

UEDF Destroid Core Squadrons

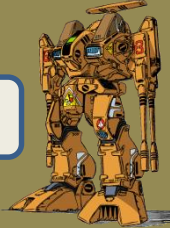


→ All

Area Denial (60 Points)



x2



x2

Armored (80 Points)



x4

Artillery (80 Points)

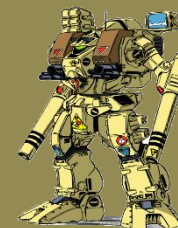


x4

Brawler (70 Points)



x2



x2

Close Quarters (60 Points)



x4

Fire Support (60 Points)



x2



x2

UEDF Destroid Support Squads

Tomahawk (40 Points)



x2

Defender (20 Points)



x2



Spartan (30 Points)



x2



Phalanx (40 Points)

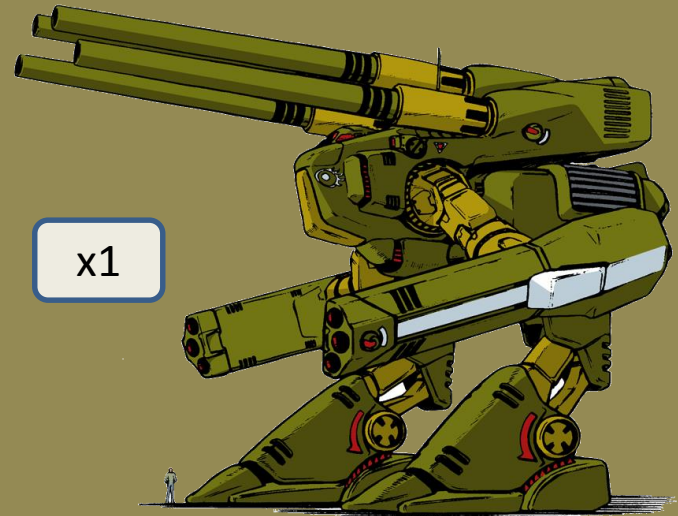


x2



Destroid Specials

Mac II Monster (40 Points)



x1

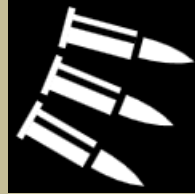
UEDF Destroid Upgrades



[Special Upgrade – Counts as a Special Card]

COMMAND DESTROID (10pts for Core Squadrons)

Upgrade 1 Destroid in your Destroid Core Force Card squadron to a Command Destroid. A Command Destroid has Leadership 2, +1 PIL, and +1 GN. Only one Destroid per Destroid Core Force Card squadron may be upgraded to a Command Destroid.



DEFENDER AIRBURST MUNITIONS (5pts for 2 Defenders)

Changes the attributes of the Dual M-996 78mm Anti- Aircraft Auto-Cannons to RG: 36, MD: 4, Accurate, Anti-Missile, Blast, Rapid Fire, Rear Fire, Split Fire.



ARTILLERY ROCKETS (20pts for 4, 10 pts for 2 Phalanxes)

Changes the attributes of the Dual MDS-H-22 Derringer Missile Launchers to RG: 36, MD: 9 per missile, Ammo 11, Blast, Indirect Fire, Missile, Overwhelming, Rear Fire, Volley 4.



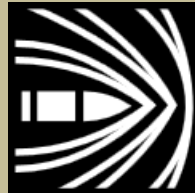
SCORPIO MISSILES (30pts for 4, 15 pts for 2 Phalanxes)

Replaces the Phalanx's Dual MDS-H-22 Derringer Missile Launchers with the Scorpio Advanced Dual Artillery Launchers RG: 48, MD: 10 per missile. Ammo 4, Blast, Indirect Fire, Inescapable, Missile, Rear Fire. Missiles fired by the Scorpio cannot be shot down.



SHOCK BATON (10pts for 4, 5 pts for 2 Spartans)

The Spartan gains a Shock Baton that can be used to make clubbing hand to hand attacks. In addition to the normal MD for the Club attack, the Shock Baton reduces the enemy mecha's SPD to zero (0) and prevents it from spending any Command Points to leave hand to hand combat. These penalties last until the enemy mecha's next activation of the subsequent turn.



GU-11(20pts for 4, 10 pts for 2 Spartans)

The Spartan gains a 55mm Triple Barreled Rotary Cannon weapon system with the following profile: RG: 24, MD: 6, Rapid Fire.

UEDF Valkyrie Core Squadrons

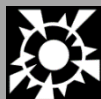
Valkyrie (80 Points)



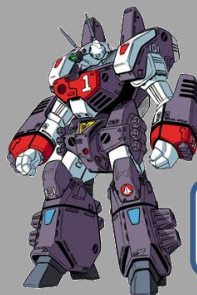
1J x1



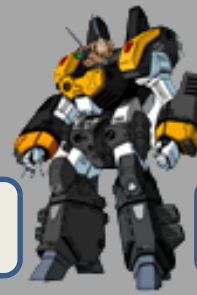
1A x3



Armored (90 Points)



1J x1



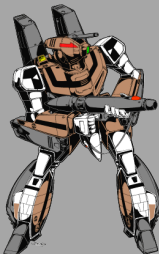
1A x3



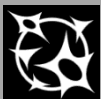
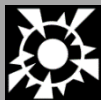
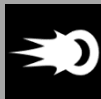
Super Valkyrie Squadron (110 Points)



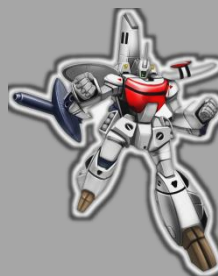
1J x1



1A x3



Jotun Armored Valkyrie Squadron (90 Points)



1J x1



1A x3



YF-4 Prototype Squadron (105 Points)



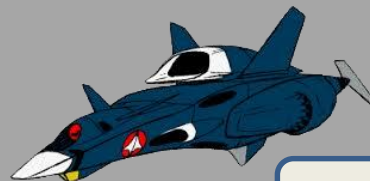
Leader
x1



Standard
x3

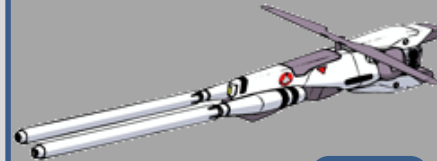


QF-3000 Ghost Squadron (70 Points)



x4

SF-3A Lancer II Squadron (70 Points)



x4

UEDF Valkyrie Support Squads

Valkyrie Wing (40 Points)



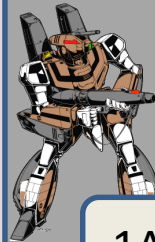
1A x2

Armored Wing (45 Points)



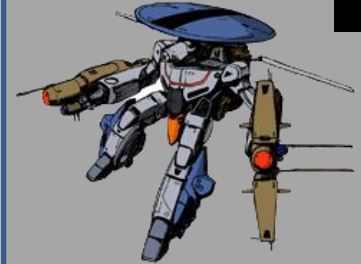
1A x2

Super Valkyrie Wing
(55 Points)



1A x2

VEF-1 Valkyrie
(30 Points)



Jotun Wing (45 Points)



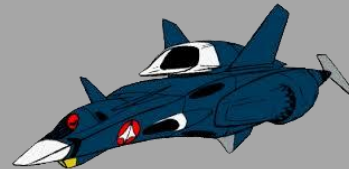
1A x2

YF-4 Wing (50 Points)



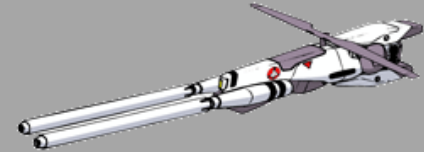
Standard x2

QF-3000 Ghost Squadron
(35 Points)



x2

SF-3A Lancer II Squadron
(35 Points)



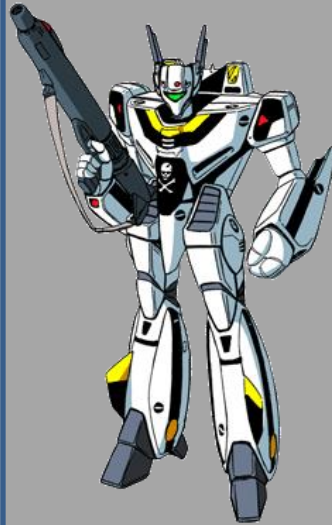
x2

VF-1D 30
Super 40
Armored 35
Jotun 35



UEDF Valkyrie Specials

VF-1S (30 Points)



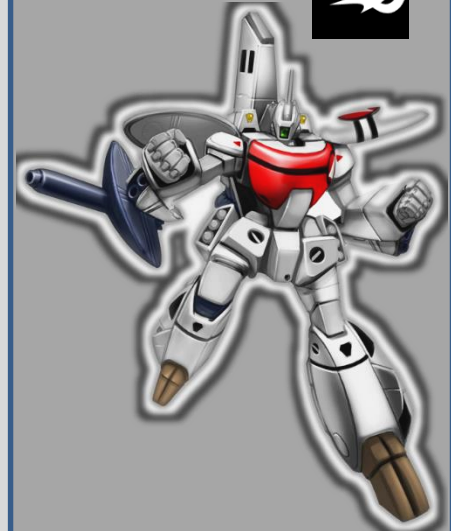
Super Valkyrie VF-1S
(40 Points)



Armored VF-1S
(35 Points)



Jotun VF-1S
(35 Points)



UEDF Valkyrie Upgrades

SDF-1 AIR WING NOSE LASERS

(5pts for 4 mecha, 2pts for 2, 1pt for 1)

The Valkyrie gets the LPWS-12 Dual Nose Lasers* weapon system – RG: 18, MD: 2, Anti-Missile. The nose lasers can only be used in Guardian or Fighter mode, but may be used as an additional attack each turn at no additional cost in Command Points. Further, the nose lasers do not count towards the Fast Mover restriction on attacking with more than one weapon per turn in Fighter mode.

VALKYRIE MLOPS

(5pts for 4 mecha, 2pts for 2, 1pt for 1)

Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: 12, MD: 2 per missile, Ammo 8, Anti-Missile, Missile, Volley 8.

VALKYRIE LONG-RANGE MISSILES

(15pts for 4 mecha, 8pts for 2, 4pt for 1)

Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: 48, MD: 9 per missile, Ammo 6, Blast, Missile, Volley X.

VALKYRIE GRAVITY BOMBS

(10pts for 4 mecha, 5pts for 2, 3pt for 1)

Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: -, MD: 12, Ammo 4, Blast, Fly Over, Missile, Overwhelming.

YF-4 MLOPS

(5pts for 4 mecha, 2pts for 2, 1pt for 1)

Adds a Wing Mounted Articulated Missile Hardpoints weapon system to the YF-4 with the following profile: RG: 12, MD: 2 per missile, Ammo 4, Anti-Missile, Missile, Volley 4. This system cannot be fired while the YF-4 is in Battloid mode.

YF-4 GRAVITY BOMBS

(10pts for 4 mecha, 8pts for 2, 4pt for 1)

Adds a Wing Mounted Articulated Missile Hardpoints weapon system to the YF-4 with the following profile: RG: -, MD: 12, Ammo 2, Blast, Fly Over, Missile, Overwhelming. This system cannot be fired while the YF-4 is in Battloid mode.

YF-4 MEDIUM-RANGE MISSILES

(10pts for 4 mecha, 5pts for 2, 3pt for 1)

Adds a Wing Mounted Articulated Missile Hardpoints weapon system to the YF-4 with the following profile: RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 2. This system cannot be fired while the YF-4 is in Battloid mode

[Special Upgrade – Counts as a Support Card]

Replace VF-1A -2x or VF-1J -1x (10pts) with VF-1R(s) (no Armored or Jotun)

Zentraedi Regult Core Squadrons

Attack (80 Points)

x9



x1



Attrition (70 Points)

x12



Artillery (90 Points)

x4



x2



Recon (70 Points)

x6



x1



x1



Heavy Infantry (35 Points)

x12



Light Infantry (25 Points)

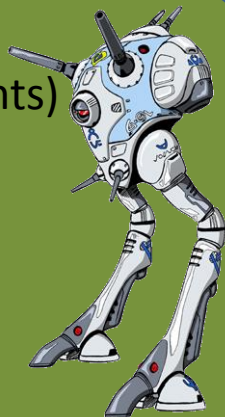
x12



Zentraedi Regult Support Squads

Regult
(35 Points)

x6



Gluuhaug-
Regult (25
Points)

x2



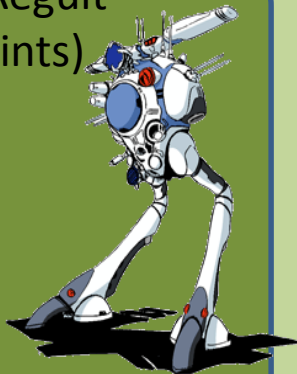
Serauhaug-
Regult (40
Points)

x2



Quel-Regult
(15 Points)

x1



Nousjadeul-Ger
(25 Points)

x3



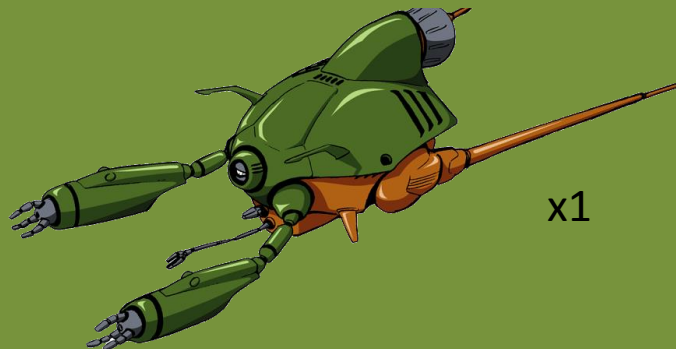
Telnesta-Regult
(15 Points)

x2



Quel-Gunau (10 Points)

x1



Heavy Infantry
(15 Points)

x6



Light Infantry
(10 Points)

x6



Zentraedi Specials

Glaug (20 Points)



x1

Zentraedi Regult Upgrades



VETERAN WARRIORS

Attack Squadron 20pts

Attrition Squadron 25pts

Recon Squadron 10pts

Regult Squad 10 pts

Infantry Squadron (Heavy or Light) 10pts

Infantry Squad (Heavy or Light) 5pts

Regults, Serau-Ger, and Gluu-Ger in this squadron get +1 to PIL (or +1 to PH for Zentraedi Infantry) and +1 to GN.



GLAUG_ELDARE

(25pts for 1)

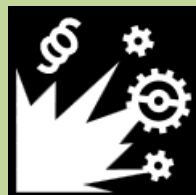
Upgrades the Glaug in a squadron to a Glaug-Eldare..



Z-PR Mk. VIII Particle Assault Rifle

(Infantry Squadron or Nousjadeul-Ger Squad 8pts)

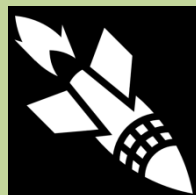
The mecha gains a Z-PR Mk. VIII Zentraedi Particle Assault Rifle weapon system with the following profile: RG: 12, MD: 5, Accurate.



Z-TFG Mk. V Tactical Flechette Cannon

(Infantry Squadron or Nousjadeul-Ger Squad 23pts)

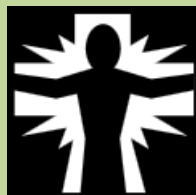
The mecha gains a Z-TFG Mk. V Zentraedi Tactical Flechette Cannon weapon system with the following profile: RG: 9, MD: 4, Ammo 8, Blast.



Z-ML Mk. II Missile Launcher

(Infantry Squadron or Nousjadeul-Ger Squad 15 pts)

The mecha gains a Z-ML Mk. II Zentraedi Shoulder-Fired Missile Launcher weapon system with the following profile: RG: 18, MD: 6 per missile, Ammo 5, Anti-Missile, Missile.



[Special Upgrade – Counts as a Special Card]

Upgrade 1 Serau-Ger or Gluu-Ger in your Ground Core Force Card squadron to a Zentraedi Infantry Officer. (5pts)

A Zentraedi Infantry Officer has Leadership 1 and +1 GN. Only one Zentraedi Infantry Officer per Ground Core Force Card squadron may be upgraded to a Zentraedi Infantry Officer.

Zentraedi Elite Core Squadrons

Gnerl Attack
(65 Points)



x6

Nousjadeul-Ger
(50 Points)



x6



Nousgarma-Ger
(70 Points)



x3



Glaug-Eldare Attack
(150 Points)



x3

Queadluun-Rau
(100 Points)



x3



Queadluun-Gult
(110 Points)



x3



Zentraedi Elite Support Squads

Gnerl Attack
(35 Points)



x3



Nousjadeul-Ger
(25 Points)



x3



Zentraedi Elite Specials

Glaug-Eldare Attack
(50 Points)



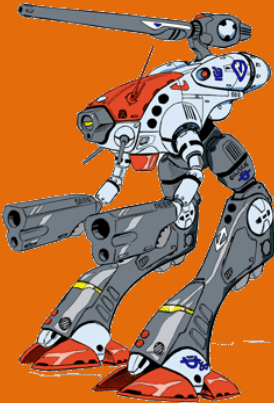
x1

Queadluun-Rau
(30 Points)



x1

Glaug (20 Points)



x1

Nousgarma-Ger
(25 Points)



x1

Queadluun-Gult
(35 Points)



x1

Zentraedi Elite Upgrades



Under-Slung Missiles

(Gnerl Squadron 30 pts, Gnerl Squad 15 pts)

The Gnerl has long-range missiles mounted on its undercarriage with the following profile: RG: 48, MD: 9 per missile, Ammo 3, Blast, Missile, Volley.*



Plasma Bombs

(Gnerl Squadron 20 pts, Gnerl Squad 10 pts)

The Gnerl has plasma bombs mounted on its undercarriage with the following profile: RG: -, MD: 16, Ammo 2, Blast, Fly Over, Missile, Overwhelming.



Z-PR Mk. VIII Particle Assault Rifle

(15 for 6 Nousjadeul-Ger or 8 pts for 3 or 3 pts for 1)

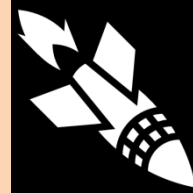
The mecha gains a Z-PR Mk. VIII Zentraedi Particle Assault Rifle weapon system with the following profile: RG: 12, MD: 5, Accurate.



Z-TFG Mk. V Tactical Flechette Cannon

(40 pts for 6 Nousjadeul-Ger or Nousgarma-Ger or 20pts for 3 or 8pts for 1)

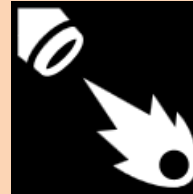
The mecha gains a Z-TFG Mk. V Zentraedi Tactical Flechette Cannon weapon system with the following profile: RG: 9, MD: 4, Ammo 8, Blast. .



Z-ML Mk. II Missile Launcher

(30 pts for 6 Nousjadeul-Ger or Nousgarma-Ger or 15 for 3 or 5pts for 1)

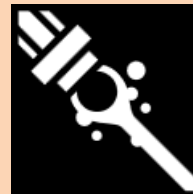
The mecha gains a Z-ML Mk. II Zentraedi Shoulder-Fired Missile Launcher weapon system with the following profile: RG: 18, MD: 6 per missile, Ammo 5, Anti-Missile, Missile.



32mm Plasma Machine Pistols

(30 pts for 3 Queadluun-Rau or Queadluun-Gult or 10 pts for 1)

The mecha gains a 32mm Plasma Machine Pistol weapon system with the following profile: RG: 9, MD: 8, Rapid Fire.



Z-CR Mk. II Converging Beam Rifles Pts

(30 pts for 3 Queadluun-Rau or Queadluun-Gult or 10 pts for 1)

The mecha gains a Z-CR Mk.II Converging Beam Rifle weapon system with the following profile: RG: 24, MD: 9, Accurate.



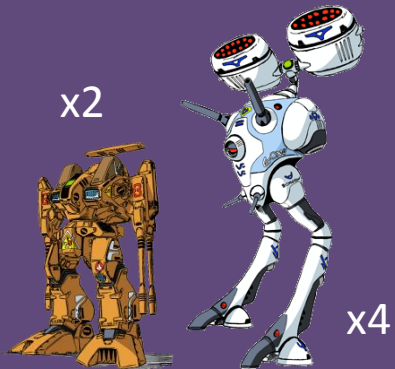
GLAUG_ELDARE

(25pts for 1)

Upgrades the Glaug in a squadron to a Glaug-Eldare.

Malcontent Ground Core Squadrons

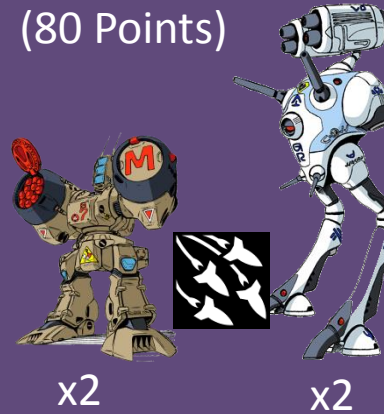
Air Defense
(70 Points)



Armored Assault
(100 Points)



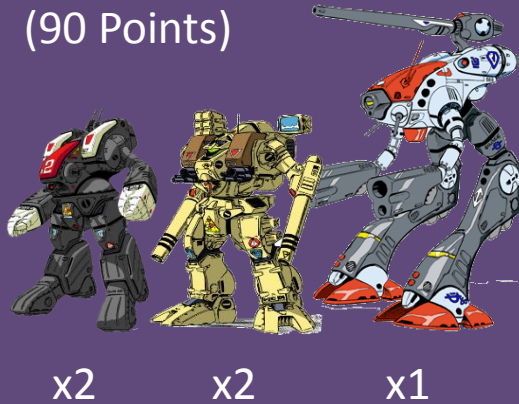
Artillery Support
(80 Points)



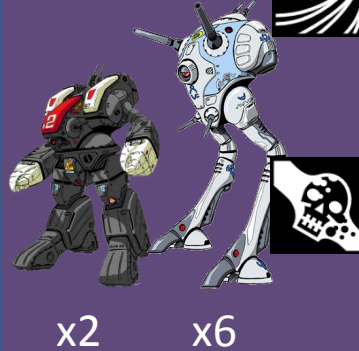
Main Battle
(65 Points)



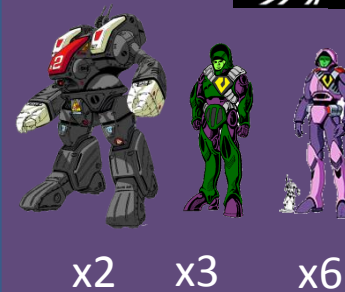
Heavy Destroid
(90 Points)



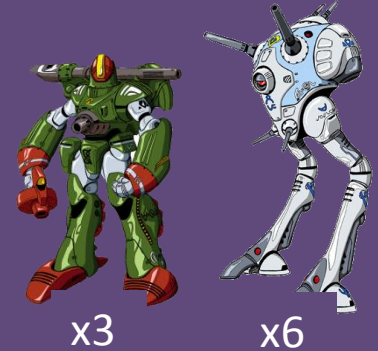
Light Raider
(65 Points)



Mixed Infantry
(55 Points)



Assault
(60 Points)



Malcontent Ground Support Squads

Armored
Valkyrie
(50 Points)



x2

Assault Destroid
(35 Points)



x1



x1



Support Destroid
(30 Points)



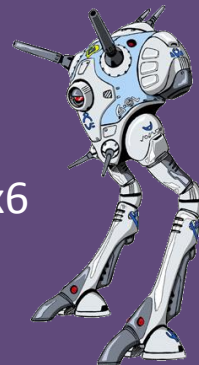
x1



x1

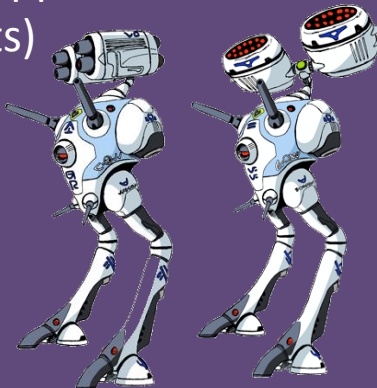


Regult
(35 Points)



x6

Regult Support
(65 Points)



x2

x2

Heavy Infantry
(15 Points)



x6



Light Infantry
(10 Points)

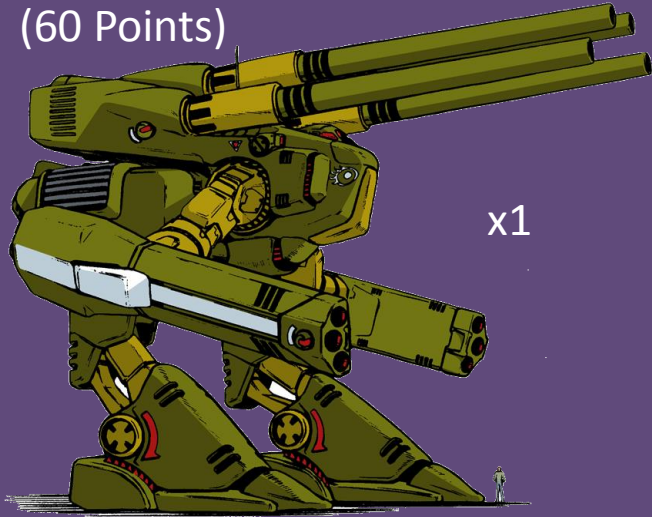


x6



Malcontent Ground Specials

Command Monster
(60 Points)



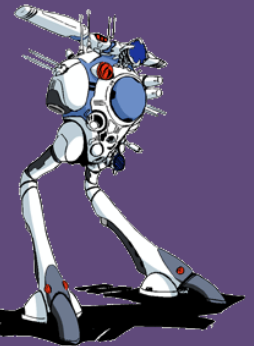
x1

Glaug (25 Points)



x1

Quel-Regult
(20 Points)



x1

Malcontent Ground Upgrades



DEFENDER AIRBURST MUNITIONS

(5pts for 2, 2pts for 1 Defender)

Changes the attributes of the Dual M-996 78mm Anti-Aircraft Auto-Cannons to RG: 36, MD: 4, Accurate, Anti-Missile, Blast, Rapid Fire, Rear Fire, Split Fire.



ARTILLERY ROCKETS

(10 pts for 2, 5pts for 1 Phalanx)

Changes the attributes of the Dual MDS-H-22 Derringer Missile Launchers to RG: 36, MD: 9 per missile, Ammo 11, Blast, Indirect Fire, Missile, Overwhelming, Rear Fire, Volley 4.



Z-PR Mk. VIII Particle Assault Rifle

(7pts for 3, 5pts for 2, or 2pts for 1 for Spartan or Nousjadeul-Ger)

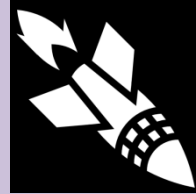
The mecha gains a Z-PR Mk. VIII Zentraedi Particle Assault Rifle weapon system with the following profile: RG: 12, MD: 5, Accurate.



Z-TFG Mk. V Tactical Flechette Cannon

(20pts for 3, 15pts for 2, or 8pts for 1 for Spartan or Nousjadeul-Ger)

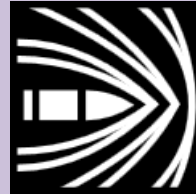
The mecha gains a Z-TFG Mk. V Zentraedi Tactical Flechette Cannon weapon system with the following profile: RG: 9, MD: 4, Ammo 8, Blast. .



Z-ML Mk. II Missile Launcher

(13pts for 3, 10pts for 2, or 5pts for 1 for Spartan or Nousjadeul-Ger)

The mecha gains a Z-ML Mk. II Zentraedi Shoulder-Fired Missile Launcher weapon system with the following profile: RG: 18, MD: 6 per missile, Ammo 5, Anti-Missile, Missile.



GU-11(13pts for 3 Mecha Or 10pts for 2, 5 pts for 1 Mecha)

The mecha gains a 55mm Triple Barreled Rotary Cannon weapon system with the following profile: RG: 24, MD: 6, Rapid Fire.

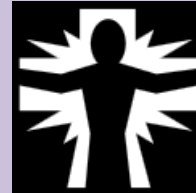


VETERAN WARRIORS

Light Raider Squadron, Mixed Infantry Squadron, Regult Squad, 10pts

Infantry Squad (Heavy or Light) 5pts

Regults, Serau-Ger, and Gluu-Ger in this squadron get +1 to PIL (or +1 to PH for Zentraedi Infantry) and +1 to GN.



[Special Upgrade – Counts as a Special Card]

Upgrade 1 Serau-Ger or Gluu-Ger in your Ground Core Force Card squadron to a Zentraedi Infantry Officer. (10pts)

A Zentraedi Infantry Officer has Leadership 1 and +1 GN. Only one Zentraedi Infantry Officer per Ground Core Force Card squadron may be upgraded to a Zentraedi Infantry Officer.

Malcontent Aerial Core Squadrons

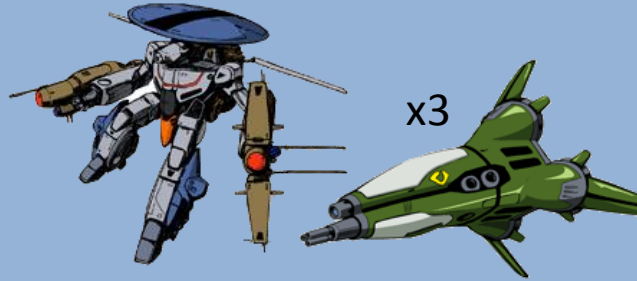
Air Superiority
(90 Points)



x1

x3

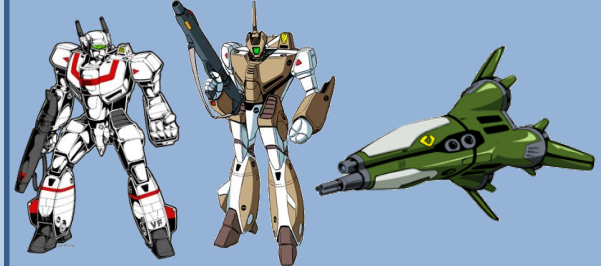
Assault Recon
(65 Points)



x3

x1

Ground Attack
(75 Points)

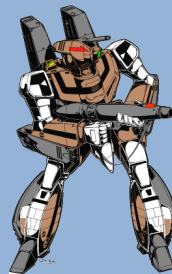


x1

x1

x3

Super Valkyrie
(110 Points)



x4

Malcontent Aerial Support Squads

Valkyrie Squad
(40 Points)



x2



Gnerl Squad
(35 Points)



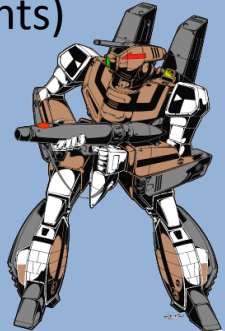
x3



Super Valkyrie
Squad (30 Points)



x1



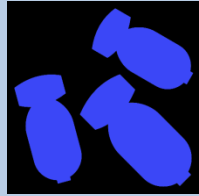
Malcontent Aerial Specials

Queadluun-Rau
(30 Points)

x1



Malcontent Aerial Upgrades



Improvised Bombs

Air Superioriy Squadron 8pts

Assault Recon Squadron 10pts

Ground Attack Squadron 12pts

Super Valkyrie Squadron 10pts

Gnerl Squad 8pts

Valkyrie Squad 5pts

Super Valkyrie Squad 2pts

The mecha has makeshift bombs mounted on its undercarriage with the following profile: RG: -, MD: 6, Ammo 2, Blast, Fly Over, Missile. Note: On a Valkyrie, these are in addition to the normal Wing Mounted Articulated Missile Hardpoints.



[Special Upgrade – Counts as a Special Card]

Replace VF-1A -1x or VF-1J -1x (10pts)

with VF-1R(s) (no Armored or Jotun)