U.N. SPACY 2009 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your U.N. Spacy miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several U.N. Spacy units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several U.N. Spacy units:

Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within D6" receives D3 mortal wounds.

Destroid

This model can Fall Back in the movement phase and still shoot in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains **Titanic Presence**. In a detachment where all units share this keyword, you may substitute an Elite unit for an HQ unit.

Anti Air CIWS: The U.N. Spacy CIWS are designed more for anti missile defense than anti enemy. Whenever this unit loses a wound from a weapon with Missile, Rocket, Bazooka, or Grenade as part of its name, roll a dice. On a 5+, do not lose that wound.

Valkyrie

This model can Fall Back in the movement phase and still shoot in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model's base mode is also known as **Fighter Mode**. This model gains **Battroid Mode** and **Gerwalk Mode**. This model may take an Equipment Pack (p. 25). This model gains **Titanic Presence**.

Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).



ADR-04-MK X DEFENDER

NAME		M	WS	BS	S	Т	W	Α	Ld	S
ADR-04-MK X	90pts	8"	5+	4+	6	5	6	2	7	3+

This unit contains 1 ADR-04-MK X Defender. It can include 1 additional ADR-04-MK X Defender (**Power rating +5**) or 2 additional ADR-04-MK X Defenders (**Power rating +9**). Each model is equipped with two High Speed Autocannons and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
High Speed Autocannon	36"	Rapid Fire 2D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS	Any mod	el in this unit may	y take	exten	ded	magazines (Power Rating +1 per model).
	models w	Targeter: When vith Fly, add 1 to d Magazines +2 d Magazines may	all hit <mark>0</mark> : A m	rolls. iodel v		Vehicle Squadron: When deploying this unit, all models must be within 6" of another model from this unit. After deployment, treat each model as a separate unit.
ADII ITIEO	of 1 if it d movemen	id not move in th nt phase, includir	e prev	ous/		Destroid (p. 1)
ABILITIES	Overwate	n.				Core Explodes (p. 1)
FACTION KEYWORDS	Macross,	2009, U.N. Spac	су			
KEYWORDS	Titanic, V	ehicle, Destroid,	Space	e, Gro	und	



SDR-04-MK VII PHALANX

NAME		M	WS	BS	S	Т	W	Α	Ld	S
SDR-04-MK VII	110pts	12"	5+	4+	6	5	6	2	7	3+

This unit contains 1 SDR-04-MK VII Phalanx. It can include 1 additional SDR-04-MK VII Phalanx (**Power rating +6**) or 2 additional SDR-04-MK VII Phalanx (**Power rating +11**). Each model is equipped with two Multi-Missile Launchers and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Multi-Missile Launcher	48"	Heavy 2D6	8	-2	2	Blast.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
ABILITIES	shooting p	rchlight: Once hase, this unit my unit. For the unit may igno unit.	may se ne rest	elect a of the) }	this unit. After deployment, treat each model as a separate unit.				
FACTION KEYWORDS	Macross, 2	2009, U.N. Spa	су							
KEYWORDS	Titanic, Ve	hicle, Destroid	, Space	e, Gro	und					

75 POWER);				0-M STE	K II ZR			
NAME	M	WS	BS	S	Т	W	Α	Ld	S	REMAINING W	M	WS	BS
HWR-00-Mk II 1500pts	*	*	*	10	9	35	4	9	2+	30-35+	12"	5+	2+
										16-22	6"	5+	3+
A HWR-00-Mk II Monster is a single model equipped with 2 3-Barreled Missile												4+	
	chers, 40cm Cannons, and a Titanic Stride. 1-8 2" 6+ 5+												
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES				
3-Barreled Missile Launcher	240"	Hea	avy 20	06	7	-2	2		t. This we earer.	apon may target u	nits no	ot visibl	e to
40cm Cannons	240"	Hea	avy 40	03	9	-3	6		t. This we earer.	apon may target u	nits no	ot visibl	e to
Titanic Stride	Melee	N	/lelee		User	-3	3	Make	e 3 hit roll	s for each attack w	ith thi	s weap	on.
Titanic Destroid: This model counts as a Destroid (p. 1), but counts as 20 infantry models when determining control of an Objective marker. Titanic Plating: This model has an invulnerable save against shooting attacks equal to its current Weapon Skill. Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it													

FACTION KEYWORDS Macross, 2009, U.N. Spacy

Titanic, Vehicle, Destroid, Space, Ground

KEYWORDS



MBR-04-MK IV TOMAHAWK

NAME		M	WS	BS	S	Т	W	Α	Ld	S
MBR-04-MK IV	160pts	10"	4+	3+	6	6	8	4	8	3+

This unit contains 1 MBR-04-MK IV Tomahawk. It can include 1 additional MBR-04-MK IV Tomahawk (**Power rating +8**) or 2 additional MBR-04-MK IV Tomahawks (**Power rating +16**). Each model is equipped with an Anti-Air Missile Pod, two Gun Clusters, two Missile Pods, two Particle Beam Cannons, Titanic Feet, and Twin Linked CIWS.

Guil Glasters, two Missile	1 003, 100	r article bearing	Jaririo	13, 11	tarne	reet, and Twin Linked Civvo.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Pod	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets.
Gun Cluster		g this weapon, it rolls for this w			or n	nore profiles below. If firing more than one, subtract 1
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Laser Gun	24"	Rapid Fire 2	3	0	1	-
Machine Gun	24"	Rapid Fire 2	4	0	1	-
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.
Particle Beam Cannon	48"	Assault 1	9	-3	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Linked CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with Fly.
	unit, all m another m	quadron: Wher odels must be w lodel from this u nt, treat each m unit.	/ithin 6 nit. Aft	of er	this	Searchlight: Once per turn in the shooting phase, this unit may select a visible enemy unit. For the rest of the phase, this unit may reduce any penalties to hit that unit by 1.
ABILITIES	Destroid	(p. 1) , Core Ex p	olodes	(p. 1	1)	Anti Air CIWS (p.1)
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су			
KEYWORDS	Titanic, Ve	ehicle, Destroid,	Space	e, Gro	ound	



MAXIMILIAN JENIUS MBR-04-MK IV

NAME	M	WS	BS	S	Т	W	Α	Ld	S
Maximilian Jenius 190pts	10"	3+	2+	6	6	8	4	8	3+

Maximilian Jenius in a MBR-04-MK IV Tomahawk is a single model equipped with an Anti-Air Missile Pod, two Gun Clusters, two Missile Pods, two Particle Beam Cannons, Titanic Feet, and Twin Linked CIWS. Only one unit with **Maximilian Jenius** may be taken for your army.

maximinan Jenius may be taken for your army.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Anti-Air Missile Pod	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets.					
Gun Cluster		ng this weapon, it rolls for this w			or n	nore profiles below. If firing more than one, subtract 1					
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-					
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits its target.					
Laser Gun	24"	Rapid Fire 2	3	0	1	-					
Machine Gun	24"	Rapid Fire 2	4	0	1	-					
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.					
Particle Beam Cannon	48"	Assault 1	9	-3	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
Twin Linked CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with Fly.					
		nk: Through cre n of heavy cann		nis m	odel	Searchlight: Once per turn in the shooting phase, this unit may select a visible enemy unit. For the rest of the phase, this unit may reduce any penalties to hit that unit by 1.					
		CIWS (p.1)				Genius Pilot : This model is always considered to have the benefit of Cover. Additionally, this model					
ABILITIES	Destroid	(p. 1), Core Ex	olodes	(p. 1	1)	may reroll any armor save of 1.					
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су								
KEYWORDS	Titanic, Ve	ehicle, Destroid,	Space	e, Gro	ound	, Fly, Character, Maximilian Jenius					



MBR-07-MK II SPARTAN

NAME		M	WS	BS	S	Т	W	Α	Ld	S
MBR-07-MK II	210pts	10"	3+	4+	6	6	9	4	8	3+

This unit contains 1 MBR-07-MK II Spartan. It can include 1 additional MBR-07-MK II Spartan (**Power rating +11**) or 2 additional MBR-07-MK II Spartans (**Power rating +21**). Each model is equipped with a Gun Cluster, two Laser CIWS, two Missile Pods, a Spartan Close Combat Weapon, and Titanic Feet.

wissile Fous, a Spartair Close Combat Weapon, and Thanic Feet.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Gun Cluster		ig this weapon, it rolls for this w			or n	nore profiles below. If firing more than one, subtract 1					
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-					
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits its target.					
Laser Gun	24"	Rapid Fire 2	3	0	1	-					
Machine Gun	24"	Rapid Fire 2	4	0	1	-					
Heavy Club +20	Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon. Each time you roll a 6 to wound, the target takes an additional Mortal Wound.					
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with Fly .					
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.					
Spartan Combat Weapon	Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon.					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	Any mode	l in this unit ma	y take	а Не	avy (Club (Power Rating +1 per model).					
						Vehicle Squadron: When deploying this unit, all models must be within 6" of another model from this unit. After deployment, treat each model as a separate unit.					
ABILITIES	Anti Air C	CIWS (p.1)				Destroid (p. 1), Core Explodes (p. 1)					
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су								
KEYWORDS	Titanic, Ve	ehicle, Destroid,	Space	e, Gro	ound						



HIKARU ICHIJO MBR-07-MK II

NAME		M	ws	BS	S	Т	W	Α	Ld	S
Hikaru Ichijo	235pts	10"	3+	2+	6	6	9	5	9	3+

Hikaru Ichijo in an MBR-07-MK II Spartan is a single model equipped with a Gun Cluster, two Laser CIWS, two Missile Pods, a Spartan Close Combat Weapon, and Titanic Feet. Only one unit with **Hikaru Ichijo** may be included in your army.

RANGE	TYPE	S	AP	D	ABILITIES			
	•			or m	nore profiles below. If firing more than one, subtract 1			
30"	Heavy 1	8	-3	D3				
8"	Assault D6	5	-1	1	This weapon automatically hits its target.			
24"	Rapid Fire 2	3	0	1	-			
24"	Rapid Fire 2	4	0	1	-			
Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon. Each time you roll a 6 to wound, the target takes an additional Mortal Wound.			
12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with Fly .			
60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.			
Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon.			
Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
This mode	el may take a He	eavy C	lub (Powe	er Rating +1 per model).			
					Ace Pilot : This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.			
Anti Air C	CIWS (p.1)				Destroid (p. 1); Core Explodes (p. 1)			
Macross,	2009, U.N. Spa	су						
Titanic, Vehicle, Destroid, Space, Ground, Character, Hikaru Ichijo								
	When firing from all His and a	When firing this weapon, from all Hit rolls for this we 30" Heavy 1 8" Assault D6 24" Rapid Fire 2 24" Rapid Fire 2 Melee Melee 12" Rapid Fire D3 Melee Melee Melee Melee This model may take a He Anti Air CIWS (p.1) Macross, 2009, U.N. Space	When firing this weapon, choose from all Hit rolls for this weapon. 30" Heavy 1 8 8" Assault D6 5 24" Rapid Fire 2 3 24" Rapid Fire 2 4 Melee Melee Sx2 12" Rapid Fire 2 4 60" Rapid Fire D3 6 Melee Melee Sx2 Melee Melee User This model may take a Heavy C	When firing this weapon, choose one from all Hit rolls for this weapon. 30" Heavy 1 8 -3 8" Assault D6 5 -1 24" Rapid Fire 2 3 0 24" Rapid Fire 2 4 0 Melee Melee Sx2 -4 12" Rapid Fire 2 4 0 60" Rapid Fire D3 6 -1 Melee Melee Sx2 -4 Melee Melee User -2 This model may take a Heavy Club (Anti Air CIWS (p.1) Macross, 2009, U.N. Spacy	When firing this weapon, choose one or infrom all Hit rolls for this weapon. 30" Heavy 1 8 -3 D3 8" Assault D6 5 -1 1 24" Rapid Fire 2 3 0 1 24" Rapid Fire 2 4 0 1 Melee Melee Sx2 -4 6 12" Rapid Fire 2 4 0 2 60" Rapid Fire D3 6 -1 1 Melee Melee Sx2 -4 6 Melee Melee User -2 D3 This model may take a Heavy Club (Power			



QF-3000E GHOST

NAME		М	ws	BS	S	Т	W	Α	Ld	S
QF-3000E	90pts	15"-24"	6+	3+	5	5	6	1	5	4+

This unit contains 1 QF-3000E Ghost. It can include 1 additional QF-3000E Ghost (**Power rating +5**) or 2 additional QF-3000E Ghosts (**Power rating +9**). Each model is equipped with a Gun Pod and a Missile Pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gun Pod	30"	Assault 12	6	-1	1	-
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.
	subtract 1	lit: Your opponen from hit rolls for model in the Sho	attac	ks tha		Supersonic : Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase.
ABILITIES	power that automation	This unit is immut affects its Ld scally passes all Ld	ore.	This ι	unit	Airborne : This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .
FACTION KEYWORDS	Macross,	2009, U.N. Spacy	y			
KEYWORDS	Vehicle, A	ircraft, Fly, Space	e, Gr	ound		



NAME		M	WS	BS	S	T	W	Α	Ld	S
SF-3A	120pts	20"-40"	6+	3+	5	5	6	1	7	4+

This unit contains 1 SF-3A Lancer II. It can include 1 additional SF-3A Lancer II (**Power rating +6**) or 2 additional SF-3A Lancer II's (**Power rating +12**). Each model is equipped with a Reaction Warhead and a Twin Particle Beam Cannon.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaction Warhead	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Twin Particle Beam		,			_	μ
Cannon	48"	Assault 2	9	-3	D6	-
	subtract 1 model in t	it: Your oppone from hit rolls the ne Shooting ph	at atta ase.	Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can		
	moves, fire	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has				Fly.
	forwards. after the ir advances,	oved), then move the model straight rwards. Note that it cannot pivot again ter the initial pivot. When this model dvances, increase its movement haracteristic by 20" until the end of the		gain Iel	Vehicle Squadron: When deploying this unit, all models must be within 6" of another model from this unit. After deployment, treat each model as a separate unit.	
ABILITIES		not roll a dice.				Core Explodes (p. 1)
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су			
KEYWORDS	Vehicle, A	ircraft, Fly, Spa	се			



VF-1A VALKYRIE

phase - do not roll a dice.

Valkyrie (p. 1), Core Explodes (p. 1)

NAME		M	WS	BS	S	Т	W	Α	Ld	S
VF-1A	95pts	15"-30"	4+	3+	6	5	8	2	7	3+

This unit contains 1 VF-1A Valkyrie. It can include 1 additional VF-1A Valkyrie (Power rating +5) or 2 additional VF-1A

	•					A Valkyrie (Power rating +5) or 2 additional VF-1A od, a Laser CIWS, and Titanic Feet.			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Air Missile Cluster +5	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.			
Gun Pod	30"	Assault 12	6	-1	1	-			
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N		d each hardpoint may take an Anti-Air Missile Cluster,					
Gerwalk Mode: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses Supersonic. Hard to Hit: Your opponent must						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .			
					lare Its 5",	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.			
	subtract 1 from hit rolls that attack this model in the Shooting phase. Anti Air CIWS (p.1) Vehicle Squadron: When deploying this unit, all models must be within 6" of			Supersonic : Each time this model moves, first pivolit on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the					

ABILITIES

Macross, 2009, U.N. Spacy

separate unit.

another model from this unit. After

deployment, treat each model as a

KEYWORDS

FACTION KEYWORDS

Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground



KEYWORDS

HAYAO KAKIZAKI VF-1A

NAME		M	ws	BS	S	Т	W	Α	Ld	S
Hayao Kakizaki	95pts	15"-30"	4+	3+	6	5	8	2	8	3+

Hayao Kakizaki in a VF-1A Valkyrie is a single model equipped with a Gun Pod, a Laser CIWS, and Titanic Feet. Only one of this model may be included in your army.

one of this model may be	included ir	n your army.								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.				
Gun Pod	30"	Assault 12	6	-1	1	-				
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,				
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .				
	Gerwalk Mode: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses Supersonic. Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this				are ts ",	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformer into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with +1 to hit, but may not fire any weapons from its Missile Hardpoints.				
ABILITIES	Anti Air C Wingmar friendly U 3" loses a intercept to	.N. Spacy CHAF wound; on a 2+ that hit – the cha und but this unit	o.1) dice each time a cy CHARACTER within ; on a 2+ this model ca			Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice. Valkyrie (p. 1), Core Explodes (p. 1)				
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су							
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Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character



HIKARU ICHIJO VF-1A

NAME		M	ws	BS	S	Т	W	Α	Ld	S
Hikaru Ichijo	120pts	15"-30"	3+	2+	6	5	8	3	8	3+

Hikaru Ichijo in a VF-1A Valkyrie is a single model equipped with a Gun Pod, a Laser CIWS, and Titanic Feet. Only one unit with **Hikaru Ichijo** may be included in your army.

	•	<u> </u>						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.		
Gun Pod	30"	Assault 12	6	-1	1	-		
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.		
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.		
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.		
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,		
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .		
	Gerwalk Mode: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses Supersonic. Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.				Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.			
	Anti Air CIWS (p.1) Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.				as	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the		
ABILITIES	Valkyrie ((p. 1) , Core Exp	lodes	(p. 1)		phase - do not roll a dice.		
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су					
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo							



MAXIMILIAN JENIUS VF-1A

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Maximilian Jenius 125pt	s 15"-30"	2+	2+	6	5	8	3	8	3+

Maximillian Jenius in a VF-1A Valkyrie is a single model equipped with a Gun Pod, a Laser CIWS, and Titanic Feet. Only one unit with **Maximillian Jenius** may be included in your army.

WEADON		<u> </u>			_	ADULTIES
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .
	in the Mor it is transf Movemen and it lose	Mode: Before the vernent phase, your commed into Gervar characteristic less Supersonic.	ou car valk M becom	n decl ode. I es 15	are ts	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.
	subtract 1 model in t	lit: Your oppone from hit rolls th the Shooting pha	at atta		5	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the
4 D.W. 1717-0	Genius P considere Additiona	ilot : This model d to have the be lly, this model m	enefit o	of Cov		initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.
ABILITIES	armor sav					Valkyrie (p. 1), Core Explodes (p. 1)
FACTION KEYWORDS		2009, U.N. Spa				
KEYWORDS	Titanic, Ve	ehicle, Aircraft, \	/alkyrie	e, Fly,	Spa	ace, Ground, Character, Maximilian Jenius



KEYWORDS

VF-1A VALKYRIE ACE

NAME		M	WS	BS	S	Т	W	Α	Ld	S
VF-1A Ace	105pts	15"-30"	3+	3+	6	5	8	2	8	3+

This unit contains 1 VF-1A Valkyrie Ace. It can include 1 additional VF-1A Valkyrie Ace (**Power rating +5**) or 2 additional VF-1A Valkyrie Aces (**Power rating +10**). Each model is equipped with a Gun Pod, a Laser CIWS, and Titanic Feet.

		•				vith a Gun Pod, a Laser CIWS, and Titanic Feet.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	- 1
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .
	in the Mor it is transf Movemen and it lose Hard to H	Mode: Before the vement phase, ye formed into Gervet characteristic less Supersonic. Hit: Your oppone from hit rolls the	ou car valk Mo becom nt mus	n dec ode. I es 15	are ts ",	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.
	model in t	the Shooting pha				Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the
ADII ITIES	unit, all m another m deployme	Equadron: Wher odels must be woodel from this uent, treat each m	/ithin 6 nit. Aft	of er	this	initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.
ABILITIES FACTION KEYWORDS	separate		0)/			Valkyrie (p. 1), Core Explodes (p. 1)
FACTION RETWORDS		2009, U.N. Spa				One of the second secon

Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character



VF-1D VALKYRIE

NAME		M	WS	BS	S	Т	W	Α	Ld	S	۱
VF-1D	115pts	15"-30"	3+	3+	6	5	8	2	7	3+	

A VF-1D Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.		
Gun Pod	30"	Assault 12	6	-1	1	-		
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.		
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.		
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.		
Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, WARGEAR OPTIONS Micro Missile Cluster, or Missile Cluster.								

Micro Missile Cluster, or Missile Cluster.

charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Battroid Mode: Before this model moves in the

Gerwalk Mode: Before this model moves becomes 9", its Toughness characteristic becomes in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses **Supersonic**.

Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.

Anti Air CIWS (p.1)

ABILITIES Valkyrie (p. 1), Core Explodes (p. 1)

FACTION KEYWORDS Macross, 2009, U.N. Spacy

KEYWORDS Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground

+1 to hit, but may not fire any weapons from its Missile Hardpoints. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its

Airborne: This model cannot charge, can only be

Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic

6, and it loses Aircraft, Supersonic, Airborne, and

Hard to Hit. This model may fire its Gun Pod with a

movement characteristic by 15" until the end of the

phase - do not roll a dice.



HIKARU ICHIJO VF-1D

NAME		M	ws	BS	S	Т	W	Α	Ld	S
Hikaru Ichijo	125pts	15"-30"	3+	2+	6	5	8	3	8	3+

Hikaru Ichijo in a VF-1D Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet. Only one unit with **Hikaru Ichijo** may be included in your army.

one and wan intara long.	·					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .
	in the Mor it is transf Movemen and it lose Hard to H subtract 1	Mode: Before the verned into Gervalt characteristic less Supersonic. Hit: Your oppone from hit rolls the shooting phase	ou car valk M pecom nt mus at atta	n decl ode. I es 15	are ts ",	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.
	Ace Pilot 2D6" in th not declar	e Charge phase ed a Charge.	may move up to phase, even if it has			Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the
ABILITIES		(p. 1), Core Exp		(p. 1)		phase - do not roll a dice.
FACTION KEYWORDS		2009, U.N. Spa	•			
KEYWORDS	Titanic, V	ehicle, Aircraft, \	/alkyrie	e, Fly,	Spa	ace, Ground, Character, Hikaru Ichijo

VF-1J VALKYRIE POWER A Ld NAME М ws BS S T S VF-1J 115pts 15"-30" 8 6 2 3+ 3+ 5 8 3+

A 1 VF-1J Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.			
Gun Pod	30"	Assault 12	6	-1	1	-			
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS		ach model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, licro Missile Cluster, or Missile Cluster.							
	Gerwalk in the Movement and it lose	vement phase, y ormed into Gerv t characteristic l es Supersonic .	nits that hat can is mod you can yalk M pecom	at can ttacke n Fly . del mo n decl ode. I nes 15	ed in oves lare	Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft , Supersonic , Airborne , and Hard to Hit . This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.			
	subtract 1 model in t	lit: Your oppone from hit rolls the he Shooting phace	at atta		S	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the			
ABILITIES	Valkyrie (p. 1) , Core Exp	lodes	(p. 1))	phase - do not roll a dice.			
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су						
KEYWORDS	Titanic, Ve	ehicle, Aircraft, \	/alkyri	e, Fly,	Spa	ace, Ground, Character			



HIKARU ICHIJO VF-1J

NAME		M	WS	BS	S	Т	W	Α	Ld	S
Hikaru Ichijo	135pts	15"-30"	3+	2+	6	5	8	3	8	3+

Hikaru Ichijo in a VF-1J Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet. Only one unit with **Hikaru Ichijo** may be included in your army.

	•	<u> </u>							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.			
Gun Pod	30"	Assault 12	6	-1	1	-			
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,			
						Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .			
	in the Movit is transf Movement and it lose Hard to H subtract 1	Mode: Before the verned into Gervalt characteristic less Supersonic. lit: Your oppone from hit rolls the shooting phase	vou car valk Mo becom nt mus at attac	n decl ode. I es 15	are ts ",	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.			
	Ace Pilot 2D6" in th	CIWS (p.1) : This unit may r e Charge phase red a Charge.			as	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the			
ABILITIES	Valkyrie ((p. 1) , Core Exp	lodes	(p. 1)		phase - do not roll a dice.			
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су						
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo							



MAXIMILIAN JENIUS VF-1J

NAME	М	ws	BS	S	Т	W	Α	Ld	8
Maximilian Jenius 140pts	15"-30"	2+	2+	6	5	8	4	8	3+

Maximillian Jenius in a VF-1J Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet. Only one unit with **Maximillian Jenius** may be included in your army.

Only one unit with Maxim	illian Jeni	us may be inclu	ded in	your	army	<i>y</i> .	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.	
Gun Pod	30"	Assault 12	6	-1	1	-	
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .	
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.	
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.	
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.	
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,	
	can only be Fly, and countries the Fight of the Moving it is transfered Movement	This model car be charged by u can only attack of phase by units the Mode: Before the vement phase, y formed into Gervalt characteristic less Supersonic.	nits tha or be a hat can is mod ou can valk M	at can ttacke n Fly . del mo n decl ode. l	ed in oves lare	Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its	
	Anti Air C	CIWS (p.1)				Missile Hardpoints.	
	considere Additional armor sav		enefit c ay rero	of Cov	/	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the	
ABILITIES		(p. 1) , Core Exp		(p. 1))	phase - do not roll a dice.	
FACTION KEYWORDS	Macross, 2009, U.N. Spacy						
KEYWORDS	Titanic, Ve	ehicle, Aircraft, \	/alkyrie	e, Fly,	Spa	ace, Ground, Character, Maximilian Jenius	



MAX AND MILIA VF-1J

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Maximilian Jenius 140pts	15"-30"	2+	2+	6	5	8	4	8	3+
Milia Fallyna Jenius 140pts	15"-30"	2+	2+	6	5	8	4	8	3+

Max in a VF-1J Valkyrie and Milia in a VF-1J Valkyrie are each equipped with a Gun Pod, two Laser CIWS, and Titanic Feet. Only one unit with **Maximilian Jenius** may be included in your army. Only one unit with **Milia Fallyna** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.			
Gun Pod	30"	Assault 12	6	-1	1	-			
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS		del has 4 Missile sile Cluster, or N				d each hardpoint may take an Anti-Air Missile Cluster,			
	subtract 1	lit: Your oppone from hit rolls the this unit in the S	at atta	ck	ase.	Airborne : Models in this unit cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .			
	Gerwalk Mode: Before this unit moves in the Movement phase, you can declare all models are transformed into Gerwalk Mode. Each Movement characteristic becomes 15", and each loses Supersonic. Anti Air CIWS (p.1)								
ABILITIES	Crack Shot: Models in this unit may reroll any hit roll of 1. Genius Pilot: Models in this unit are always considered to have the benefit of Cover. Additionally, models in this unit may reroll any armor save of 1. Valkyrie (p. 1), Core Explodes (p. 1)				it	Missile Hardpoints. Supersonic: Each time models in this unit move, first pivot them on the spot up to 90° (this does not contribute to how far it has moved), then move the models straight forwards. Note that they cannot pivot again after the initial pivot. When models in this unit advance, increase their movement characteristic by 15" until the end of the phase - do not roll a dice.			
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су						
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Milia Fallyna, Maximilian Jenius								

VF-1S VALKYRIE **POWER** М WS Т **NAME** BS S Ld S VF-1S 130pts 15"-30" 3+ 2+ 6 5 9 3 9 2+

A VF-1S Valkyrie is a single model equipped with a Gun Pod, four Laser CIWS, and Titanic Feet. WEAPON RANGE **TYPE** AP **ABILITIES** Blast. Add 1 to all hit rolls against targets with Fly, Anti-Air Missile Cluster subtract 1 against all other targets. Each of this 36" Heavy D3 7 -2 weapon may only be fired once in a battle. Gun Pod 1 30" Assault 12 6 -1 Laser CIWS 12" Rapid Fire 2 4 0 2 Add 1 to all hit rolls against targets that can Fly. Blast. Each of this weapon may only be fired once Micro Missile Cluster 48" Assault 2D6 -1 1 5 per battle. Blast. Each of this weapon may only be fired once Missile Cluster 60" Rapid Fire D6 6 -1 1 per battle. Blast. Any Wound roll of 6+ deals an additional Mortal Wound to the target. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only Reaction Warhead 48" Heavy 2D6 10 -4 2 fire one Reaction Warhead per turn. Titanic Feet User -2 Make 3 hit rolls for each attack with this weapon. Melee Melee Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, WARGEAR OPTIONS Micro Missile Cluster, Missile Cluster, or Reaction Warhead (Power Rating +2). Airborne: This model cannot charge. can only be charged by units that can Fly, and can only attack or be attacked in Battroid Mode: Before this model moves in the the Fight phase by units that can Fly. Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic Gerwalk Mode: Before this model moves becomes 9", its Toughness characteristic becomes in the Movement phase, you can declare 6, and it loses Aircraft, Supersonic, Airborne, and it is transformed into Gerwalk Mode. Its Hard to Hit. This model may fire its Gun Pod with a Movement characteristic becomes 15". +1 to hit, but may not fire any weapons from its and it loses Supersonic. Missile Hardpoints. Supersonic: Each time this model moves, first pivot Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight model in the Shooting phase. forwards. Note that it cannot pivot again after the Anti Air CIWS (p.1) initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the **ABILITIES** Valkyrie (p. 1), Core Explodes (p. 1) phase - do not roll a dice. FACTION KEYWORDS Macross, 2009, U.N. Spacy **KEYWORDS** Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character



ROY FOCKER VF-1S

NAME		M	WS	BS	S	Т	W	Α	Ld	S
Roy Focker	150pts	15"-30"	2+	2+	6	5	9	4	9	2+

Roy Focker in a VF-1S Valkyrie is a single model equipped with a Gun Pod, four Laser CIWS, and Titanic Feet. Only one unit with **Roy Focker** may be included in your army.

unit with Roy Focker may	be include	ed in your army.							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.			
Gun Pod	30"	Assault 12	6	-1	1	-			
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.			
Reaction Warhead +40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.			
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.			
Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, WARGEAR OPTIONS Micro Missile Cluster, Missile Cluster, or Reaction Warhead (Power Rating +2).									
	moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.				has nt pain el the	Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Big Brother: The first time this model is reduced to 0 wounds and does not explode, roll a D6. On a 4+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" away from enemy models, with 3 wounds remaining.			
	it is transf Movemer	vement phase, y formed into Gerv at characteristic l	valk M	ode.	Its	Skull Leader : Any enemy model within 18" must subtract 1 from their leadership score.			
ABILITIES	and it loses Supersonic . Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. Anti Air CIWS (p.1) Valkyrie (p. 1), Core Explodes (p. 1)					Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its			
FACTION KEYWORDS		,, .		(p. 1)	Missile Hardpoints.			
		2009, U.N. Spa		o FI:	, Cn-	one Cround Character Boy Factor			
KEYWORDS	ritariic, V	enicie, Aircraft, \	/aikyrli	e, rij	, opa	ace, Ground, Character, Roy Focker			



HIKARU ICHIJO VF-1S

NAME		M	WS	BS	S	T	W	Α	Ld	S
Hikaru Ichijo	150pts	15"-30"	2+	2+	6	5	9	4	9	2+

Hikaru Ichijo in a VF-1S Valkyrie is a single model equipped with a Gun Pod, four Laser CIWS, and Titanic Feet. Only one unit with **Hikaru Ichijo** may be included in your army. This unit may not be taken in the same army as **Roy Focker** in a VF-1S Valkyrie.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Air Missile Cluster						Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this				
+5	36"	Heavy D3	7	-2	2	weapon may only be fired once in a battle.				
Gun Pod	30"	Assault 12	6	-1	1	-				
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Reaction Warhead +40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, WARGEAR OPTIONS Micro Missile Cluster, Missile Cluster, or Reaction Warhead (Power Rating +2).										
	forwards. after the in advances characteri	nen move the m Note that it can nitial pivot. Whe , increase its mo stic by 15" until o not roll a dice.	not piven this overnethe	ot ag mod nt	gain lel	Airborne : This model cannot charge, can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .				
		Mode : Before th /ement phase, y				Ace Pilot : This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.				
	it is transf Movemen	ormed into Gerv t characteristic l es Supersonic .	valk M	ode.	Its	Skull Leader : Any enemy model within 18" must subtract 1 from their leadership score.				
	subtract 1 model in t	lit: Your oppone from hit rolls the he Shooting pha	at atta		is	Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft, Supersonic, Airborne, and				
		,		, .		Hard to Hit. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its				
ABILITIES		p. 1) , Core Exp		(p. 1)	Missile Hardpoints.				
FACTION KEYWORDS		2009, U.N. Spa								
KEYWORDS	Titanic, Ve	ehicle, Aircraft, \	/alkyrie	e, Fly	y, Spa	ace, Ground, Character, Hikaru Ichijo				



MAXIMILIAN JENIUS VF-1S

NAME	М	ws	BS	S	Т	W	Α	Ld	S
Maximilian Jenius	15"-30"	2+	2+	6	5	9	4	8	2+

Maximillian Jenius in a VF-1S Valkyrie is a single model equipped with a Gun Pod, four Laser CIWS, and Titanic Feet. Only one unit with **Maximillian Jenius** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Air Missile Cluster	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.				
Gun Pod	30"	Assault 12	6	-1	1	-				
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.				
Reaction Warhead +40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.				
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Margear Options Micro Missile Cluster, Missile Cluster, or Reaction Warhead (Power Rating +2).									
	characteristic by 15" until the end of the phase - do not roll a dice. Gerwalk Mode : Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its					Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.				
ABILITIES	subtract 1 model in t	lit: Your oppone from hit rolls the Shooting phace (p.1) Telepool (p.1) Telepool (p.1)	at atta	ck th		Battroid Mode : Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses Aircraft , Supersonic , Airborne , and Hard to Hit . This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.				
FACTION KEYWORDS		2009, U.N. Spa		ΛI-··	/					
KEYWORDS		•		e, Fl	, Spa	ace, Ground, Character, Maximilian Jenius				
	manie, venice, Airerait, vaikyne, i iy, opace, Ordini, Onaracier, iviaximilian senius									

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FAST PACK

This equipment pack may be taken for any VF-1A, VF-1D, VF-1J, or VF-1S **Valkyrie** model, which gains the following additional weapons: 2 Micro Missile Pods, and 1 Missile Hardpoint. The Missile Hardpoint is equipped with a Micro Missile Cluster.

+65pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Micro Missile Pod	48"	Assault 2D6	5	-1	1	Blast.					
Micro Missile Cluster	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.					
Twin Particle Beam Cannon +20	48"	Assault 2	9	-3	D6	-					
If this equipment is being taken for a VF-1S model, then one Micro Missile Pod may be replaced with a Twin Particle Beam Cannon (Power Rating +1).											
	Equipmen	Equipment Pack: No model may have more than one Equipment Pack equipped.									
	speed of t		eased	by 6	-	used in Space . When equipped, the maximum d advance movements are increased by 6". This					
ABILITIES	Boost Pack : This model may move 2D6" in the Charge Phase, even if it did not declare a charge. If this model already had a similar ability, then it may move 3D6" instead.										
FACTION KEYWORDS	Macross, 2009, U.N. Spacy, Equipment Pack										

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POWER

ARMORED PACK

This equipment pack may be taken for any VF-1J **Valkyrie** model, which gains the following additional weapons: two Armor Penetrators, and 4 Micro Missile Clusters.

+65pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Penetrator	24"	Assault 2	7	-3	2	-
Micro Missile Cluster	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.

Equipment Pack: No model may have more than one Equipment Pack equipped.

Armored Pack: When equipped to a VF-1J Valkyrie model, the maximum speed of the model is decreased by 2", the Toughness is improved by 2 (e.g. T6 becomes T8, etc) and the Armor Save is improved by 1 (eg. 3+ becomes a 2+, etc). Models equipped with an Armored Pack start the game and must remain in **Battroid Mode**, but gain **Fly** in **Battroid Mode**. At any time, the Armored Pack may be ejected, returning all statistics to their printed value and losing any weapons still remaining on the Armored Pack. In addition, after ejecting the Armored Pack, the model regains 3 lost wounds, not to exceed the starting value, and the **Battroid Mode** restriction is lifted.

ABILITIES

FACTION KEYWORDS Macross, 2009, U.N. Spacy, Equipment Pack