

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.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **Macross**, **2009**, **U.N. Spacy**, **Ground**, and **Space**. **Macross** defines the universe that these suits fall into, **2009** as the year the unit was deployed, and **U.N. Spacy** as the U.N. Spacy 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 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 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.

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. VF-1A models in Battroid Mode have Objective Secured, and count as 5 models when comparing to **Infantry** units with the same rule. This model's base mode is also known as **Fighter Mode**.

Missile Hardpoint




Some units have one or more Missile Hardpoints. Weapons attached to these hardpoints may only be fired once per battle.

Units with Missile Hardpoints may select any entry from the following list for each Missile Hardpoint:

Anti-Air Missile Pod
Micro Missile Pod
Missile Pod

Characters with Missile Hardpoints may select any entry from the following list for each Missile Hardpoint:

Anti-Air Missile Pod
Micro Missile Pod
Missile Pod
Reaction Warhead (add an extra **+1 PL** for each taken)

VALKYRIE SQUADRON DETACHMENT			
		<div> HQ 1-3</div>	<div>Restrictions: All units must be from the same faction and contain the Valkyrie keyword. Minimum 3 models, maximum 6 models.</div> <div>Command Benefits: +1 Command Point.</div>
<div> Troops 1-3</div>	<div> Elites 0-2</div>		



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POWER

ADR-04-MK X DEFENDER

NAME	M	WS	BS	S	T	W	A	Ld	S	
ADR-04-MK X	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 +10). 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 6		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 12.			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	Any model in this unit may take extended magazines (Power Rating +1 per model).									
	Anti-Air Targeter: When targeting models with Fly , add 1 to all hit rolls.					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	Extended Magazines: A model with Extended Magazines may fire twice if it did not move in the previous movement phase, including when firing Overwatch.					Destroid (p. 1), Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground									



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POWER

SDR-04-MK VII PHALANX

NAME	M	WS	BS	S	T	W	A	Ld	S	
SDR-04-MK VII	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 +12). Each model is equipped with two Multi-Missile Launchers and Titanic Feet.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Multi-Missile Launcher	48"	Heavy 2D3		8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
ABILITIES	Laser Searchlight: Once per turn in the shooting phase, this model may select a visible enemy unit. For the rest of the phase, this model may ignore any penalties to hit that unit.						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.			
							Destroid (p. 1), Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground									



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POWER

HWR-00-MK II MONSTER

NAME	M	WS	BS	S	T	W	A	Ld	S	REMAINING W	M	WS	BS
HWR-00-Mk II	*	*	*	10	9	35	4	9	2+	30-35+	12"	5+	2+
A HWR-00-Mk II Monster is a single model equipped with 2 3-Barreled Missile Launchers, 4 40cm Cannons, and a Titanic Stride.										16-22	6"	5+	3+
										9-15	4"	6+	4+
										1-8	2"	6+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
3-Barreled Missile Launcher	240"		Heavy 6		7	-2	2	This weapon may target units not visible to the bearer.					
40cm Cannon	240"		Heavy 4		9	-3	D6	This weapon may target units not visible to the bearer.					
Titanic Stride	Melee		Melee		User	-3	3	Make 3 hit rolls for each attack with this weapon.					
Titanic Destroid: A HWR-00-Mk II Monster can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a HWR-00-Mk II Monster Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A HWR-00-Mk II Monster can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC . In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a HWR-00-Mk II Monster can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a HWR-00-Mk II Monster only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.													
Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.													
ABILITIES													
FACTION KEYWORDS Macross, 2009, U.N. Spacy													
KEYWORDS Titanic, Vehicle, Destroid, Space, Ground													



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POWER

MBR-04-MK IV TOMAHAWK

NAME	M	WS	BS	S	T	W	A	Ld	S	
MBR-04-MK IV	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 +13) or 2 additional MBR-04-MK IV Tomahawks (Power rating +26). 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.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Anti-Air Missile Pod	36"	Heavy D3		7	-2	2	Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets.			
Gun Cluster	When firing this weapon, choose one or more profiles below. If firing more than one, subtract 1 from all Hit rolls for this weapon.									
--- 180mm Grenade Launcher	30"	Heavy 1		8	-3	D3	-			
--- Flamethrower	8"	Assault D6		5	-1	1	This weapon automatically hits it's target.			
--- Laser Gun	24"	Rapid Fire 2		3	0	1	-			
--- Machine Gun	24"	Rapid Fire 2		4	0	1	-			
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.			
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 .			
	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.					Searchlight: Once per turn in the shooting phase, this model may select a visible enemy unit. For the rest of the phase, this model may reduce any penalties to hit that unit by 1.				
						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	Destroid (p. 1), Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground									



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POWER

MAXIMILIAN JENIUS

MBR-04-MK IV

NAME	M	WS	BS	S	T	W	A	Ld	S	
Maximilian Jenius	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 model with Maximilian Jenius may be taken for your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Anti-Air Missile Pod	36"	Heavy D3		7	-2	2	Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets.			
Gun Cluster	When firing this weapon, choose one or more profiles below. If firing more than one, subtract 1 from all Hit rolls for this weapon.									
--- 180mm Grenade Launcher	30"	Heavy 1		8	-3	D3	-			
--- Flamethrower	8"	Assault D6		5	-1	1	This weapon automatically hits it's target.			
--- Laser Gun	24"	Rapid Fire 2		3	0	1	-			
--- Machine Gun	24"	Rapid Fire 2		4	0	1	-			
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.			
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 .			
ABILITIES							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.			
							Searchlight: Once per turn in the shooting phase, this model may select a visible enemy unit. For the rest of the phase, this model may reduce any penalties to hit that unit by 1.			
							Flying Tank: Through creative application of heavy cannons, this model may Fly .			
							Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.			
FACTION KEYWORDS							Macross, 2009, U.N. Spacy			
KEYWORDS							Titanic, Vehicle, Destroid, Space, Ground, Fly, Character, Maximilian Jenius			



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POWER

MBR-07-MK II SPARTAN

NAME	M	WS	BS	S	T	W	A	Ld	S	
MBR-07-MK II	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 +8) or 2 additional MBR-07-MK II Spartans (Power rating +16). Each model is equipped with a Gun Cluster, two Laser CIWS, two Missile Pods, two Spartan Close Combat Weapons, and Titanic Feet.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Cluster	When firing this weapon, choose one or more profiles below. If firing more than one, subtract 1 from all Hit rolls for this weapon.									
--- 180mm Grenade Launcher	30”	Heavy 1		8	-3	D3	-			
--- Flamethrower	8”	Assault D6		5	-1	1	This weapon automatically hits it's target.			
--- Laser Gun	24”	Rapid Fire 2		3	0	1	-			
--- Machine Gun	24”	Rapid Fire 2		4	0	1	-			
Heavy Club	Melee	Melee		Sx2	-4	D6	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 D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.			
Spartan Combat Weapon	Melee	Melee		Sx2	-3	D6	Subtract 1 from all Hit rolls made for this weapon. If attacking with two of this weapon, you may make an additional attack with this weapon.			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	Any model in this unit may take a Heavy Club (Power Rating +1 per model).									
ABILITIES	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.						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.			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground									



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POWER

HIKARU ICHIJO

MBR-07-MK II

NAME	M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	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, two Spartan Close Combat Weapons, and Titanic Feet. Only one model with Hikaru Ichijo may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Cluster	When firing this weapon, choose one or more profiles below. If firing more than one, subtract 1 from all Hit rolls for this weapon.									
--- 180mm Grenade Launcher	30"	Heavy 1		8	-3	D3	-			
--- Flamethrower	8"	Assault D6		5	-1	1	This weapon automatically hits it's target.			
--- Laser Gun	24"	Rapid Fire 2		3	0	1	-			
--- Machine Gun	24"	Rapid Fire 2		4	0	1	-			
Heavy Club	Melee	Melee		Sx2	-4	D6	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 D3		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.			
Spartan Combat Weapon	Melee	Melee		Sx2	-3	D6	Subtract 1 from all Hit rolls made for this weapon. If attacking with two of this weapon, you may make an additional attack with this weapon.			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model may take a Heavy Club (Power Rating +1 per model).									
ABILITIES	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.						Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. Destroid (p. 1) Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground, Character, Hikaru Ichijo									



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POWER

QF-3000E GHOST

NAME	M	WS	BS	S	T	W	A	Ld	S	
QF-3000E	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 +4) or 2 additional QF-3000E Ghosts (Power rating +8). Each model is equipped with a Gun Pod and a Missile Pod.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
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.			
							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 .			
							Drone Squadron: 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.										
No Pilot: When this model advances, increase its movement characteristic by 15 until the end of the phase - do not roll a dice.										
ABILITIES							Core Explodes (p. 1)			
FACTION KEYWORDS		Macross, 2009, U.N. Spacy								
KEYWORDS		Titanic, Vehicle, Valkyrie, Fly, Space, Ground								



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POWER

SF-3A LANCER II

NAME	M	WS	BS	S	T	W	A	Ld	S	
SF-3A	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 two Reaction Warheads and a Twin Particle Beam Cannon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
						Any Wound roll of 6+ deals an additional Mortal Wound to the target. When targeting a unit with more than 1 model, change the type to Heavy XD3, where X is the number of models in that unit. This weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.				
Reaction Warhead	48"	Heavy 2D3	10	-4	2D3					
Twin Particle Beam Cannon	48"	Assault 2	9	-3	D6	-				
	Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.					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 .				
	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 20" until the end of the phase - do not roll a dice.					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						Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space									



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POWER

VF-1A
VALKYRIE

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1A	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 +6) or 2 additional VF-1A Valkyries (Power rating +12). Each model is equipped with a Gun Pod, a Laser CIWS, and Titanic Feet.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS		Each model has 4 Missile Hardpoints, and any model may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections per model). These missiles may not be fired in Battroid mode.								
		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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.					Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.			
		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.					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.			
		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.					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 .			
ABILITIES							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.			
							Valkyrie (p. 1), Core Explodes (p. 1)			
FACTION KEYWORDS		Macross, 2009, U.N. Spacy								
KEYWORDS		Titanic, Vehicle, Valkyrie, Fly, Space, Ground								



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POWER

HAYAO KAKIZAKI

VF-1A

NAME	M	WS	BS	S	T	W	A	Ld	S		
Hayao Kakizaki	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.											
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES				
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.				
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.										
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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.							Wingman: Roll a dice each time a friendly U.N. Spacy CHARACTER within 3" loses a wound; on a 2+ this model can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.				
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.				
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.							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.				
							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 .				
							Valkyrie (p. 1)				
ABILITIES								Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy										
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character										



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POWER

HIKARU ICHIJO

VF-1A

NAME	M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	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 model with Hikaru Ichijo may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
ABILITIES	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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.						Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.			
	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.			
	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.						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.			
							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 .			
						Valkyrie (p. 1)				
						Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo									



7
POWER

MAXIMILIAN JENIUS

VF-1A

NAME	M	WS	BS	S	T	W	A	Ld	S	
Maximilian Jenius	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 model with Maximillian Jenius may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
ABILITIES	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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.						Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.			
	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.			
	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.						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.			
							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 .			
							Valkyrie (p. 1) Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius									



7
POWER

VF-1A VALKYRIE ACE

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1A Ace	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 +7) or 2 additional VF-1A Valkyrie Aces (Power rating +14). Each model is equipped with a Gun Pod, a Laser CIWS, and Titanic Feet.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div><div><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p><p>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.</p></div></div>										
ABILITIES	Valkyrie (p. 1), Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character									



6

POWER

VF-1D
VALKYRIE

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1D	15"-30"	3+	3+	6	5	8	2	7	3+	
A VF-1D Valkyrie is a single model is equipped with a Gun Pod, two Laser CIWS, and Titanic Feet.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
ABILITIES	<p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p> <p>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.</p> <p>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.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p> <p>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.</p> <p>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.</p> <p>Valkyrie (p. 1)</p> <p>Core Explodes (p. 1)</p>									
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground									



6

POWER

HIKARU ICHIJO

VF-1D

NAME	M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	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 model with Hikaru Ichijo may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
ABILITIES	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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.						Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.			
	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.			
	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.						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.			
							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 .			
							Valkyrie (p. 1)			
						Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo									



7
POWER

VF-1J VALKYRIE

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1J	15"-30"	3+	3+	6	5	8	2	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			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div><div><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p><p>Valkyrie (p. 1)</p><p>Core Explodes (p. 1)</p></div></div>										
ABILITIES										
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character									



7
POWER

HIKARU ICHIJO

VF-1J

NAME	M	WS	BS	S	T	W	A	Ld	S
Hikaru Ichijo	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 model with **Hikaru Ichijo** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gun Pod	30"	Rapid Fire 4	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.
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ABILITIES	<p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p> <p>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.</p> <p>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.</p>	<p>Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p> <p>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.</p> <p>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.</p> <p>Valkyrie (p. 1)</p> <p>Core Explodes (p. 1)</p>
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FACTION KEYWORDS	Macross, 2009, U.N. Spacy
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KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo
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8

POWER

MAXIMILIAN JENIUS

VF-1J

NAME	M	WS	BS	S	T	W	A	Ld	S	
Maximilian Jenius	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 model with Maximillian Jenius may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections) . These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div><div><p>Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.</p><p>True Love: If this model is taken in the same army as Milia Fallyna Jenius in a VF-1J and is within 6" of her, then he also gains her Crack Shot ability.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p></div></div>										
ABILITIES	Valkyrie (p. 1)					Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius									



8

POWER

MILIA FALLYNA JENIUS

VF-1J

NAME	M	WS	BS	S	T	W	A	Ld	S	
Milia Fallyna Jenius	15"-30"	2+	2+	6	5	8	4	8	3+	
Milia Fallyna Jenius in a VF-1J Valkyrie is a single model equipped with a Gun Pod, two Laser CIWS, and Titanic Feet. Only one model with Milia Fallyna may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>Crack Shot: This model may reroll any hit roll of 1.</p><p>True Love: If this model is taken in the same army as Maximillian Jenius in a VF-1J and is within 6" of him, then she also gains his Genius Pilot ability.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p><p>Valkyrie (p. 1)</p><p>Core Explodes (p. 1)</p></div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div></div>										
ABILITIES										
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Milia Fallyna									



8
POWER

VF-1S VALKYRIE

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1S	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		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div><div><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p><p>Valkyrie (p. 1)</p><p>Core Explodes (p. 1)</p></div></div>										
ABILITIES										
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character									



8
POWER

ROY FOCKER VF-1S

NAME	M	WS	BS	S	T	W	A	Ld	S	
Roy Focker	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 model with Roy Focker may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p><p>Valkyrie (p. 1)</p></div><div><p>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.</p><p>Skull Leader: Any enemy model within 18" must subtract 1 from their leadership score.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p></div></div>										
ABILITIES	Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Roy Focker									



8
POWER

HIKARU ICHIJO

VF-1S

NAME	M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	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 model with Hikaru Ichijo may be included in your army. This model may not be taken in the same army as Roy Focker in a VF-1S Valkyrie.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections). These missiles may not be fired in Battroid mode.									
<div><div><p>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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.</p><p>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.</p><p>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.</p></div><div><p>Skull Leader: Any enemy model within 18" must subtract 1 from their leadership score.</p><p>Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.</p><p>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.</p><p>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.</p><p>Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.</p><p>Valkyrie (p. 1); Core Explodes (p. 1)</p></div></div>										
ABILITIES										
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo									



9

POWER

MAXIMILIAN JENIUS

VF-1S

NAME	M	WS	BS	S	T	W	A	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 model with Maximillian Jenius may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Gun Pod	30"	Rapid Fire 4		6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.			
Laser CIWS	12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .			
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and may take one selection per hardpoint from the list on p. 1 (+1 Power Rating per 2 selections) . These missiles may not be fired in Battroid mode.									
ABILITIES	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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit.					Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.				
	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.				
	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.					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.				
						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 .				
						Valkyrie (p. 1)				
						Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, U.N. Spacy									
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius									

3

POWER

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 Pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Micro Missile Pod (Hardpoint)	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. This weapon may only be fired once per battle.
Twin Particle Beam Cannon	48"	Assault 2	9	-3	D6 -	
WARGEAR OPTIONS	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).					
ABILITIES	<p>FAST Pack: This equipment may only be used in Space. When equipped, the maximum speed of the model is increased by 6", and advance movements are increased by 6".</p> <p>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.</p>					
FACTION KEYWORDS	Macross, 2009, U.N. Spacy					

5

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 Missile Hardpoints. Each Missile Hardpoint is equipped with a Micro Missile Pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Penetrator	24"	Assault 2	7	-3	2 -	
Micro Missile Pod (Hardpoint)	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. This weapon may only be fired once per battle.
ABILITIES	<p>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 must remain in Battroid Mode, and the model starts the game 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.</p>					
FACTION KEYWORDS	Macross, 2009, U.N. Spacy					

U.N. SPACY 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.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Ace, VF-1A Valkyrie	1-3	70
VF-1J Valkyrie	1	70
VF-1S Valkyrie	1	80

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
VF-1A Valkyrie	1-3	60

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
ADR-04-MK X Defender	1-3	50
MBR-04-MK IV Tomahawk	1-3	60
SDR-04-MK VII Phalanx	1-3	50

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
MBR-07-MK II Spartan	1-3	60

EQUIPMENT PACKS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FAST Pack	1	20
Armored Pack	1	20

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Maximilian Jenius, MBR-04-MK IV Tomahawk	1	90
Hikaru Ichijo, MBR-07-MK II Spartan	1	85
Hayao Kakizaki, VF-1A Valkyrie	1	60
Hikaru Ichijo, VF-1A Valkyrie	1	85
Maximilian Jenius, VF-1A Valkyrie	1	90
Hikaru Ichijo, VF-1J Valkyrie	1	90
Maximilian Jenius, VF-1J Valkyrie	1	95
Milia Fallyna Jenius, VF-1J Valkyrie	1	95
Roy Focker, VF-1S Valkyrie	1	100
Hikaru Ichijo, VF-1S Valkyrie	1	100
Maximilian Jenius, VF-1S Valkyrie	1	105

LORDS OF WAR		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
HWR-00-Mk II Monster	1	1500

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
QF-3000E Ghost	1-3	40
SF-3A Lancer II	1-3	40

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
3-Barreled Missile Launcher	0
40cm Cannon	0
Anti-Air Missile Pod	20
Anti-Air Missile Pod (Hardpoint)	6
Armor Penetrator	25
Gun Cluster	10
Gun Pod	30
High Speed Autocannon	20
Laser CIWS	5
Micro Missile Pod	20
Micro Missile Pod (Hardpoint)	6
Missile Pod	20
Missile Pod (Hardpoint)	6
Multi Missile Launcher	30
Particle Beam Cannon	25
Reaction Warhead	40
Reaction Warhead (Hardpoint)	40
Twin Beam Particle Cannon	40
Twin Link CIWS	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Heavy Club	20
Spartan Combat Weapon	30
Titanic Feet	0
Titanic Stride	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Extended Magazines	20

U.N. SPACY WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
3-Barreled Missile Launcher	240"	Heavy 6	7	-2	2	This weapon may target units not visible to the bearer.
40cm Cannon	240"	Heavy 4	9	-3	D6	This weapon may target units not visible to the bearer.
Anti-Air Missile Pod	36"	Heavy D3	7	-2	2	Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets.
Anti-Air Missile Pod (Hardpoint)	36"	Heavy D3	7	-2	2	Add 1 to all hit rolls against targets with Fly , subtract 1 against all other targets. This weapon may only be fired once per battle.
Armor Penetrator	24"	Assault 2	7	-3	2	-
Gun Cluster	When firing this weapon, choose one or more profiles below. If firing more than one, subtract 1 from all Hit rolls for this weapon.					
---- 180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-
---- Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits it's target.
---- Laser Gun	24"	Rapid Fire 2	3	0	1	-
---- Machine Gun	24"	Rapid Fire 2	4	0	1	-
Gun Pod	30"	Rapid Fire 4	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.
High Speed Autocannon	36"	Rapid Fire 6	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 12.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with Fly .
Micro Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Micro Missile Pod (Hardpoint)	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6. This weapon may only be fired once per battle.
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.
Missile Pod (Hardpoint)	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6. This weapon may only be fired once per battle.
Multi Missile Launcher	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Particle Beam Cannon	48"	Assault 1	9	-3	D6	-
Reaction Warhead	48"	Heavy 2D3	10	-4	2D3	Any Wound roll of 6+ deals an additional Mortal Wound to the target. When targeting a unit with more than 1 model, change the type to Heavy XD3, where X is the number of models in that unit. This weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Twin Beam Particle Cannon	48"	Assault 2	9	-3	D6	-
Twin Link CIWS	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Club	Melee	Melee	Sx2	-4	D6	Each time you roll a 6 to wound, the target takes an additional Mortal Wound.
Spartan Combat Weapon	Melee	Melee	Sx2	-3	D6	Subtract 1 from all Hit rolls made for this weapon. If attacking with two of this weapon, you may make an additional attack with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Titanic Stride	Melee	Melee	User	-3	3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR

Extended Magazines	A model with Extended Magazines may fire twice if it did not move in the previous movement phase, including when firing Overwatch.
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