## **ZENTRAEDI 2009 ARMY LIST**

This section contains all the datasheets that you will need in order to fight battles with your Zentraedi 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 Zentraedi units - these are described below and referenced on the datasheets.

#### **KEYWORDS**

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **Macross**, **2009**, **Zentraedi**, **Ground**, and **Space**. **Macross** defines the universe that these suits fall into, **2009** as the year the unit was deployed, and **Zentraedi** as the Zentraedi faction that the unit belongs to. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

#### **ABILITIES**

The following abilities are common to several Zentraedi 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.

#### Regult

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 has Objective Secured, and counts as 5 models when comparing to **Infantry** units with the same rule. In a detachment where all units share this keyword, you may substitute an Elite unit for an HQ unit.

#### **Battlesuit**

This model can Fall Back in the movement phase and still shoot and/or charge 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.

#### **STRATAGEMS**

If your army is Battle-forged and includes any **ZENTRAEDI** Detachments, you have access to the Stratagem shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the Zentraedi on the battlefield.

#### 2 CP LIMITLESS RESERVES

Zentraedi Stratagem
Zentraedi forces drown the enemy under sheer weight
of numbers, wearing them down with endless
mechanized assaults.

Use this Stratagem at the end of your Movement phase. Select a ZENTRAEDI REGULT or ZENTRAEDI GNERL unit from your army (excluding CHARACTERS) that was destroyed earlier in the battle. Set up this unit wholly within your deployment zone, within 6" of the edge of the battlefield and more than 9" from any enemy models.



#### **GLAUG**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Glaug	9"	3+	2+	7	7	12	3	8	3+

A Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Flectron Beam Gun, two

Heavy Impact Cannons,			ersonne	ei Las	er C	annons, a Long Range Electron Beam Gun, two				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-				
Heavy Impact Cannon		When firing this weapon, choose one or both of the profiles below. If you choose to fire both profiles, subtract 1 from all hit rolls with this weapon.								
Large Bore	36"	Heavy 1	8	-2	D3					
Small Bore	24"	Heavy 3	5	-1	1	-				
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	This mode	l may take an	Atmosp	heric	Воо	ster (Power Rating +2).				
	equipped vits Move so	eric Booster: I vith an Atmosp core changes t and Aircraft.	oheric b	ooste		Supersonic*: When equipped with an Atmospheric Booster, 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 20" until the end of the phase - do not roll a dice.				

Airborne\*: When equipped with an Atmospheric Booster, this model cannot can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.

Hard to Hit\*: When equipped with an Atmospheric Booster, your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.

Eject Booster\*: At any time during the game, a model equipped with an Atmospheric Booster may charge, can only be charged by units that eject the Atmospheric Booster, returning all stats and abilities to their printed values for the rest of the game. Due to the likelihood of the ensuing detonation, the model is considered to have the benefit of cover until the end of that Phase.

Battlesuit (p. 1)

Core Explodes (p. 1)

FACTION KEYWORDS Macross, 2009, Zentraedi

**ABILITIES** 

**KEYWORDS** Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character



## KAMJIN KRAVSHERA

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Kamjin Kravshera	9"	2+	2+	7	7	12	3	9	3+

Kamjin Kravshera in a Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Electron Beam Gun, two Heavy Impact Cannons, and Titanic Feet. Only one model with **Kamjin Kravshera** may be included in your army.

your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-			
Heavy Impact Cannon		g this weapon, ubtract 1 from a				oth of the profiles below. If you choose to fire both is weapon.			
Large Bore	36"	Heavy 1	8	-2	D3				
Small Bore	24"	Heavy 3	5	-1	1	-			
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-			
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This mode	el may take an <i>i</i>	Atmosp	heri	с Вос	oster (Power Rating +2).			
	equipped vits Move s gains Fly a  Airborne* Atmosphe charge, ca can Fly, a	and <b>Aircraft</b> . : When equipperic Booster, this	oheric b o 15"-3 ed with s mode ged by ack or l	oost 30", a an I can units	er, and it anot s that	fails a morale test during the Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).  Supersonic*: When equipped with an Atmospheric Booster, 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 20" until the end of the phase - do not roll a dice.			
ABILITIES	Atmosphe must subtraction this model Battlesuit	it*: When equipric Booster, you ract 1 from hit rin the Shooting (p. 1)	ur oppo	nent it atta		Eject Booster*: At any time during the game, a model equipped with an Atmospheric Booster may eject the Atmospheric Booster, returning all stats and abilities to their printed values for the rest of the game. Due to the likelihood of the ensuing detonation, the model is considered to have the benefit of cover until the end of that Phase.			
FACTION KEYWORDS		Macross, 2009, Zentraedi							
KEYWORDS				g, Sp	ace,	Ground, Character, Kamjin Kravshera			
<u> </u>									



## **MORUK LAPLAMIZ**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Moruk Laplamiz	9"	2+	3+	7	7	12	3	8	3+

Moruk Laplamiz in a Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Electron Beam Gun, two Heavy Impact Cannons, and Titanic Feet. Only one model with **Moruk Laplamiz** may be included in your army.

your army.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-					
Heavy Impact Cannon		g this weapon, ubtract 1 from a				oth of the profiles below. If you choose to fire both is weapon.					
Large Bore	36"	Heavy 1	8	-2	D3						
Small Bore	24"	Heavy 3	5	-1	1	-					
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-					
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.					
WARGEAR OPTIONS	This mode	el may take an <i>i</i>	Atmosp	heri	c Boo	oster (Power Rating +2).					
	2D6" in the not declar  Atmosphe equipped its Move s	This unit may e Charge phase ed a Charge.  eric Booster: I with an Atmosp core changes than dircraft.	e, even f a mod bheric b	if it lided	er,	Booster, 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 20" until the end of the phase - do not roll a dice.					
	Atmosphe charge, ca can Fly, a attacked in can Fly.  Hard to H	: When equipporic Booster, this in only be charged and can only attention the Fight phase it*: When equip	s mode ged by ack or l se by u	I can units be inits	s that that n	and abilities to their printed values for the rest of the game. Due to the likelihood of the ensuing detonation, the model is considered to have the benefit of cover until the end of that Phase.					
ABILITIES	must subt	ric Booster, you act 1 from hit r in the Shooting	olls tha	ıt atta		Battlesuit (p. 1)  Core Explodes (p. 1)					
FACTION KEYWORDS		nis model in the Shooting phase.   Core Explodes (p. 1)  Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	•	•	-			Ground, Character, Moruk Laplamiz					
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## **GNERL SQUADRON**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Gnerl Fighter Pod	15"-30"	6+	4+	5	5	5	1	7	4+

A Gnerl Squadron unit contains 3 Gnerl Fighter Pods. It can include up to 3 additional Gnerl Fighter Pods (**Power rating** +3 each). Each model is equipped with a Missile Pod and a Triple Barrel Beam Gun.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.				
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-				
	subtract 1	<b>lit</b> : Your opponer from hit rolls that the Shooting pha	at atta		s					
	moves, find (this does moved), to	nic: Each time the rest pivot it on the senot contribute to hen move the me Note that it cann	spot how odels	up to / far it straigh	has ıt	s or be attacked in the Fight phase by units that can <b>Fly</b> .				
	after the i	nitial pivot. Whe s, increase its mo istic by 20" until	n this	mode ent	el	<b>Gnerl Squadron:</b> All models in this unit must remain within 4" of any other model in this unit.				
ABILITIES	phase - d	o not roll a dice.				Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, V	ehicle, Fly, Spac	e, Air	craft, (	Gnei	1				



## **GNERL ACE**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Gnerl Ace	15"-30"	5+	3+	5	5	5	1	8	4+

A Gnerl Ace is a single model equipped with a Missile Pod and a Triple Barrel Beam Gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-
	moves, fi	<b>nic</b> : Each time the rst pivot it on the s not contribute to	spot	up to		<b>Hard to Hit</b> : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.
ABILITIES	moved), to forwards. after the advances character	hen move the mo Note that it cann nitial pivot. When s, increase its mo istic by 20" until to o not roll a dice.	odel s not pi n this veme	straigh vot ag s mode ent	nt ain el	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.  Core Explodes (p. 1)
FACTION KEYWORDS	Macross,	2009, Zentraedi				
KEYWORDS	Titanic, V	ehicle, Fly, Space	e, Air	craft,	Gne	l, Character



### **NOUSJADEUL-GER**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Nousjadeul-Ger	9"	3+	3+	6	6	9	2	8	3+

A Nousjadeul-Ger unit consists of a single Nousjadeul-Ger model. It may include one additional Nousjadeul-Ger model (**Power Rating +7**), or 2 additional Nousjadeul-Ger models (**Power Rating +14**). Each Nousjadeul-Ger model is equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
	0.4"	District ODO	-	4	4	When targeting units with 5 or more models, change		
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	this weapon's type to Pistol 2D6.		
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	_		
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
		<b>Squad:</b> When odels must be		_	his	Battlesuit (p. 1)		
ABILITIES	another m	odel from this	unit.			Core Explodes (p. 1)		
FACTION KEYWORDS	Macross, 2	2009, Zentraed	ik					
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground						



### **NOUSJADEUL-GER ACE**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Nousjadeul-Ger Ace	9"	3+	2+	6	6	9	3	8	3+

A Nousjadeul-Ger Ace is a single model equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.		
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-		
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
ABILITIES	Battlesuit	(p. 1)				Core Explodes (p. 1)		
FACTION KEYWORDS	Macross, 2009, Zentraedi							
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character							



## KAMJIN KRAVSHERA

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Kamjin Kravshera	9"	2+	2+	6	6	9	3	9	3+

Kamjin Kravshera in a Nousjadeul-Ger is a single model equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet. Only one model with **Kamjin Kravshera** may be included in your army.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.		
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-		
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
ABILITIES	Bad Boss: The first time an allied  Zentraedi unit fails a morale test during the Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).  Battlesuit (p. 1)  Core Explodes (p. 1)							
FACTION KEYWORDS	Macross, 2009, Zentraedi							
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character, Kamjin Kravshera							



## QUEADLUUN-RAU

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Queadluun-Rau	14"	3+	3+	6	6	9	2	8	3+

A Queadluun-Rau unit consists of a single Queadluun-Rau model. It may include one additional Queadluun-Rau model (**Power Rating +9**), or 2 additional Queadluun-Rau models (**Power Rating +18**). Each Queadluun-Rau model is equipped with a Fire Linked Impact Cannon, four Super Micro Missile Pods, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-		
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.		
ABILITIES	Battlesuit Squad: When deploying this unit, all models must be within 6" of another model from this unit.					Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.  Battlesuit (p. 1); Core Explodes (p. 1)		
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi							
KEYWORDS	Titanic, Ve	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground						



## QUEADLUUN-RAU ACE

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Queadluun-Rau Ace	14"	2+	3+	6	6	9	3	8	3+

A Queadluun-Rau Ace is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Pods, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns.

RANGE	TYPE	S	AP	D	ABILITIES		
30"	Heavy 2D3	6	-2	2	-		
18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.		
Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.		
<b>Battlesuit Squad:</b> When deploying this unit, all models must be within 6" of another model from this unit.					Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.  Battlesuit (p. 1); Core Explodes (p. 1)		
Macross, 2009, Zentraedi, Meltrandi							
Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character							
	30"  18" Melee  24"  Battlesuit unit, all mo another mo Macross, 2	30" Heavy 2D3  18" Assault D3  Melee Melee  24" Pistol D3  Battlesuit Squad: When unit, all models must be another model from this Macross, 2009, Zentraed	30" Heavy 2D3 6  18" Assault D3 5  Melee Melee User  24" Pistol D3 5  Battlesuit Squad: When deploy unit, all models must be within 6 another model from this unit.  Macross, 2009, Zentraedi, Meltr	18" Assault D3 5 -1  Melee Melee User -2  24" Pistol D3 5 -1  Battlesuit Squad: When deploying tunit, all models must be within 6" of another model from this unit.  Macross, 2009, Zentraedi, Meltrandi	18" Assault D3 5 -1 1  Melee Melee User -2 D3  24" Pistol D3 5 -1 1  Battlesuit Squad: When deploying this unit, all models must be within 6" of another model from this unit.  Macross, 2009, Zentraedi, Meltrandi		



## MILIA FALLYNA

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Milia Fallyna	14"	2+	2+	6	6	9	4	8	3+

Milia Fallyna in a Queadluun-Rau is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Pods, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. Only one model with **Milia Fallyna** may be included in your army.

your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-			
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.			
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.			
	Crack Sho	ot: This model	may re	roll a	ny	Hard to Hit: Your opponent must subtract 1 from hit			
	same army	: If this model / as Maximillia	n Jeniu	ıs in a	а	rolls that attack this model in the Shooting phase.			
	Queadluun-Rau and is within 6" of him, then she also gains his <b>Genius Pilot</b>					Battlesuit (p. 1)			
ABILITIES	ability.					Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2	Macross, 2009, Zentraedi, Meltrandi							
KEYWORDS	Titanic, Ve	ītanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Milia Fallyna							



## **MAXIMILIAN JENIUS**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Maximilian Jenius	14"	2+	2+	6	6	9	4	8	3+

Maximilian Jenius in a Queadluun-Rau is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Pods, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. Only one model with **Maximilian Jenius** may be included in your army. This model must be taken in the same detachment as **Milia Fallyna** in a Queadluun-Rau, and said detachment must only include other **Meltrandi** units.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-		
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.		
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.		
	considered	<b>lot</b> : This mode d to have the b y, this model n e of 1.	enefit o	f Co				
		e: If this model y as Milia Fally			he	<b>Hard to Hit</b> : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.		
		n-Rau and is w so gains her <b>C</b>			er,	Battlesuit (p. 1)		
ABILITIES	ability.					Core Explodes (p. 1)		
FACTION KEYWORDS	Macross, 2009, Meltrandi							
KEYWORDS	Titanic, Ve	Fitanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Maximilian Jenius						



## **MORUK LAPLAMIZ**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Moruk Laplamiz	14"	3+	2+	6	6	9	3	9	3+

Moruk Laplamiz in a Queadluun-Rau is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Pods, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. Only one model with **Moruk Laplamiz** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-				
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.				
ABILITIES	2D6" in the	This unit may e Charge phase ed a Charge.		•	nas	Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.  Battlesuit (p. 1); Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2	Macross, 2009, Zentraedi, Meltrandi								
KEYWORDS	Titanic, Ve	itanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Moruk Laplamiz								



## REGULT SQUAD

NAME	M	WS	BS	S	Т	W	Α	Ld	S
Regult Battle Pod	12"	4+	4+	6	5	4	1	7	4+
Regult Heavy	12"	4+	4+	6	5	4	1	7	4+

This unit contains 2 Regult Battle Pods. It can include up to 2 additional Regult Battle Pods (**Power rating +7**). It may also include a single Regult Heavy (**Power rating +5**). Each Regult Battle Pod is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Laser CIWS, and Titanic Feet. Each Regult Heavy is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Light Missile Pod, and Titanic Feet.

Electron Beam Sans, a E	19111 111100110	i ou, and intain	10 1 000			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Electron Beam Guns	30"	Rapid Fire 2	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Heavy Missile Pod	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .
Light Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
WARGEAR OPTIONS		Heavy may repl ectron Beam Gเ				sile Pod with a Heavy Missile Pod or two Long ng +1).
	designed than anti	CIWS: The Zent more for anti m enemy. Whenev with a Laser CI	issile d ⁄er a m	lefen: lodel	se	<b>Regult Leap:</b> Any <b>Regult</b> model that Advances as part of their movement may choose to take the <b>Fly</b> keyword until the beginning of their next movement phase.
ADULTIFO	wound fro Rocket, B its name,	m a weapon wi azooka, or Grei roll a dice. On	th Miss nade a	sile, s par	t of	Regult Squad: When deploying this unit, all models must be within 6" of another model from this unit.
ABILITIES	lose that v					Regult (p. 1), Core Explodes (p. 1)
FACTION KEYWORDS	· · · · · · · · · · · · · · · · · · ·	2009, Zentraed				
KEYWORDS	Titanic, Ve	ehicle, Regult, S	Space,	Grou	ınd	



## **REGULT HEAVY SQUAD**

NAME	M	WS	BS	S	Т	W	Α	Ld	S
Regult Heavy	12"	4+	4+	6	5	4	1	7	4+

This unit contains 1 Regult Heavy. It can include up to 2 additional Regult Heavies (**Power rating +5 each**). Each Regult Heavy is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Light Missile Pod, and Titanic Feet.

	- ,				,
RANGE	TYPE	S	AP	D	ABILITIES
24"	Rapid Fire 2	4	0	1	-
30"	Rapid Fire 2	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
48"	Heavy 1	9	-4	D6	-
Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
, ,		•		•	Missile Pod with a Heavy Missile Pod or two Long ng +1).
Advances choose to	as part of their take the <b>Fly</b> ke	mover yword	nent until	may the	
			nt pn	ase.	Regult (p. 1), Core Explodes (p. 1)
Macross,	2009, Zentraed	i			
Titanic, Ve	hicle, Regult, S	Space,	Grou	ınd	
	24" 30" 48" 48" 48" Melee Any Regult Le Advances choose to beginning Macross, 2	24" Rapid Fire 2  30" Rapid Fire 2  48" Heavy 2D3  48" Assault 2D3  48" Heavy 1  Melee Melee  Any Regult Heavy may re Range Electron Beam Go  Regult Leap: Any Regul Advances as part of their choose to take the Fly ke beginning of their next med Macross, 2009, Zentraed	RANGE TYPE S  24" Rapid Fire 2 4  30" Rapid Fire 2 6  48" Heavy 2D3 8  48" Assault 2D3 5  48" Heavy 1 9  Melee Melee User  Any Regult Heavy may replace Range Electron Beam Guns (Pc  Regult Leap: Any Regult mode Advances as part of their mover choose to take the Fly keyword beginning of their next movemer Macross, 2009, Zentraedi	RANGE TYPE S AP  24" Rapid Fire 2 4 0  30" Rapid Fire 2 6 -1  48" Heavy 2D3 8 -2  48" Assault 2D3 5 -1  48" Heavy 1 9 -4  Melee Melee User -2  Any Regult Heavy may replace it's Li Range Electron Beam Guns (Power  Regult Leap: Any Regult model tha Advances as part of their movement choose to take the Fly keyword until beginning of their next movement ph  Macross, 2009, Zentraedi	RANGE TYPE S AP D  24" Rapid Fire 2 4 0 1  30" Rapid Fire 2 6 -1 1  48" Heavy 2D3 8 -2 2  48" Assault 2D3 5 -1 1  48" Heavy 1 9 -4 D6  Melee Melee User -2 D3  Any Regult Heavy may replace it's Light N Range Electron Beam Guns (Power Ration Regult Leap: Any Regult model that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase.



## REGULT TACTICAL SCOUT

NAME	M	ws	BS	S	T	W	Α	Ld	S
Regult Tactical Scout	12"	4+	4+	6	5	4	2	8	4+

A Regult Tactical Scout is	a single mode	el equipped	with Tit	anic	Feet.				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
ABILITIES	from Reserve 12" of this un the benefit of against attac ZENTRAEDI when the atta	es may not it. Enemy cover to th ks made by units withir	be set u units do neir savii / friendly n 6" of th	p with not on ng th	hin gain rows	Regult Leap: Any Regult model that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase.  Regult (p. 1), Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, Zentraedi								
KEYWORDS	Titanic, Vehicle, Regult, Space, Ground, Character								

### **REGULT ACE**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Regult Ace	12"	3+	3+	6	5	6	2	8	4+

A Regult Ace is a single model equipped with an Anti-Personnel Gun, Electron Beam Guns, a Laser CIWS, and Titanic Feet.

i eet.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Electron Beam Guns	30"	Rapid Fire 2	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
	designed than anti e equipped wound fro Rocket, B	clws: The Zent more for anti m enemy. Whenev with a Laser Cl m a weapon wi azooka, or Gre roll a dice. On	issile d ver a m WS los th Miss nade a	lefen: lodel ses a sile, s par	se t of	<b>Regult Leap:</b> Any <b>Regult</b> model that Advances as part of their movement may choose to take the <b>Fly</b> keyword until the beginning of their next movement phase.
	lose that v	vound.				Regult Leader: Friendly Regult units can use this

**ABILITIES** Regult (p. 1), Core Explodes (p. 1)

FACTION KEYWORDS Macross, 2009, Zentraedi

**KEYWORDS** Titanic, Vehicle, Regult, Space, Ground, Character

model's Leadership instead of their own while they

are within 6" of it.



## **SOLDIER SQUAD**

NAME	M	ws	BS	S	Т	W	Α	Ld	S
Soldier	8"	4+	4+	5	4	2	2	7	4+
Sargeant	8"	4+	4+	5	4	2	2	8	4+

This unit contains 4 Soldiers and 1 Sargeant. It can include up to 5 additional Soldiers (**Power rating +5**). Each Soldier is equipped with a Zentraedi Infantry Rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Zentraedi Infantry Rifle	24"	Assault 2	4	-1	1	-
ABILITIES	•	<b>Secured</b> : This to <b>Infantry</b> un			•	ective Secured, and counts as 5 models when erule.
FACTION KEYWORDS	Macross, 2	2009, Zentraed	i			
KEYWORDS	Monster, Ir	nfantry, Space,	Grour	nd	•	



## ARMORED SOLDIER SQUAD

NAME	М	ws	BS	S	Т	W	Α	Ld	S
Armored Soldier	7"	4+	4+	5	5	2	2	7	3+

This unit contains 5 Armored Soldiers. It can include up to 5 additional Armored Soldiers (**Power rating +9**). Each Armored Soldier is equipped with a Zentraedi Infantry Rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Zentraedi Infantry Rifle	24"	Assault 2	4	-1	1	-
FACTION KEYWORDS	<b>S</b> Macross, 2009, Zentraedi					
KEYWORDS	Monster, Infantry, Space, Ground					



**Z** POWER

## COMMANDER

NAME	М	WS	BS	S	Т	W	Α	Ld	S
Commander	8"	4+	4+	5	5	4	4	8	3+

A Commander unit is a single model armed with a Zentraedi Infantry Rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Zentraedi Infantry Rifle	24"	Assault 2	4	-1	1	-
FACTION KEYWORDS	Macross, 2009, Zentraedi					
KEYWORDS	Monster, Infantry, Space, Ground, Character					

## ZENTRAEDI POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

**CHARACTERS** 

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Commander	1	35
Glaug	1	110
Gnerl Ace	1	40
Nousjadeul-Ger Ace	1	85
Queadluun-Rau Ace	1	100
Regult Ace	1	50

UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Kamjin Kravshera, Glaug	1	130
Moruk Laplamiz, Glaug	1	115
Kamjin Kravshera, Nousjadeul-Ger	1	105
Milia Fallyna, Queadluun-Rau	1	115
Maximilian Jenius, Queadluun-Rau	1	115
Moruk Laplamiz, Queadluun-Rau	Ī	105

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Regult Squad - Regult Missile Carrier	2-4 0-1	30 30
Soldier Squad	5-10	20

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Gnerl	3-6	30

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Regult Missile Squad	1-3	30

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Nousjadeul-Ger	1-3	75
Queadluun-Rau	1-3	90
Regult Tactical Scout	1	90
Armored Soldier Squad	5-10	30

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Anti-Personnel Gun	0
Anti-Personnel Laser Cannon	0
Electron Beam Guns	30
Fire Linked Impact Cannon	30
Heavy Impact Cannon	40
Heavy Missile Pod	40
Large Bore Liquid Plasma Cannon	25
Laser CIWS	5
Laser Submachine Gun	20
Light Missile Pod	25
Long Range Electron Beam Gun	25
Missile Pod	20
Rapid Fire Impact Cannon	25
Super Micro Missile Pod	10
Triple Barreled Anti Air Laser Gun	10
Triple Barrel Beam Gun	15
Zentraedi Infantry Rifle	5

MELEE WEAPONS				
WEAPON	POINTS PER WEAPON			
Titanic Feet	0			

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Atmospheric Booster	40		

# **ZENTRAEDI WARGEAR**

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-
Electron Beam Guns	30"	Rapid Fire 2	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 4.
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-
Heavy Impact Cannon	When firing weapon.	this weapon, choos	se one	or mor	e profiles	below. If firing more than one, subtract 1 from all Hit rolls for this
Large Bore	36"	Heavy 1	8	-2	D3	
Small Bore	24"	Heavy 3	5	-1	1	-
Heavy Missile Pod	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.
Light Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-
Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.
Triple Barreled Anti Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can <b>Fly</b> . Subtract 1 from hit rolls against all other targets.
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-
Zentraedi Infantry Rifle	24"	Assault 2	4	-1	1	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Atmospheric Booster	If a model is equipped with an Atmospheric booster, its Move score changes to 15"-30", and it gains <b>Fly</b> and <b>Aircraft</b> .