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

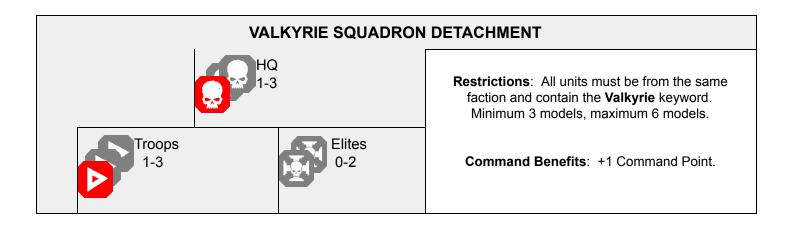
Missile Pod

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)



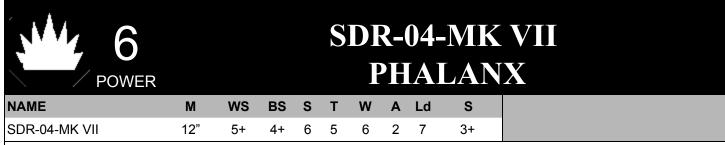


ADR-04-MK X DEFENDER

NAME	M	WS	BS	S	Т	W	Α	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 mode	ny model in this unit may take extended magazines (Power Rating +1 per model).							
ABILITIES	Extended Extended did not mo	argeter: When th Fly, add 1 to Magazines: A Magazines may be in the previous luding when first	all hit model y fire to ous mo	rolls. with vice i	f it ent	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. Spa	су						
KEYWORDS	Titanic, Ve	hicle, Destroid,	, Space	e, Gr	ound				



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	shooting p visible ene phase, this	rchlight: Once hase, this mod my unit. For th model may ig o hit that unit.	el may ne rest	sele of th	ct a	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, 2	2009, U.N. Spa	су			
KEYWORDS	Titanic, Ve	hicle, Destroid	, Space	e, Gro	ound	



HWR-00-MK II MONSTER

POWE	R			N		N	STE					
NAME	М	WS BS	S T	W	Α	Ld	S	REMAINING W	M	ws	BS	
HWR-00-Mk II	*	* *	10 9	35	4	9	2+	30-35+	12"	5+	2+	
								16-22	6"	5+	3+	
A HWR-00-Mk II Monst	er is a single i	model equip	ped with	2 3-E	Barrel	ed Mis	ssile	9-15	4"	6+	4+	
Launchers, 4 40cm Car								1-8	2"	6+	5+	
WEAPON	RANGE	TYPE	S	AP	D	ABIL	ITIES					
3-Barreled Missile Launcher	240"	Heavy 6	7	-2	2	This bear	•	may target units no	t visib	le to th	е	
40cm Cannon	240"	Heavy 4	. 9	-3	D6	This bear	-	may target units no	t visib	le to th	е	
Titanic Stride	Melee	Melee	User	-3	3	Make	3 hit rol	ls for each attack v	vith thi	is weap	on.	
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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	Т	W	Α	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.

Gun Clusters, two Missile	Pous, two	Particle Beam (Janno	ns, n	lanic	Feet, and Twin Linked CivvS.		
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		ng this weapon, it rolls for this w			or n	nore profiles below. If firing more than one, subtract 1		
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-		
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits 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 .		
	are design defense the unit loses	CIWS: The U.N. ned more for an anti enemy. a wound from a ocket, Bazooka	ti miss When weap	ile ever on w	this ith	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.		
ABILITIES	not lose th	name, roll a dic nat 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								
KEYWORDS	Macross, 2009, U.N. Spacy Titanic, Vehicle, Destroid, Space, Ground							
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MAXIMILIAN JENIUS MBR-04-MK IV

NAME	M	ws	BS	S	Т	W	Α	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.

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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		ng this weapon, it rolls for this w			e or n	nore profiles below. If firing more than one, subtract 1			
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-			
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits 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.			
	are design defense the unit loses	CIWS: The U.N. ned more for an nanti enemy. a wound from a ocket, Bazooka	ti miss When weap	ile ever on w	this ith	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.			
	part of its	name, roll a dic nat wound.				Genius Pilot: This model is always considered to			
ABILITIES		(p. 1) , Core Ex	plodes	s (p. 1	1)	have the benefit of Cover. Additionally, this model may reroll any armor save of 1.			
FACTION KEYWORDS	Macross, 2009, U.N. Spacy								
KEYWORDS	KEYWORDS Titanic, Vehicle, Destroid, Space, Ground, Fly, Character, Maximilian Jenius								



MBR-07-MK II SPARTAN

NAME	M	ws	BS	S	Т	W	Α	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.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Gun Cluster		ng this weapon, it rolls for this w			e or n	nore profiles below. If firing more than one, subtract 1		
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-		
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits 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 mode	el in this unit ma	y take	a He	avy (Club (Power Rating +1 per model).		
ABILITIES	are design defense to unit loses Missile, R part of its	ciws: The U.N. ned more for an nan anti enemy. a wound from a ocket, Bazooka name, roll a dichat wound.	ti miss When weap or Gr	ile ever on w enad	this ith le as	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. Spa	су					
KEYWORDS	Titanic, V	itanic, Vehicle, Destroid, Space, Ground						



HIKARU ICHIJO MBR-07-MK II

NAME	M	ws	BS	S	Т	W	Α	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.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Gun Cluster		ng this weapon, it rolls for this w			or n	nore profiles below. If firing more than one, subtract 1		
180mm Grenade Launcher	30"	Heavy 1	8	-3	D3	-		
Flamethrower	8"	Assault D6	5	-1	1	This weapon automatically hits 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 mode	el may take a H	eavy C	lub (Powe	er 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,	Macross, 2009, U.N. Spacy						
KEYWORDS	Titanic, V	ehicle, Destroid,	Space	e, Gro	ound	, Character, Hikaru Ichijo		
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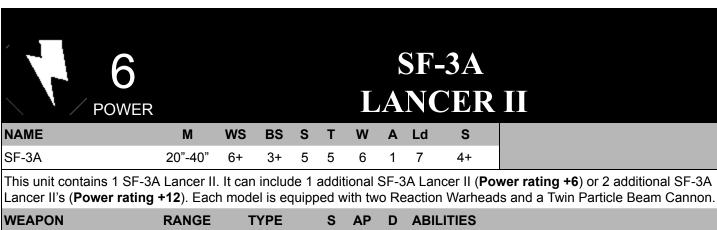


QF-3000E GHOST

NAME	M	ws	BS	S	T	W	Α	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.
	subtract 1	lit : Your opponer from hit rolls tha the Shooting pha	t atta		S	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	No Pilot:	When this model ts movement cha e end of the phas	adva aracte	eristic	by	Drone Squadron: When deploying this unit, all models must be within 6" of another model from this unit. Core Explodes (p. 1)
FACTION KEYWORDS	Macross,	2009, U.N. Spac	у			
KEYWORDS	Titanic, Vo	ehicle, Valkyrie, F	ly, S	pace,	Gro	und



	,	model is equip	P			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 Particle Beam						
Cannon	48"	Assault 2	9	-3	D6	-
ABILITIES	subtract 1 model in the Superson moves, first (this does moved), the forwards. It after the ir advances, characterists	it: Your oppone from hit rolls the Shooting phase ic: Each time the pivot it on the not contribute the move the move that it can initial pivot. When increase its mostic by 20" until to not roll a dice.	at atta ase. his mo spot o o how odel s not piven en this oveme the er	del up to far it traig ot ag mod	90° t has ht gain lel	Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. 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, 2	2009, U.N. Spa	су			
KEYWORDS	Titanic, Ve	hicle, Valkyrie,	Fly, S _l	oace		



KEYWORDS

VF-1A VALKYRIE

NAME	M	WS	BS	S	Т	W	Α	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.

Gun Pod 30" Rapid Fire 4 6 -1 1 this weapon's type to Rapid Fire 8. 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 Each model has 4 Missile Hardpoints, and any model may take one selection per hardpoin from the list on p. 1 (+1 Power Rating per 2 selections per model). These missiles may be fired in Battroid mode. Battroid Mode: Before this model moves in the Movement phase, you can declare Are designed Mode: Before this model may fire its Gun the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic becomes 6, and it loses Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. 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: The U.N. Spacy CIWS are designed more for anti missile defense than anti enemy. Whenever this	Valkyries (Power rating 4	F12). Each i	model is equipp	ed wit	n a G	iun P	od, a Laser CivvS, and Titanic Feet.
Gun Pod Itaser 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 Each model has 4 Missile Hardpoints, and any model may take one selection per hardpoin from the list on p. 1 (+1 Power Rating per 2 selections per model). These missiles may 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, and it loses Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. Gerwalk Mode: Before this model moves in the Movement phase, you can declare it is transformed into Battroid Mode. Its Movement characteristic becomes 9, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. 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: 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. ABILITIES Add 1 to all hit rolls all hit rolls all hit rolls against targets that can Fly Add 1 to all hit rolls all hit rolls and ny model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints. Supersonic: Each time this model of the to Hit: Your opponent must subtract 1 fror roll	WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic Feet Melee Melee User -2 D3 Make 3 hit rolls for each attack with this weapon 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 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 6, and it loses Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. 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: 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. ABILITIES Make 3 hit rolls for each attack with this weapon and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selection per hardpoints, and any model may take one selections per model). These missiles may be directed. The selections per model). These missiles may be directed. The selections per model). These missiles may be defected in the Shooting phase rolls that attack this model in the Shooting phase rolls that attack this model in the Shooting phase rolls that attack this model in the Shooting phase rolls that attack this model in the Shooting phase rolls that attack this model moves for the special properties. Supersonic: Each time this model moves for on the spot up to 90° (this does not contribute how far it has moved), then move the model stream forwards. Note that it cannot pivot again after the initial pivot. When this model advances, incream novement characteristic by 15" until the end of phase - do no	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.
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 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. 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: 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. Each model has 4 Missile per 2 selections per model). These missiles may be fired in Battroid Mode. Be fore this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its Movement characteristic by 15" until the end of phase - do not roll a dice. Airborne: This model cannot charge, can only in charged by units that can Fly, and can only atta or be attacked in the Fight phase by units that can Fly. AlbiLITIES ABILITIES Each model in the Shooting phase it on the spot up to 90° (this does not contribute how far it has moved), then move the model str. forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increas movement characteristic by 15" until the end of phase - do not roll a dice. Supersonic: Each time this model moves, first it on the spot up to 90° (this does not contribute how far it has moved), then move the model str. forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increas movement characteristic becomes 15", and it loses Supersonic. Figure 1 and 10 in the Shooting	Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can Fly .
from the list on p. 1 (+1 Power Rating per 2 selections per model). These missiles may be fired in Battroid mode. Battroid Mode: Before this model moves 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. 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. Ariborne: This model cannot charge, can only it charged by units that can Fly, and can only atta or be attacked in the Fight phase by units that can Fly, 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. ABILITIES	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
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. 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: 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 it on the spot up to 90° (this does not contribute how far it has moved), then move the model str. forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase movement characteristic by 15" until the end of phase - do not roll a dice. Airborne: This model cannot charge, can only it charged by units that can Fly, and can only atta or be attacked in the Fight phase by units that can Fly. Vehicle Squadron: When deploying this unit, a models must be within 6" of another model from this unit. After deployment, treat each model as separate unit. Valkyrie (p. 1), Core Explodes (p. 1)	WARGEAR OPTIONS	from the li	st on p. 1 (+1 P	ower			
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. Fly. Vehicle Squadron: When deploying this unit, a models must be within 6" of another model from this unit. After deployment, treat each model as separate unit. Valkyrie (p. 1), Core Explodes (p. 1)		in the Movit is transform. Movement Toughness and it lose Hard to Hi Pod with a Gerwalk I in the Movit is transform.	rement phase, your med into Battle to characteristic is characteristic is Supersonic, Ast. This model ra +1 to hit. Mode: Before the rement phase, your med into Genetic characteristic	you ca roid Mo becom becon Airborr may firo nis moo you ca walk M	n decode. In decode. In decode. In decode.	clare Its ', its , ad Gun oves clare Its	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 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
FACTION KEYWORDS Macross, 2009, U.N. Spacy	ABILITIES	Anti Air C are design defense th unit loses Missile, Ro part of its	FIWS: The U.N. ned more for an anti enemy. a wound from a ocket, Bazookaname, roll a dic	ti miss When weap , or Gr	ile lever on wi enad	this ith e as	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. Spa	су	•		

Titanic, Vehicle, Valkyrie, Fly, Space, Ground



KEYWORDS

HAYAO KAKIZAKI VF-1A

NAME	M	ws	BS	S	Т	W	Α	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.

one of this model may be	moladoa m	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						may take one selection per hardpoint from the list on These missiles may not be fired in Battroid mode.
	in the Movit is transformation of the Movement Toughness and it loses Hard to His Pod with a Gerwalk I in the Movit is transformatical or transformation of the Movit is transformatical or transformatical or transformation of the Movie of the Mov	Mode: Before the rement phase, your med into Gen	you can roid Mo becom becom Airborn may fire nis moo you can walk M	n decode. In decode. In decode. In decode.	clare Its 7, its , od Gun oves clare Its	wound. 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 15" until the end of the
		t characteristic s Supersonic.	becom	ies 1	ο",	phase - do not roll a dice. Airborne : This model cannot charge, can only be
	are desigr defense th unit loses	IWS: The U.N. ned more for an nanti enemy. a wound from a	ti miss When weap	ile ever on w	this ith	charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .
ABILITIES		ocket, Bazooka name, roll a dic lat wound.				Valkyrie (p. 1) Core Explodes (p. 1)
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су			· · ·

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



HIKARU ICHIJO VF-1A

NAME	M	ws	BS	S	Т	W	Α	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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.						
	in the Mov		ou ca	n dec	lare	Ace Pilot : This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.						
	Toughnes	t characteristic s characteristic s Supersonic, A	becom Airborn	nes 6, ie, an	, d	Hard to Hit : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.						
	Hard to Hi Pod with a	t. This model rate +1 to hit.	nay fire	e its C	Gun	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						
	in the Mov it is transformation Movemen	Mode: Before the rement phase, your med into Gen to characteristic as Supersonic.	you caı walk M	n dec ode.	lare Its	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.						
	are desigr defense th	TIWS: The U.N. ned more for an anti enemy. a wound from a	ti miss When	ile ever	this	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	Missile, R	ocket, Bazooka name, roll a dic	, or Gr	enad	e as	Valkyrie (p. 1) Core Explodes (p. 1)						
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су									
KEYWORDS	•	•		oace,	Grou	und, Character, Hikaru Ichijo						



MAXIMILIAN JENIUS VF-1A

NAME	М	ws	BS	S	Т	W	Α	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.

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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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.		
	in the Moviti is transfe	vement phase, y ormed into Batt	you ca roid M	lare Its	Genius Pilot : This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.			
	Toughnes	t characteristic s characteristic es Supersonic, A	becon	nes 6	,	Hard to Hit : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.		
		it. This model r				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		
	in the Mov it is transformation	Mode: Before the vernent phase, your med into General to characteristic es Supersonic.	you ca walk M	n ded lode.	lare Its			
	Anti Air C are desigr defense th	CIWS: The U.N. ned more for an anti enemy. a wound from a	ti miss When	ile ever	this	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	Missile, Ropart of its	ocket, Bazooka name, roll a dic nat wound.	, or Gr	enad	e as	Valkyrie (p. 1) Core Explodes (p. 1)		
FACTION KEYWORDS		2009, U.N. Spa	CV			1 A- /		
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius							
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VF-1A VALKYRIE ACE

NAME	M	ws	BS	S	Т	W	Α	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.

VF-TA Valkyfie Aces (POV	ver raung	+14). Lacii iiloc	161 15 G	quipp	eu w	in a Gun Pod, a Laser Civvs, 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			•			may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.
	in the Movit is transf Movemen Toughnes and it lose	vement phase, your ormed into Batt t characteristic s characteristic es Supersonic, v	you ca roid M becom becon Airborr	n ded ode. nes 9' nes 6 ne, ar	clare Its ', its ,	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
	Pod with a	it. This model r a +1 to hit. Mode : Before the rement phase, v	nis mo	del m	oves	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.
	it is transf Movemen and it lose	ormed into Gen t characteristic es Supersonic.	walk M becom	lode. nes 1	Its 5",	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	are design defense the unit loses Missile, R part of its	CIWS: The U.N. ned more for an nan anti enemy. a wound from a ocket, Bazooka name, roll a dictat wound.	ti miss When weap or Gr	ile lever oon w enad	this ith e as	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		2009, U.N. Spa	ıcv			vairyile (p. 1), cole Explodes (p. 1)
KEYWORDS		ehicle, Valkyrie,		0200	Gro	und Character
KE I WORDS	manic, ve	riicie, vaikylle,	i iy, S	pace,	GIU	unu, Onaraciei



VF-1D VALKYRIE

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

A VF-1D Valkyrie is a sin	gle 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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.
	in the Movint is transformed Movemen Toughnes	Mode: Before the vernent phase, formed into Batt the characteristic is characteristic is Supersonic, A	you car roid Mo becom becom	n ded ode. ies 9 nes 6	clare Its ", its 5,	Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.

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. This model may fire its Gun

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 Valkyrie (p. 1) 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 Gerwalk Mode: Before this model moves 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.

Core Explodes (p. 1)

FACTION KEYWORDS Macross, 2009, U.N. Spacy

ABILITIES

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

Pod with a +1 to hit.



HIKARU ICHIJO VF-1D

NAME	M	ws	BS	S	Т	W	Α	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.

Gun Pod 30" Rapid Fire 4 6 -1 1 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. 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 of the Movement phase, you can declare 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: 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. ABILITIES Melee Melee User -2 D3 Add 1 to all hit rolls against targets that can Fly. Add 1 to all hit rolls against targets that can Fly. Add 1 to all hit rolls against targets that can Fly. Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. Chard to Hit: Your opponent must subtract 1 from hit ro	one model with likard ic	injo may be	e included in yo	ui aiii	ıy.				
Gun Pod 30" Rapid Fire 4 6 -1 1 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. 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 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. Gerwalk Mode: Before this model moves it to 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 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: 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. ABILITIES Macross, 2009, U.N. Spacy	WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Titanic Feet Melee Were -2 D3 Make 3 hit rolls for each attack with this weapon. 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 9, and it loses Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. Gerwalk Mode: Before this model moves it is transformed into Gerwalk Mode. Its Movement characteristic becomes 15", and it loses Supersonic. 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. Melee Were 12 D3 Make 3 hit rolls for each attack with this weapon. These missiles may not be fired in Battroid mode. Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. 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 pivol 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) Valkyrie (p. 1) Valkyrie (p. 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.		
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. 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. 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. 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. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge, can only be charged by units that can Fly. Airborne: This model cannot charge. Airborne: This model cannot charge. Core Explodes (p. 1)	Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets 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 Supersonic, Airborne, and Hard to Hit. This model may fire its Gun Pod with a +1 to hit. 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: 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. Pattroid Mode: Before 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)	Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.		
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. 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: 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. Charge phase, even if it has not declared a Charge. 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 pivol 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)	WARGEAR OPTIONS						·		
Pod with a +1 to hit. 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: 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. Pod with a +1 to hit. 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. Fly. Valkyrie (p. 1) Core Explodes (p. 1)		in the Movit is transfe Movemen Toughness and it lose	vement phase, your ormed into Batt t characteristic s characteristic es Supersonic, v	you ca roid Me becom becon Airborn	n ded ode. I nes 9' nes 6 ne, ar	clare Its ', its ,	Charge phase, even if it has not declared a Charge. 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. ABILITIES ARE Anti Air CIWS: The U.N. Spacy CIWS 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) Core Explodes (p. 1)		Gerwalk I in the Movit is transformation of the Movemen	wa +1 to hit. Mode: Before the vernent phase, you comed into General to the characteristic	nis moo you ca walk M	del m n dec lode.	oves clare Its	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		
part of its name, roll a dice. On a 5+, do not lose that wound. Core Explodes (p. 1) FACTION KEYWORDS Macross, 2009, U.N. Spacy		are desigr defense the unit loses	ned more for an nan anti enemy. a wound from a	iti miss When a weap	ile ever on w	this ith	charged by units that can Fly , and can only attack or be attacked in the Fight phase by units that can Fly .		
FACTION KEYWORDS Macross, 2009, U.N. Spacy	ABILITIES	part of its	name, roll a dic				• " '		
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	KEYWORDS		Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo						

7						7			-1J (YR)	în
NAME POWER	M	WS	BS	S	Т	W	A	Ld	S	
VF-1J	15"-30"	3+	3+	6	5	8	2	8	3+	
A 1 VF-1J Valkyrie is a sir	ngle model	equip	oed wit	th a	Gun	Pod,	two I	_aser (CIWS, and	d Titanic Feet.
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	ITIES	
Gun Pod	30"	Rapi	d Fire	4	6	-1	1			units with 5 or more models, change ype to Rapid Fire 8.
Laser CIWS	12"	Rapi	d Fire	2	4	0	2	Add 1	1 to all hit	rolls against targets that can Fly .
Titanic Feet	Melee	N	lelee		User	-2	D3	Make	3 hit rolls	for each attack with this weapon.
WARGEAR OPTIONS	This model has 4 Missile Hardpoints, and p. 1 (+1 Power Rating per 2 selections) 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. Gerwalk Mode: Before this model moves in the Movement phase, you can declare it is transformed into Gerwalk Mode. Its								to Hit: You hat attack ersonic: Ethe spot uffar it has not pivot. Wiement cha	
ABILITIES FACTION KEYWORDS	Anti Air Care design defense the unit loses Missile, Rapart of its not lose the	ciws: ned mo han an a wou ocket, name, nat wo	S Supersonic. WS: The U.N. Spacy CIWS ed more for anti missile an anti enemy. Whenever this a wound from a weapon with ocket, Bazooka, or Grenade as name, roll a dice. On a 5+, do					charg or be Fly. Valky	jed by uni attacked	model cannot charge, can only be ts that can Fly , and can only attack in the Fight phase by units that can
I ACTION RETWORDS	iviacioss,	۷۵۵۶,	U.IN. 3	μαι	<i>-</i> y					

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

KEYWORDS



HIKARU ICHIJO VF-1J

NAME	M	ws	BS	S	Т	W	Α	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.	
						may take one selection per hardpoint from the list on These missiles may not be fired in Battroid mode.	
	in the Mov it is transfo	ement phase, y ormed into Batti	you ca roid M	n ded ode. I	lare ts	Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.	
	Toughness	t characteristic s characteristic s Supersonic, A	becon	nes 6	,	Hard to Hit : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.	
	Hard to Hi	t. This model n +1 to hit.	nay fire	e its (Gun	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	
	in the Mov it is transfo Movement	Mode: Before the tement phase, you must be commed into General characteristic as Supersonic.	you ca walk M	n dec ode.	lare Its	, ,	
	Anti Air C are design defense th	IWS: The U.N. led more for an lan anti enemy. a wound from a	ti miss When	ile ever	this	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 .	
	Missile, Ro	ocket, Bazooka name, roll a dic	, or Gr	enad	e as	Valkyrie (p. 1) Core Explodes (p. 1)	
	Macross, 2	2009, U.N. Spa	CV			1	
	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Hikaru Ichijo						



MAXIMILIAN JENIUS VF-1J

NAME	M	ws	BS	S	Т	W	Α	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.

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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.				
	in the Movit is transfe Movemen Toughnes and it lose	Mode: Before the vement phase, your med into Battle to characteristic is characteristic is Supersonic, And the This model research to hit.	you cai roid Mo becom becom Airborn	n dec ode. nes 9' nes 6 ne, ar	clare Its ", its ,	Genius Pilot: This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1. 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. Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.				
	in the Movit is transfe Movemen and it lose Anti Air Care design defense the	Mode: Before the rement phase, your med into General techniques of the characteristic as Supersonic. SIWS: The U.N. and more for an anti enemy.	you car walk M becom Spacy ti miss When	n ded lode. nes 19 / CIW ille never	clare Its 5",	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.				
	Missile, Ropart of its	a wound from a ocket, Bazooka name, roll a dic nat wound.	, or Gr	enad	le as	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	Valkyrie (p. 1)				Core Explodes (p. 1)				
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су							
KEYWORDS	Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Maximilian Jenius									



KEYWORDS

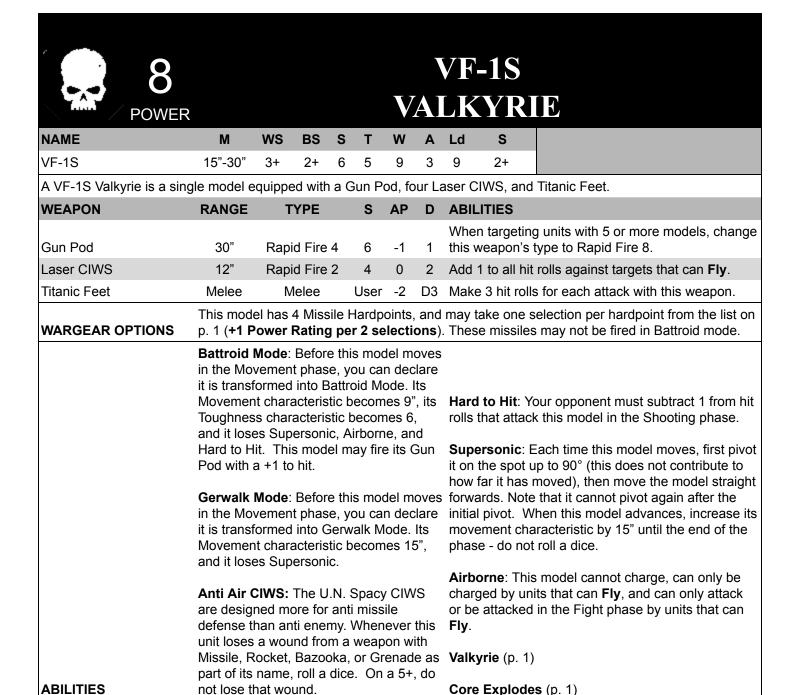
MILIA FALLYNA JENIUS VF-1J

NAME	M	ws	BS	S	Т	W	Α	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.

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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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.
						Crack Shot: This model may reroll any hit roll of 1.
	in the Movit is transform. Toughness and it loses Hard to His Pod with a Gerwalk I in the Movit is transform.	Mode: Before the vement phase, your med into Batte to characteristic is characteristic is Supersonic, And to hit. Mode: Before the vement phase, your med into General to characteristic is Supersonic.	you ca roid Mo becom becon Airborr may fire nis moo you ca walk M	n decode. In decode. In decode. In decode.	clare Its ', its , ad Gun oves clare Its	him, then she also gains his Genius Pilot ability. 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 15" until the end of the phase - do not roll a dice.
ABILITIES	are design defense th unit loses Missile, R	EIWS: The U.N. ned more for an nan anti enemy. a wound from a ocket, Bazooka name, roll a dicuat wound.	ti miss When weap or Gr	sile never oon w renad	this ith e as	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. Spa	су			

Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Milia Fallyna



FACTION KEYWORDS

KEYWORDS

Macross, 2009, U.N. Spacy

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



ROY FOCKER VF-1S

NAME	M	ws	BS	S	T	W	Α	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.

model with Roy Focker h	nay be incit	ided in your arn	ny.				
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						may take one selection per hardpoint from the list on 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.			n dec ode. I nes 9' nes 6 ne, an	clare Its ', its ,	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	
	in the Moviti is transfe	k Mode : Before this model moves dovement phase, you can declare		lare Its	subtract 1 from their leadership score. Hard to Hit: Your opponent must subtract 1 from hit		
		t characteristic s Supersonic.	becom	ies 1	5",	rolls that attack this model in the Shooting phase.	
	are design defense th unit loses Missile, Re	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			this ith e as	Supersonic : Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 15" until the end of the phase - do not roll a dice.	
ABILITIES	Valkyrie (p. 1) lodes (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 .	
FACTION KEYWORDS			ICV			• • • •	
KEYWORDS	DS Macross, 2009, U.N. Spacy Titanic, Vehicle, Valkyrie, Fly, Space, Ground, Character, Roy Focker						
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HIKARU ICHIJO VF-1S

NAME	M	ws	BS	S	Т	W	Α	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.

Focker in a VF-15 valkyr	ic.							
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						may take one selection per hardpoint from the list on. These missiles may not be fired in Battroid mode.		
	in the Moviti is transfe	vement phase, yormed into Batt	you ca roid M	n dec ode. I	lare Its	Skull Leader : Any enemy model within 18" must subtract 1 from their leadership score. Hard to Hit : Your opponent must subtract 1 from hit rolls that attack this model in the Sheeting phase.		
	Toughness and it lose Hard to Hi Pod with a	s characteristic s Supersonic, <i>i</i> it. This model r	characteristic becomes 6, Supersonic, Airborne, and This model may fire its Gun +1 to hit.		, id Gun	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		
	in the Mov it is transfo Movemen	vement phase, yormed into Gen t characteristic	you ca walk M	n ded ode.	lare Its	movement characteristic by 15" until the end of the phase - do not roll a dice.		
	Anti Air C		Supersonic. WS: The U.N. Spacy CIWS d more for anti missile			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	unit loses Missile, R	a wound from a ocket, Bazooka name, roll a dic	a weap , or Gr	on w	ith e as	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)		
FACTION KEYWORDS		2009, U.N. Spa	CV			V V // F V /		
KEYWORDS		•		oace,	Grou	und, Character, Hikaru Ichijo		
						-		



MAXIMILIAN JENIUS VF-1S

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

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

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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						may take one selection per hardpoint from the list on . These missiles may not be fired in Battroid mode.		
	in the Mov	Mode : Before the vement phase, your med into Batt	ou ca	n dec	lare	Genius Pilot : This model is always considered to have the benefit of Cover. Additionally, this model may reroll any armor save of 1.		
	Toughnes	s characteristic	characteristic becomes 9", its characteristic becomes 6, Supersonic, Airborne, and		,	Hard to Hit : Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.		
	Hard to H		This model may fire its Gun			Supersonic : Each time this model moves, first pivit on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight		
	in the Mov it is transformation	Mode: Before the vernent phase, your phase, your phase, your phase to characteristic es Supersonic.	you caı walk M	n dec ode.	lare Its			
	Anti Air C are design defense th	TIWS: The U.N. ned more for an anti enemy.	upersonic. S: The U.N. Spacy CIWS more for anti missile anti enemy. Whenever this round from a weapon with		this	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	Missile, R part of its	ocket, Bazooka name, roll a dic nat wound.	, or Gr	enad	e as	Valkyrie (p. 1) Core Explodes (p. 1)		
FACTION KEYWORDS	Macross,	2009, U.N. Spa	су			* **		
KEYWORDS	Titanic, Ve	ehicle, Valkyrie,	Fly, Sp	oace,	Grou	und, Character, Maximilian Jenius		
		<u> </u>						

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						S model, then one Micro Missile Pod may be on (Power Rating +1).
	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".					
ABILITIES	Boost Pack : This model may move 2D6" in the Charge Phase, even if it did not declare a charge. If this model already had a similar ability, then it may move 3D6" instead.					
FACTION KEYWORDS	Macross, 2009, U.N. Spacy					

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	is decreas Save is im must rema the Armore weapons s	ed by 2", the Too proved by 1 (eg. ain in Battroid M ed Pack may be still remaining on ains 3 lost wound	ughne 3+ b ode, eject	ess is ecom and t ed, re Armor	impi ies a he m turn ed F	1J Valkyrie model, the maximum speed of the model roved by 2 (e.g. T6 becomes T8, etc) and the Armor 2+, etc). Models equipped with an Armored Pack nodel starts the game in Battroid Mode . At any time, ing all statistics to their printed value and losing any Pack. In addition, after ejecting the Armored Pack, the ed the starting value, and the Battroid Mode
FACTION KEYWORDS	Macross, 2	2009, U.N. Spac	y			

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 (<u>DOES</u> 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 weapon.	this weapon, choos	se one	or more	e profiles	s below. If firing more than one, subtract 1 from all Hit rolls for this
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.