R Fighter	18	2	2	6	0	2	



UEDF Officer: Strike Valkyrie VF-1J

Point Cost = 33

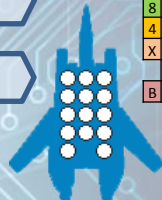


→ Flight

Special	
VF-1J Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1J Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1J Fighter	Afterburner, Aircraft, Fast Mover

OFF

OFF



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

8
8
8
8
8
8

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	2	Anti-Missile					
Strike Cannons	30	5	Overwhelming					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(3)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1J Battloid	6	3	4	5	2	2
Officer	VF-1J Guardian	14	4	3	5	2	2
Officer	VF-1J Fighter	16	3	3	6	2	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran Officer	VF-1J Battloid	6	4	4	5	2	2	+1
Veteran Officer	VF-1J Guardian	14	5	3	5	2	2	
Veteran Officer	VF-1J Fighter	16	4	3	6	2	2	



UEDF Officer: Strike Valkyrie VF-1D

Point Cost = 32



→ Co-Pilot, Flight

VET

VET



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

Type	RN	MD	Spec					Upgrade
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	2	Anti-Missile					
Strike Cannons	30	5	Overwhelming					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(3)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	6	3	3	5	1	2
Officer	VF-1A Guardian	14	4	2	5	1	2
Officer	VF-1A Fighter	16	3	2	6	1	2

	Special
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



UEDF Command: Strike Valkyrie VF-1S

Point Cost = 36



→ Flight

CMD

CMD

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



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

Type	RN	MD	Spec	Upgrade				
GU-11	24/12/12	6	Rapid Fire					
Head Laser	9	4	Anti-Missile					
Strike Cannons	30	5	Overwhelming					
Hailstorm Missile Pods	18	6	Missile	Volley(8)	Ammo(3)	Anti-Missile		
Medium Range Missiles	24	9	Missile	Volley(4)	Ammo(3)			
MLOPS	12	2	Anti-Missile	Missile	Volley(8)	Ammo(8)		+1
Long Range Missiles	48	9	Missile	Volley(X)	Ammo(6)	Blast		+3
Gravity Bombs	*	12	Overwhelming	Fly Over	Volley(X)	Ammo(4)	Blast	+1
SDF-1 Air Wing Nose Lasers	18	2	Unrestricted	Anti-Missile				+1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
LT. Cmdr	VF-1A Battloid	6	4	4	5	3	2
LT. Cmdr	VF-1A Guardian	14	5	3	5	3	2
LT. Cmdr	VF-1A Fighter	16	4	3	6	3	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. LT. Cmdr	VF-1A Battloid	6	4	5	5	3	3	+3
Vet. LT. Cmdr	VF-1A Guardian	14	5	4	5	3	3	
Vet. LT. Cmdr	VF-1A Fighter	16	4	4	6	3	3	



UEDF Standard: Jotun

Point Cost = 18



→ Flight

REG

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



4
4
4
4
4
4

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

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	4/(5)	2	3	5	0	1
Regular	VF-1A Guardian	10	3	2	5	0	1
Regular	VF-1A Fighter	12	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	4/(5)	2	3	5	0	2	+3
Veteran	VF-1A Guardian	10	3	2	5	0	2	
Veteran	VF-1A Fighter	12	2	2	6	0	2	



UEDF Officer: Jotun Trainer

Point Cost = 27



→ Flight

VET

VET

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



4
4
4
4
4
4

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

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	4 / (5)	3	3	5	1	2
Officer	VF-1A Guardian	10	4	2	5	1	2
Officer	VF-1A Fighter	12	3	2	6	1	2

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,K,P)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



UEDF Officer: Jotun Officer

Point Cost = 28



OFF

OFF

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



4
4
4
4
4
4

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

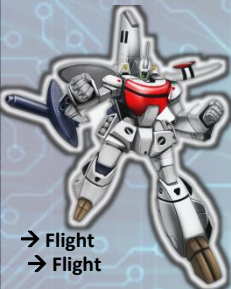
Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1J Battloid	4/(5)	3	4	5	2	2
Officer	VF-1J Guardian	10	4	3	5	2	2
Officer	VF-1J Fighter	12	3	3	6	2	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. Officer	VF-1J Battloid	4/(5)	4	4	5	2	2	+1
Vet. Officer	VF-1J Guardian	10	5	3	5	2	2	
Vet. Officer	VF-1J Fighter	12	4	3	6	2	2	



UEDF Command: Jotun VF-1S

Point Cost = 31



→ Flight
→ Flight

CMD

CMD

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



4
4
4
4
4
4

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

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
LT. Cmdr	VF-1A Battloid	4/(5)	4	4	5	3	2
LT. Cmdr	VF-1A Guardian	10	5	3	5	3	2
LT. Cmdr	VF-1A Fighter	12	4	3	6	3	2

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Vet. LT. Cmdr	VF-1A Battloid	4/(5)	4	5	5	3	3	+3
Vet. LT. Cmdr	VF-1A Guardian	10	5	4	5	3	3	
Vet. LT. Cmdr	VF-1A Fighter	12	4	4	6	3	3	



UEDF Standard: Valkyrie YF-4



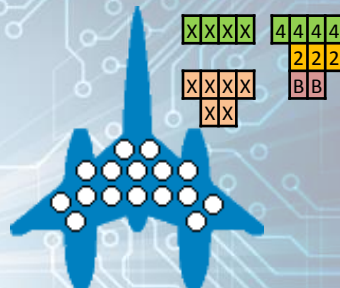
→ Flight

REG

VET

Point Cost = 22

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover



Type	RN	MD	Spec		Upgrade				
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile					
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast			
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile			
MLOPS	12	2	Missile	Volley(4)	Ammo(4)	Anti-Missile			+1
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)				+2
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	Blast	+2

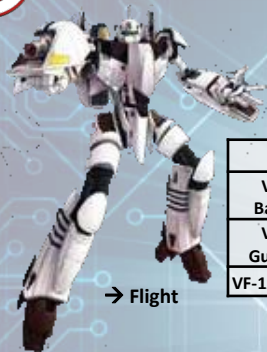
Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Regular	VF-1A Battloid	6	2	3	5	0	1
Regular	VF-1A Guardian	11	3	2	5	0	1
Regular	VF-1A Fighter	14	2	2	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	6	3	3	5	0	2	+3
Veteran	VF-1A Guardian	11	4	2	5	0	2	
Veteran	VF-1A Fighter	14	3	2	6	0	2	



UEDF Officer: Valkyrie YF-4 Lead

Point Cost = 30

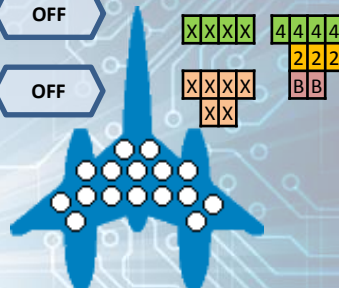


→ Flight

Special	
VF-1A Battloid	Hands, HTH(All), May Rapid 2x (3 shots max)
VF-1A Guardian	Hover, Hands, HTH(BB,CB,GB,Attack)
VF-1A Fighter	Afterburner, Aircraft, Fast Mover

OFF

OFF



Type	RN	MD	Spec		Upgrade			
Arm-Mounted Dual Particle Cannons	18/12/12	6	Rapid Fire	Anti-Missile				
Recessed Missile Pods	48	9	Missile	Volley(X)	Ammo(6)	Blast		
Mini-Missile System	12	2	Missile	Volley(X)	Ammo(4)	Anti-Missile		
MLOPS	12	2	Missile	Volley(4)	Ammo(4)	Anti-Missile		+1
Medium Range Missiles	24	9	Missile	Volley(2)	Ammo(3)			+2
Gravity Bombs	*	12	Missile	Fly Over	Volley(X)	Ammo(2)	Overwhelming	Blast

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs
Officer	VF-1A Battloid	6	3	4	5	0	1
Officer	VF-1A Guardian	11	4	3	5	0	1
Officer	VF-1A Fighter	14	3	3	6	0	1

Pilot	Unit	SPD	PIL	GUN	DF	LDR	APs	Upgrade
Veteran	VF-1A Battloid	6	4	4	5	0	2	+3
Veteran	VF-1A Guardian	11	5	3	5	0	2	
Veteran	VF-1A Fighter	14	4	3	6	0	2	



UEDF Standard: Ghost Fighter

Point Cost = 16



QF-3000 Ghost x2



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

AI

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

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

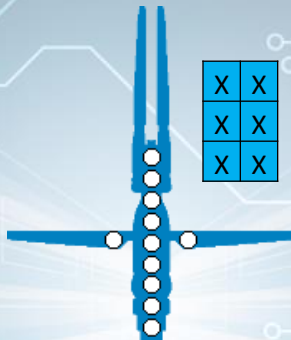


UEDF Standard: Lancer II

Point Cost = 16



Lancer II x2



REG

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

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



UEDF Special: Cat's Eye Recon

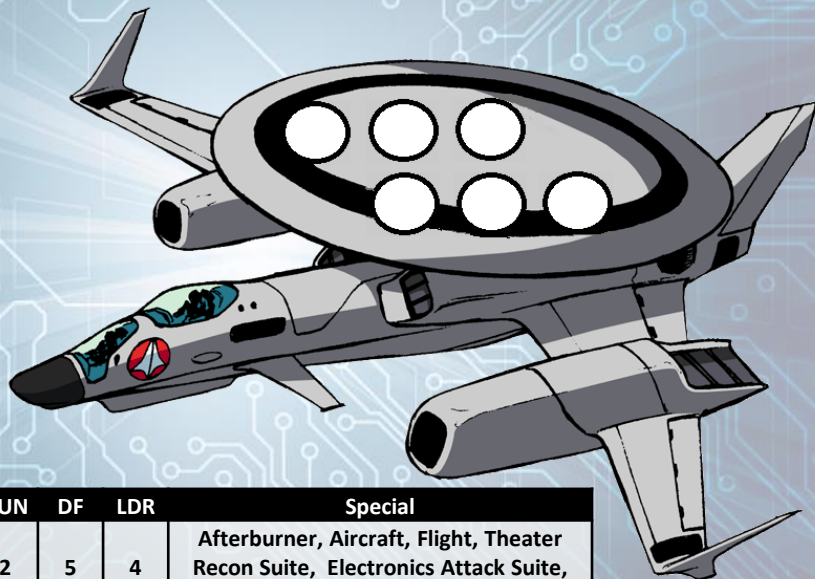
Point Cost = 42

→ Theater Recon Suite

1. Provides Friendly Forces an Initiative Bonus of +1 (12 Points)
2. Recon removes either the +1 to strike for flanking bonuses or rear attack bonuses BUT only one, not both on all friendly units within 36 inches. (8 Points)
3. Allows one Free Steal Activation or Prevents one from being stolen once per turn. (6 Points)

VET

VET



Unit	MV	PIL	GUN	DF	LDR	Special
Cat's Eye	9	3	2	5	4	Afterburner, Aircraft, Flight, Theater Recon Suite, Electronics Attack Suite, Electronic Defense Suite



Zentraedi Standard: Regult



→ *Focused Fire,
Leap, Life is Cheap*

HTH: BB, Attack,
STMP

Base Point Cost = 6



EXP/
REG

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Standard Regult	5	2	1	6	0	1	
Fully Trained Warrior	5	2	2	6	0	1	+1
Veteran Warrior	5	3	2	6	0	2	+4

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



Zentraedi Standard: Gluuhaug-Regult

Base Point Cost = 14

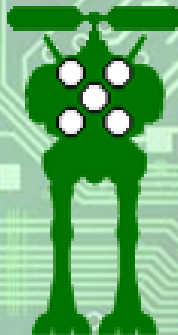


→ *Focused Fire, Leap*

HTH: BB, Attack, STMP

EXP/
REG

VET



6	6
6	6

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Gluuhaug-Regult	4	2	2	5	0	1	
Veteran Gluuhaug-Regult	4	3	2	5	0	2	+3

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)	Overwhelming



Zentraedi Standard: Serauhaug-Regult

Base Point Cost = 14



→ *Focused Fire, Leap*

HTH: BB, Attack, STMP

EXP/
REG

VET

X

X

X

X



Unit

SPD

PIL

GN

DF

Leadership

Action Points

Upgrade

Serauhaug-Regult

4

2

2

5

0

1

Veteran Serauhaug-Regult

4

3

2

5

0

2

+3

Type

RN

MD

Spec

Upgrade

Dual Heavy Particle Cannons

18

4

Accurate

Dual 22.33mm Autocannons

12

2

791mm Missiles

48

10

Missile

Ammo(4)

Volley(X)

Blast

Overwhelming

Indirect Fire

812mm Advanced Missiles

54

10

Missile

Ammo(4)

Volley(X)

Blast

Overwhelming

Indirect Fire

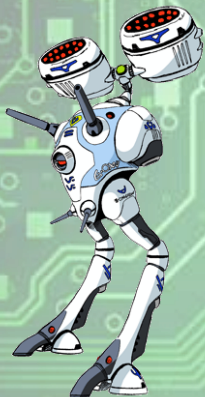
Plasma

+5



Zentraedi Standard: Experimental Kolorhaug-Regult

Base Point Cost = 9



→ *Focused Fire, Leap*

HTH: BB, K, JK, STMP

EXP/
REG

VET

8	8	8	8
8	8	8	8



Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Kolorhaug-Regult	5	2	2	5	0	1	
Veteran Kolorhaug-Regult	5	3	2	5	0	2	+3

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



Zentraedi Standard: Experimental Miruhaug-Regult

Base Point Cost = 11

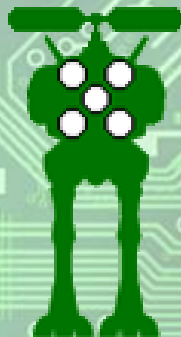


→ *Focused Fire, Leap, Advanced Missile Defense System (AMDS)*

HTH: BB, Attack, 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 6 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

EXP/
REG

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Miruhaug-Regult	4	2	2	5	0	1	
Veteran Miruhaug-Regult	4	3	2	5	0	2	+3

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



Zentraedi Standard: Telnesta-Regult

Base Point Cost = 9



→ *Focused Fire,
Leap*

HTH: BB, K, JK, STMP

EXP/
REG

VET



Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Telnesta-Regult	4	2	2	5	0	1	
Veteran Telnesta-Regult	4	3	2	5	0	2	+3

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



Zentraedi Standard: Telnesta-Regult II

Base Point Cost = 14



→ *Focused Fire,
Leap*

HTH: BB, K, JK, STMP

EXP/
REG

VET



Unit

SPD

PIL

GN

DF

Leadership

Action Points

Upgrade

Telnesta-Regult II

4

2

2

5

0

1

Veteran Telnesta-Regult II

4

3

2

5

0

2

+3

Type

RN

MD

Spec

Dual Heavy Particle Cannon

18

4

Accurate

Dual 22.33MM Autocannons

12

2

Dual Charged Particle Cannons

18

5

Overwhelming

Blast Cone



Zentraedi Officer: Glaug



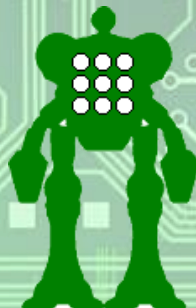
→ *Focused Fire, Leap*

HTH: BB, CB, Attack, PA,
STMP

OFF

OFF

Base Point Cost = 28



X	X
X	X
X	X

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Glaug	7	3	3	7	3	2	
Veteran Glaug	7	4	3	7	3	2	+1

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				



Zentraedi Command: Glaug (Lord)

Base Point Cost = 31



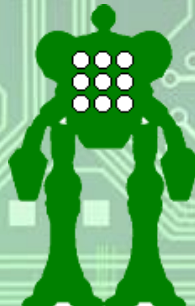
→ *Focused Fire, Leap*

HTH: BB, CB, Attack, PA,
STMP

Lord

Lord

Vet.
Lord



X	X
X	X
X	X

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Lord's Glaug	7	4	3	7	4	2	
Veteran Lord's Glaug	7	4	4	7	4	3	+3

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				



Zentraedi Standard: Serau-Ger Infantry

Base Point Cost = 15



→ *Life is Cheap, Hands*

HTH: (All)

PR
FC

REG

VET/
OFF

1

1	1	1	1	1
1	1	1	1	1

PR
FC

REG

VET

2

1	1	1	1	1
1	1	1	1	1

PR
FC
ML

REG

VET

3

1	1	1	1	1
1	1	1	1	1

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Serau-Ger	3	1	1	6	0	1	
Veteran Warriors	3	2	2	6	0	2	+2 per
Officer	3	2	2	6	1	2	+5

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



Zentraedi Standard: Gluu-Ger Infantry

Base Point Cost = 15



→ Life is Cheap, Hands

HTH: (All)

PR
FC



REG

VET/
OFF

1

1	1	1	1	1
1	1	1	1	1

PR
FC



REG

VET

2

1	1	1	1	1
1	1	1	1	1

PR
FC
ML



REG

VET

3

1	1	1	1	1
1	1	1	1	1

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Serau-Ger	4	1	1	5	0	1	
Veteran Warriors	4	2	2	5	0	2	+3 per
Officer	4	2	2	5	1	2	+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



Zentraedi Standard: Nousjadeul-Ger

Base Point Cost = 8

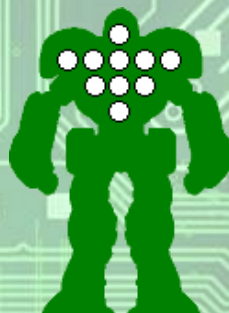


→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



REG

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Nousjadeul-Ger	5	2	2	6	0	1	
Veteran Nousjadeul-Ger	5	3	2	6	0	2	+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)			+1
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	+1



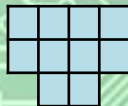
Zentraedi Officer: Nousjadeul-Ger

Base Point Cost = 15

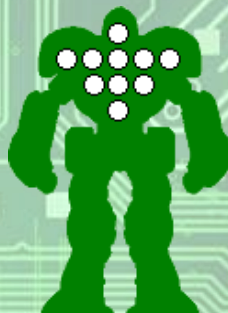


→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



OFF

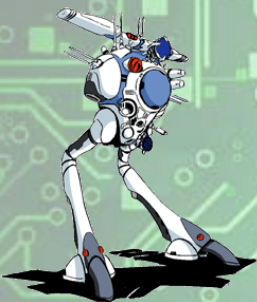
OFF

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Nousjadeul-Ger Officer	5	3	3	6	1	2	
Veteran Officer Nousjadeul-Ger	5	4	3	6	1	2	+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				+1
Z-TFG MK. V Tactical Flechette Cannon	9	4	Blast	Ammo(8)			+1
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	+1



Zentraedi Officer: Quel-Regult



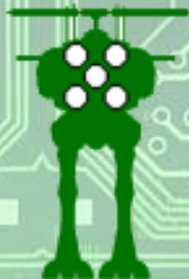
→ *Leap, Electronic Attack System, Advanced Recon Suite*

HTH: BB, Attack, STMP

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

Type	RN	MD	Spec
Quel-Regult	NA	NA	NA

Base Point Cost = 16



VET

VET

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.



Zentraedi Officer: Quel-Gulnau

Base Point Cost = 4



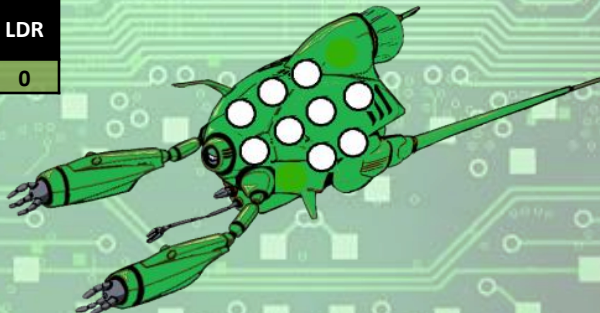
Quel-Gulnau

→ *Flight, Hover, Hands, Brawler*

HTH: BB, CB, GR, P, PP

EXP

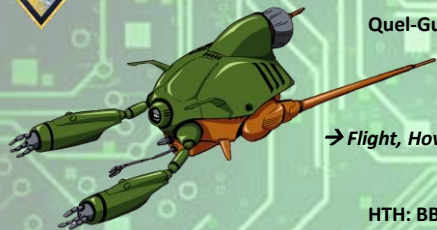
Unit	SPD	PIL	GN	DF	LDR
Quel-Gulanu	9	2	*	5	0





Zentraedi Officer: Quel-Gulnau Combat Recovery Pod

Base Point Cost = 12



Quel-Gulnau

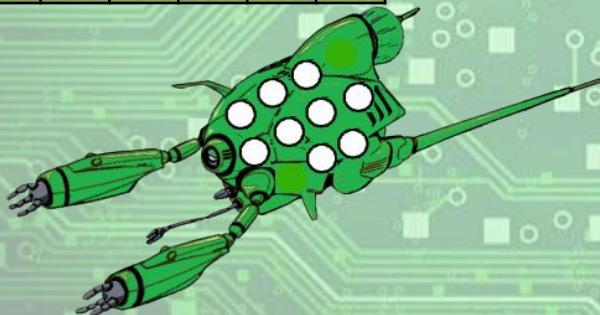
→ *Flight, Hover, Hands, Special (Boost Faction Ability), High Speed Debris Defense (HSDD)*

HTH: BB, CB, GR, P, PP

Unit	SPD	PIL	GN	DF	LDR
Quel-Gulanu	9	3	*	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 Anti-Missile roll against any missile attack, with the Blast Trait or otherwise for all friendly units within 8 inches and LOS. No Command Points Required with a +1 Bonus.



VET

VET



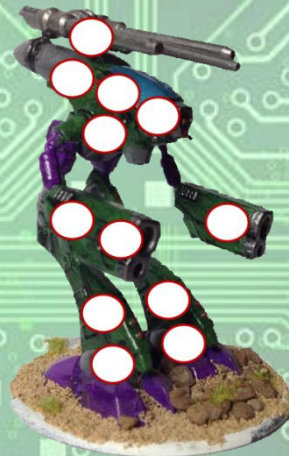
Special: High Lord's Glaug

Base Point Cost = 45



→ *Focused
Fire, Leap,
Faction Ability*

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



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

High
Lord

High
Lord

High
Lord

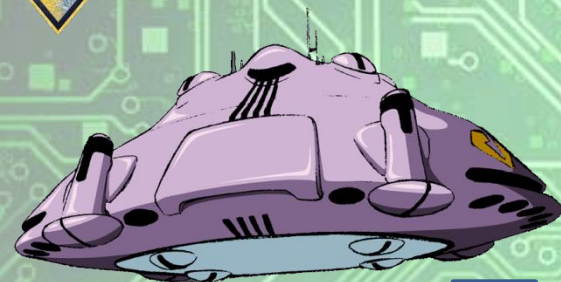
Unit	SPD	PIL	GN	DF	LDR	Action Points
Glaug	6	5	4	7	5	3

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



Zentraedi Special: Re-Entry Pod

Base Point Cost = 40



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

VET

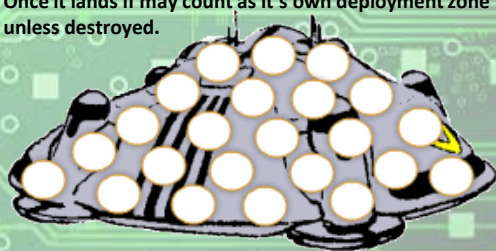
VET

→ *Flight, Hover, Carrier (25), Dual-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.



Unit	SPD	PIL	GN	DF	Action Points
------	-----	-----	----	----	---------------

Re-Entry Pod	20	3	2	5	2
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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
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Mini-Missile Launcher System	12	2	Missile	Volley(8)	Shared Ammo(32)	Anti-Missile	Rapid Fire	Rear Fire
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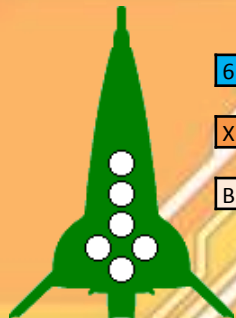


Zentraedi Standard:Gnerl

Base Point Cost = 11



→ *Flight, Aircraft, Afterburner*



6 6 6

X X X

B B

REG

VET

Unit	SPD	PIL	GN	DF	LDR	Action Points	Upgrade
Gnerl	12	2	2	7	0	1	
Vet. Gnerl	12	3	2	7	0	2	+3

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				+3
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over		+2



Zentraedi Officer: Gnerl Suppression Unit

Base Point Cost = 19



Unit	SPD	PIL	GN	DF	LDR
Gnerl	12	3	2	7	0

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



6666

VET

VET

→ *Flight, Aircraft, Afterburner, Jamming Pod (Identical to the VEF-1 Jamming and Sensor Spoofing Pod, mounted in place of underslung missiles)*

Type	RN	MD	Spec		Upgrade				
Rotary Particle Cannon	18	4	Overwhelming	Rapid Fire					
Advanced 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			+3
Plasma Bombs	*	16	Missile	Ammo(2)	Volley(X)	Overwhelming	Blast	Fly Over	+2



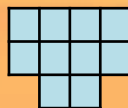
Zentraedi Standard: Nousjadeul-Ger

Base Point Cost = 8



→ *Flight, Hands, Focus Fire*

HTH: (All)



1	1	1	1
1	1	1	1



REG

VET

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Nousjadeul-Ger	5	2	2	6	0	1	
Veteran Nousjadeul-Ger	5	3	2	6	0	2	+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)			+1
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	+1



Zentraedi Officer: Nousgarma-Ger

Base Point Cost = 19



→ *Flight, Focus Fire, Hands*

HTH: (All)

6	6
6	6

VET

VET



1



1	1	1	1
1	1	1	1

Unit	SPD	PIL	GN	DF	Leadership	Action Points
Nousgarma-Ger	10	3	2	6	0	2

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)			+1
Z-ML Mk. II Missile Launcher	18	6	Missile	Anti-Missile	Ammo(5)	Volley(1)	+1



Zentraedi Officer: Glaug

Base Point Cost = 28



Glaug

→ *Focused Fire, Leap, Faction Ability*

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



X	X
X	X
X	X

OFF

OFF

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Glaug	7	3	3	7	3	2	
Veteran Glaug	7	4	3	7	3	2	+1
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					

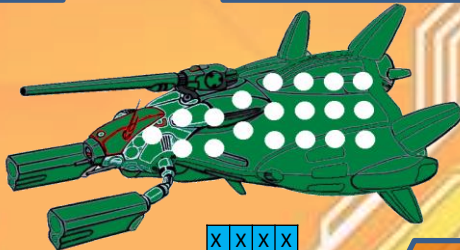


Special Command: Zentraedi Glaug-Eldare

Base Point Cost = 35



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



OFF



OFF



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

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



Zentraedi Officer: Qeadluun-Rau



→ Hover, Focus Fire,
Flight, Hands

HTH: (All)



Base Point Cost = 16

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

VET/
OFF/
Lord

VET/
OFF/
Lord

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Qeadluun-Rau	12	3	2	6	0	2	
Officer	12	3	3	6	1	2	+4
Lord	12	4	3	6	2	2	+8

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				+1
Z-CR MK. II Converging Beam Rifle	24	9	Accurate				+3



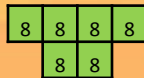
Special: Zentraedi Qeadluun-Gult

Base Point Cost = 18



→ *Hover, Flight,
Hands, Focus Fire*

HTH: (All)



VET/
OFF/
Lord

VET/
OFF/
Lord

Unit	SPD	PIL	GN	DF	Leadership	Action Points	Upgrade
Qeadluun-Gult	12	3	2	6	0	2	
Officer	12	3	3	6	1	2	+4
Lord	12	4	3	6	2	2	+8

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					+1
Z-CR MK. II Converging Beam Rifle	24	9	Accurate					+3



Zentraedi Special: Quel-Quallie Theatre Scout

Base Point Cost = 45

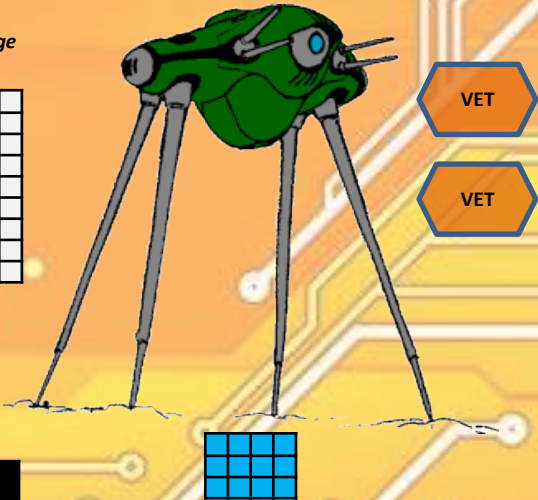
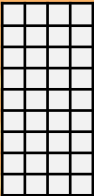
Quel-Quallie x1

→ *Aircraft, Hover, Flight, Dual Pilot*

→ Light Theater Electronics Suite
Provides Friendly Forces an Initiative Bonus of +1

→ Allows player to force a opponent to declare the intended direction of movement on one squadron each turn before that squadron activates. The Units in the squadron must move on the declared unless unable to do so because of changes mid-game.

Damage
Track



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

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



Zentraedi Special: Quel-Quallie Transport

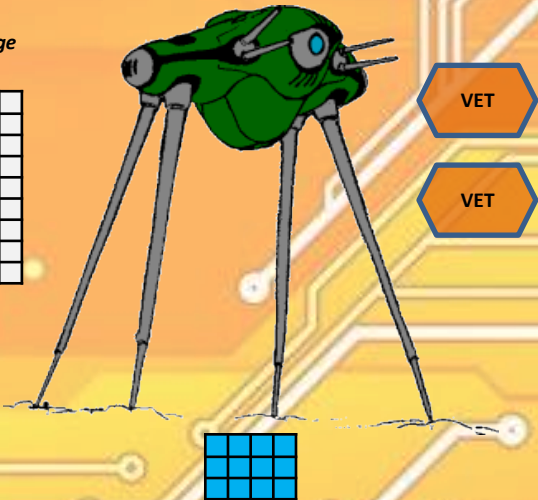
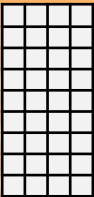
Base Point Cost = 39

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