U.N. SPACY 2009 ARMY LIST

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

ABILITIES

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

Core Explodes

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

Destroid

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

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

Valkyrie

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

Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword, then all ▶ models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

ADR-04-MK X DEFENDER

4 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
High Speed Autocannon	36"	Rapid Fire 2D6	6	-1	1	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Any model in this unit may take extended magazines (**Power Rating +1 per model**).

ABILITIES	**Anti-Air Targeter:** When targeting models with **Fly**, add 1 to all hit rolls. **Extended Magazines +20:** A model with Extended Magazines may reroll hit rolls of 1 if it did not move in the previous movement phase, including when firing Overwatch.	**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	

SDR-04-MK VII PHALANX

5 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multi-Missile Launcher	48"	Heavy 2D6	8	-2	2	Blast.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**Laser Searchlight:** Once per turn in the shooting phase, this unit may select a visible enemy unit. For the rest of the phase, this unit may 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	

75
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 1500pts	*	*	*	10	9	35	4	9	2+	30-35+	12"	5+	2+
										16-22	6"	5+	3+
										9-15	4"	6+	4+
A HWR-00-Mk II Monster is a single model equipped with 2 3-Barreled Missile Launchers, 40cm Cannons, and a Titanic Stride.										1-8	2"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
3-Barreled Missile Launcher	240"	Heavy 2D6	7	-2	2	Blast. This weapon may target units not visible to the bearer.
40cm Cannons	240"	Heavy 4D3	9	-3	6	Blast. 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.

ABILITIES	**Titanic Destroid**: This model counts as a **Destroid** (p. 1), but counts as 20 infantry models when determining control of an Objective marker. **Titanic Plating**: This model has an invulnerable save against shooting attacks equal to its current Weapon Skill. **Cataclysmic Explosion**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3D6" receives D6 mortal wounds.
FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground

MBR-04-MK IV TOMAHAWK

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Pod	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets.
Gun Cluster		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 its target.
--- Laser Gun	24"	Rapid Fire 2	3	0	1	-
--- Machine Gun	24"	Rapid Fire 2	4	0	1	-
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.
Particle Beam Cannon	48"	Assault 1	9	-3	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Linked CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with **Fly.**

	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.	**Searchlight:** Once per turn in the shooting phase, this unit may select a visible enemy unit. For the rest of the phase, this unit may reduce any penalties to hit that unit by 1.
ABILITIES	**Destroid** (p. 1)**, Core Explodes** (p. 1)	**Anti Air CIWS (p.1)**
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground	

9 POWER
MAXIMILIAN JENIUS
MBR-04-MK IV

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Pod	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets.
Gun Cluster		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 its target.
--- Laser Gun	24"	Rapid Fire 2	3	0	1	-
--- Machine Gun	24"	Rapid Fire 2	4	0	1	-
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.
Particle Beam Cannon	48"	Assault 1	9	-3	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Twin Linked CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with **Fly**.

ABILITIES	**Flying Tank:** Through creative application of heavy cannons, this model may **Fly**. **Anti Air CIWS (p.1)** **Destroid** (p. 1)**, Core Explodes** (p. 1)	**Searchlight:** Once per turn in the shooting phase, this unit may select a visible enemy unit. For the rest of the phase, this unit may reduce any penalties to hit that unit by 1. **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	

MBR-07-MK II
SPARTAN

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

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

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 its target.
--- Laser Gun	24"	Rapid Fire 2	3	0	1	-
--- Machine Gun	24"	Rapid Fire 2	4	0	1	-
Heavy Club +20	Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon. Each time you roll a 6 to wound, the target takes an additional Mortal Wound.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with **Fly**.
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.
Spartan Combat Weapon	Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Any model in this unit may take a Heavy Club (**Power Rating +1 per model**).

			Vehicle Squadron: When deploying this unit, all models must be within 6" of another model from this unit. After deployment, treat each model as a separate unit.
ABILITIES	Anti Air CIWS (p.1)		**Destroid** (p. 1), **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, U.N. Spacy		
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground		

HIKARU ICHIJO
MBR-07-MK II

NAME	M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo 235pts	10"	3+	2+	6	6	9	5	9	3+	

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

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 its target.
--- Laser Gun	24"	Rapid Fire 2	3	0	1	-
--- Machine Gun	24"	Rapid Fire 2	4	0	1	-
Heavy Club +20	Melee	Melee	Sx2	-4	6	Subtract 1 from all Hit rolls made for this weapon. Each time you roll a 6 to wound, the target takes an additional Mortal Wound.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets with **Fly**.
Missile Pod	60"	Rapid Fire 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	-4	6	Subtract 1 from all Hit rolls made for this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take a Heavy Club (**Power Rating +1 per model**).
	Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.
ABILITIES	**Anti Air CIWS** (p.1) **Destroid** (p. 1)**; Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Destroid, Space, Ground, Character, Hikaru Ichijo

4
POWER

QF-3000E GHOST

NAME		M	WS	BS	S	T	W	A	Ld	S	
QF-3000E	90pts	15"-24"	6+	3+	5	5	6	1	5	4+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gun Pod	30"	Assault 12	6	-1	1	-
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.

	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **No Pilot:** This unit is immune to any power that affects its Ld score. This unit automatically passes all Ld tests.	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase. **Airborne**: This model cannot charge, and can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.
ABILITIES	**Core Explodes** (p. 1)	
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Vehicle, Aircraft, Fly, Space, Ground	

6
POWER

SF-3A
LANCER II

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaction Warhead	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Twin Particle Beam Cannon	48"	Assault 2	9	-3	D6	-

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **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.	**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**. **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. **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Vehicle, Aircraft, Fly, Space	

5
POWER

VF-1A
VALKYRIE

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

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.
ABILITIES	**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 (p.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.	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice. **Valkyrie** (p. 1), **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground

HAYAO KAKIZAKI
VF-1A

NAME		M	WS	BS	S	T	W	A	Ld	S	
Hayao Kakizaki	95pts	15"-30"	4+	3+	6	5	8	2	8	3+	

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **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.	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice. **Valkyrie** (p. 1)**, Core Explodes** (p. 1)

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character

HIKARU ICHIJO
VF-1A

6 POWER

NAME		M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	120pts	15"-30"	3+	2+	6	5	8	3	8	3+	

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **Ace Pilot**: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **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.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo

MAXIMILIAN JENIUS
VF-1A

6
POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Maximilian Jenius 125pts	15"-30"	2+	2+	6	5	8	3	8	3+	

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **Genius Pilot**: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice. **Valkyrie** (p. 1), **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius	

VF-1A VALKYRIE ACE

5 POWER

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

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

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

WARGEAR OPTIONS: Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES

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 (p.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.

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**.

Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.

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

FACTION KEYWORDS: Macross, 2009, U.N. Spacy

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

6 POWER

VF-1D VALKYRIE

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

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **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.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground

HIKARU ICHIJO
VF-1D

6
POWER

NAME		M	WS	BS	S	T	W	A	Ld	S	
Hikaru Ichijo	125pts	15"-30"	3+	2+	6	5	8	3	8	3+	

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **Ace Pilot**: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **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.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy

KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo

VF-1J VALKYRIE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
VF-1J **115pts**	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
Anti-Air Missile Cluster **+5**	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Micro Missile Cluster **+5**	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster **+5**	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Gerwalk Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses **Supersonic**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Anti Air CIWS (p.1)** **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character

HIKARU ICHIJO
VF-1J

7 POWER

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

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**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 (p.1)** **Ace Pilot**: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**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**. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **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.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy

KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo

MAXIMILIAN JENIUS
VF-1J

NAME	M	WS	BS	S	T	W	A	Ld	S	
Maximilian Jenius 140pts	15"-30"	2+	2+	6	5	8	4	8	3+	

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

ABILITIES	**Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Gerwalk Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses **Supersonic**. **Anti Air CIWS (p.1)** **Genius Pilot**: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **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.

ABILITIES	**Valkyrie** (p. 1)**, Core Explodes** (p. 1)	
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius	

MAX AND MILIA
VF-1J

NAME	M	WS	BS	S	T	W	A	Ld	S
Maximilian Jenius **140pts**	15"-30"	2+	2+	6	5	8	4	8	3+
Milia Fallyna Jenius **140pts**	15"-30"	2+	2+	6	5	8	4	8	3+

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

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

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, or Missile Cluster.

| ABILITIES | **Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack models in this unit in the Shooting phase.

Gerwalk Mode: Before this unit moves in the Movement phase, you can declare all models are transformed into Gerwalk Mode. Each Movement characteristic becomes 15", and each loses **Supersonic**.

Anti Air CIWS (p.1)

Crack Shot: Models in this unit may reroll any hit roll of 1.

Genius Pilot: Models in this unit are always considered to have the benefit of Cover. Additionally, models in this unit may reroll any armor save of 1.

Valkyrie (p. 1), **Core Explodes** (p. 1) | **Airborne**: Models in this unit cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

Battroid Mode: Before models in this unit move in the Movement phase, you can declare all models are transformed into Battroid Mode. Each Movement characteristic becomes 9", each Toughness characteristic becomes 6, and each loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. Models in this unit may fire their Gun Pods with a +1 to hit, but may not fire any weapons from their Missile Hardpoints.

Supersonic: Each time models in this unit move, first pivot them on the spot up to 90° (this does not contribute to how far it has moved), then move the models straight forwards. Note that they cannot pivot again after the initial pivot. When models in this unit advance, increase their movement characteristic by 15" until the end of the phase - do not roll a dice. |
|---|---|

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Milia Fallyna, Maximilian Jenius

6
POWER

VF-1S VALKYRIE

NAME		M	WS	BS	S	T	W	A	Ld	S	
VF-1S	130pts	15"-30"	3+	2+	6	5	9	3	9	2+	

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

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster	+5	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod		30"	Assault 12	6	-1	1	-
Laser CIWS		12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Micro Missile Cluster	+5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster	+5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Reaction Warhead	+40	48"	Heavy 2D6	10	-4	2	Blast. Any Wound roll of 6+ deals an additional Mortal Wound to the target. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, Missile Cluster, or Reaction Warhead **(Power Rating +2)**.

ABILITIES	**Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Gerwalk Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses **Supersonic**. **Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Anti Air CIWS (p.1)** **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character	

ROY FOCKER
VF-1S

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster +5	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Reaction Warhead +40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, Missile Cluster, or Reaction Warhead **(Power Rating +2)**.

| ABILITIES | **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.

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 (p.1)

Valkyrie (p. 1)**, Core Explodes** (p. 1) | **Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

Big Brother: The first time this model is reduced to 0 wounds and does not explode, roll a D6. On a 4+, set him up again at the end of the phase, as close as possible to his previous position and more than 1" away from enemy models, with 3 wounds remaining.

Skull Leader: Any enemy model within 18" must subtract 1 from their leadership score.

Battroid Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints. |

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Roy Focker

HIKARU ICHIJO
VF-1S

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

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

WEAPON		RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster	+5	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod		30"	Assault 12	6	-1	1	-
Laser CIWS		12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Micro Missile Cluster	+5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster	+5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Reaction Warhead	+40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Titanic Feet		Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, Missile Cluster, or Reaction Warhead **(Power Rating +2)**.

ABILITIES	**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. **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 (p.1)** **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**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**. **Ace Pilot**: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. **Skull Leader**: Any enemy model within 18" must subtract 1 from their leadership score. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.
FACTION KEYWORDS	Macross, 2009, U.N. Spacy	
KEYWORDS	Titanic, Vehicle, Aircraft, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo	

MAXIMILIAN JENIUS
VF-1S

9 POWER

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 unit with **Maximillian Jenius** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Air Missile Cluster +5	36"	Heavy D3	7	-2	2	Blast. Add 1 to all hit rolls against targets with **Fly**, subtract 1 against all other targets. Each of this weapon may only be fired once in a battle.
Gun Pod	30"	Assault 12	6	-1	1	-
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Micro Missile Cluster +5	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Missile Cluster +5	60"	Rapid Fire D6	6	-1	1	Blast. Each of this weapon may only be fired once per battle.
Reaction Warhead +40	48"	Heavy 2D6	10	-4	2	Blast. Reduce any invulnerable save by 2. Each of this weapon may only be fired once per battle. This model may only fire one Reaction Warhead per turn.
Titanic Feet	Melee	Melee	User	-2	2	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Each model has 4 Missile Hardpoints, and each hardpoint may take an Anti-Air Missile Cluster, Micro Missile Cluster, Missile Cluster, or Reaction Warhead **(Power Rating +2)**.

ABILITIES	**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. **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 (p.1)** **Valkyrie** (p. 1), **Core Explodes** (p. 1)	**Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Genius Pilot**: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1. **Battroid Mode**: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9", its Toughness characteristic becomes 6, and it loses **Aircraft**, **Supersonic**, **Airborne**, and **Hard to Hit**. This model may fire its Gun Pod with a +1 to hit, but may not fire any weapons from its Missile Hardpoints.

FACTION KEYWORDS	Macross, 2009, U.N. Spacy
KEYWORDS	Titanic, Vehicle, Aircraft, 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 Cluster.   +65pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Missile Pod	48"	Assault 2D6	5	-1	1	Blast.
Micro Missile Cluster	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
Twin Particle Beam Cannon +20	48"	Assault 2	9	-3	D6	-
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	**Equipment Pack:** No model may have more than one Equipment Pack equipped. **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". This model gains **Fly** in **Battroid Mode.** **Boost Pack**: This model may move 2D6" in the Charge Phase, even if it did not declare a charge. If this model already had a similar ability, then it may move 3D6" instead.					
FACTION KEYWORDS	Macross, 2009, U.N. Spacy, Equipment Pack					

3
POWER

ARMORED PACK

This equipment pack may be taken for any VF-1J **Valkyrie** model, which gains the following additional weapons: two Armor Penetrators, and 4 Micro Missile Clusters.   +65pts

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armor Penetrator	24"	Assault 2	7	-3	2	-
Micro Missile Cluster	48"	Assault 2D6	5	-1	1	Blast. Each of this weapon may only be fired once per battle.
ABILITIES	**Equipment Pack:** No model may have more than one Equipment Pack equipped. **Armored Pack**: When equipped to a VF-1J Valkyrie model, the maximum speed of the model is decreased by 2", the Toughness is improved by 2 (e.g. T6 becomes T8, etc) and the Armor Save is improved by 1 (eg. 3+ becomes a 2+, etc). Models equipped with an Armored Pack start the game and must remain in **Battroid Mode**, but gain **Fly** in **Battroid Mode**. At any time, the Armored Pack may be ejected, returning all statistics to their printed value and losing any weapons still remaining on the Armored Pack. In addition, after ejecting the Armored Pack, the model regains 3 lost wounds, not to exceed the starting value, and the **Battroid Mode** restriction is lifted.					
FACTION KEYWORDS	Macross, 2009, U.N. Spacy, Equipment Pack					