

ZENTRAEDI 2009 ARMY LIST

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

ABILITIES

The following abilities are common to several Zentraedi units:

Core Explodes


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

Regult

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

Battlesuit

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains **Titanic Presence**.

STRATAGEMS

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

2/3 CP

LIMITLESS RESERVES

Zentraedi Stratagem

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

Use this Stratagem at the end of your Movement phase. Select a **ZENTRAEDI REGULT SQUAD** or **ZENTRAEDI GNERL SQUADRON** unit from your army that was destroyed earlier in the battle. Set up this unit wholly within your deployment zone, within 6" of the edge of the battlefield and more than 9" from any enemy models. This does not cost reinforcement points in a matched play game. This stratagem costs 2 CP for a unit with a Power Rating of 9 or less, or 3 CP for a unit with a Power Rating of 10 or more.



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POWER

GLAUG

NAME		M	WS	BS	S	T	W	A	Ld	S	
Glaug	215pts	9"	3+	2+	7	7	12	3	8	3+	
A Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Electron Beam Gun, two Heavy Impact Cannons, and Titanic Feet.											
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES		
Anti-Personnel Laser Cannon		24"		Rapid Fire 2		4	-1	1	-		
Heavy Impact Cannon		When firing this weapon, choose one or both of the profiles below. If you choose to fire both profiles, subtract 1 from all hit rolls with this weapon.									
--- Large Bore		36"		Heavy 1		8	-2	D3			
--- Small Bore		24"		Heavy 3		5	-1	1	-		
Long Range Electron Beam Gun		48"		Heavy 1		9	-4	D6	-		
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.		
WARGEAR OPTIONS		This model may take an Atmospheric Booster Equipment Pack (Power Rating +2, p.17).									
ABILITIES		Battlesuit (p.1)					Core Explodes (p.1)				
FACTION KEYWORDS		Macross, 2009, Zentraedi									
KEYWORDS		Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character									



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POWER

KAMJIN KRAVSHERA

GLAUG

NAME	M	WS	BS	S	T	W	A	Ld	S	
Kamjin Kravshera 235pts	9"	2+	2+	7	7	12	3	9	3+	
Kamjin Kravshera in a Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Electron Beam Gun, two Heavy Impact Cannons, and Titanic Feet. Only one unit with Kamjin Kravshera may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-				
Heavy Impact Cannon	When firing this weapon, choose one or both of the profiles below. If you choose to fire both profiles, subtract 1 from all hit rolls with this weapon.									
--- Large Bore	36"	Heavy 1	8	-2	D3					
--- Small Bore	24"	Heavy 3	5	-1	1	-				
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	This model may take an Atmospheric Booster Equipment Pack (Power Rating +2, p.17).									
	Battlesuit (p. 1)					Bad Boss: The first time an allied Zentraedi unit fails a morale test during each Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).				
ABILITIES	Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character, Kamjin Kravshera									



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POWER

MORUK LAPLAMIZ GLAUG

NAME	M	WS	BS	S	T	W	A	Ld	S	
Moruk Laplamiz	220pts	9"	2+	3+	7	7	12	3	8	3+
Moruk Laplamiz in a Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range Electron Beam Gun, two Heavy Impact Cannons, and Titanic Feet. Only one model with Moruk Laplamiz may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Personnel Laser Cannon	24"	Rapid Fire 2	4	-1	1	-				
Heavy Impact Cannon	When firing this weapon, choose one or both of the profiles below. If you choose to fire both profiles, subtract 1 from all hit rolls with this weapon.									
--- Large Bore	36"	Heavy 1	8	-2	D3					
--- Small Bore	24"	Heavy 3	5	-1	1	-				
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS	This model may take an Atmospheric Booster Equipment Pack (Power Rating +2, p.17).									
ABILITIES	Ace Pilot: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge.					Battlesuit (p. 1) Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character, Moruk Laplamiz									



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POWER

GNERL SQUADRON

No	NAME	M	WS	BS	S	T	W	A	Ld	S	
3-6	Gnerl Fighter Pod	65pts	15"-30"	6+	4+	5	5	5	1	7	4+
A Gnerl Squadron unit contains 3 Gnerl Fighter Pods. It can include up to 3 additional Gnerl Fighter Pods (Power rating +3 each). Each model is equipped with a Missile Pod and a Triple Barrel Beam Gun.											
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES			
Missile Pod		60"	Rapid Fire D6		6	-1	1	Blast.			
Triple Barrel Beam Gun		36"	Rapid Fire 3		5	-1	1	-			
		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 .					Gnerl Squadron: All models in this unit must follow standard unit coherency rules.				
ABILITIES		Core Explodes (p. 1)									
FACTION KEYWORDS		Macross, 2009, Zentraedi									
KEYWORDS		Titanic, Vehicle, Fly, Space, Aircraft, Gnerl, Gnerl Squadron									



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POWER

GNERL ACE

NAME	M	WS	BS	S	T	W	A	Ld	S	
Gnerl Ace	75pts	15"-30"	5+	3+	5	5	5	1	8	4+
A Gnerl Ace is a single model equipped with a Missile Pod and a Triple Barrel Beam Gun.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Missile Pod	60"	Rapid Fire D6	6	-1	1	Blast.				
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-				
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. 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 .									
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Fly, Space, Aircraft, Gnerl, Character									



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POWER

NOUSJADEUL-GER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Nousjadeul-Ger	145pts	9"	3+	3+	6	6	9	2	8	3+
A Nousjadeul-Ger unit consists of a single Nousjadeul-Ger model. It may include one additional Nousjadeul-Ger model (Power Rating +7), or 2 additional Nousjadeul-Ger models (Power Rating +14). Each Nousjadeul-Ger model is equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laser Submachine Gun	24"	Pistol 2D6	5	-1	1	-				
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-				
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
	Battlesuit (p. 1)					Battlesuit Squad: When deploying this unit, all models must be within 6" of another model from this unit. After deployment, treat each model as a separate unit.				
ABILITIES	Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground									



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POWER

NOUSJADEUL-GER ACE

NAME	M	WS	BS	S	T	W	A	Ld	S	
Nousjadeul-Ger Ace	155pts	9"	3+	2+	6	6	9	3	8	3+
A Nousjadeul-Ger Ace is a single model equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.				
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-				
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
ABILITIES	Battlesuit (p. 1)					Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character									



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POWER

KAMJIN KRAVSHERA

NOUSJADEUL-GER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Kamjin Kravshera 185pts	9"	2+	2+	6	6	9	3	9	3+	
Kamjin Kravshera in a Nousjadeul-Ger is a single model equipped with a Laser Submachine Gun, a Large Bore Liquid Plasma Cannon, a Rapid Fire Impact Cannon, and Titanic Feet. Only one model with Kamjin Kravshera may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.				
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-				
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
	Bad Boss: The first time an allied Zentraedi unit fails a morale test during each Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).									
ABILITIES						Battlesuit (p. 1)				
						Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character, Kamjin Kravshera									



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POWER

QUEADLUUN-RAU

NAME	M	WS	BS	S	T	W	A	Ld	S	
Queadluun-Rau	14"	3+	3+	6	6	9	2	8	3+	
A Queadluun-Rau unit consists of a single Queadluun-Rau model. It may include one additional Queadluun-Rau model (Power Rating +9), or 2 additional Queadluun-Rau models (Power Rating +18). Each Queadluun-Rau model is equipped with a Fire Linked Impact Cannon, four Super Micro Missile Clusters, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fire Linked Impact Cannon	30"	Heavy 2D3		6	-2	2	-			
Super Micro Missile Cluster	18"	Assault D6		5	-1	1	Blast. This weapon may be fired even if enemy units are within 1" of the firing model. 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.			
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3		5	-1	1	Add 1 to all hit rolls against targets that can Fly . Subtract 1 from hit rolls against all other targets.			
	Battlesuit Squad: 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.						Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.			
ABILITIES							Battlesuit (p. 1); Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground									



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POWER

QUEADLUUN-RAU ACE

NAME	M	WS	BS	S	T	W	A	Ld	S	
Queadluun-Rau Ace 150pts	14"	2+	3+	6	6	9	3	8	3+	
A Queadluun-Rau Ace is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Clusters, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fire Linked Impact Cannon	30"	Heavy 2D3		6	-2	2	-			
Super Micro Missile Cluster	18"	Assault D6		5	-1	1	Blast. This weapon may be fired even if enemy units are within 1" of the firing model. 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.			
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3		5	-1	1	Add 1 to all hit rolls against targets that can Fly . Subtract 1 from hit rolls against all other targets.			
ABILITIES	Battlesuit (p. 1) Core Explodes (p. 1)						Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.			
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character									



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POWER

MILIA FALLYNA

QUEADLUNN-RAU

NAME	M	WS	BS	S	T	W	A	Ld	S	
Milia Fallyna	165pts	14"	2+	2+	6	6	9	4	8	3+
Milia Fallyna in a Queadluun-Rau is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Clusters, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. Only one unit with Milia Fallyna may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-				
Super Micro Missile Cluster	18"	Assault D6	5	-1	1	Blast. This weapon may be fired even if enemy units are within 1" of the firing model. 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.				
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can Fly . Subtract 1 from hit rolls against all other targets.				
ABILITIES	Crack Shot: This model may reroll any hit roll of 1. Battlesuit (p. 1)					Hard to Hit: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Milia Fallyna									



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POWER

MILIA AND MAX QUEADLUUN-RAU

NAME		M	WS	BS	S	T	W	A	Ld	S	
Milia Fallyna	165pts	14"	2+	2+	6	6	9	4	8	3+	
Maximilian Jenius	165pts	14"	2+	2+	6	6	9	4	8	3+	
Milia in a Queadluun-Rau and Max in a Queadluun-Rau are each equipped with a Fire Linked Impact Cannon, four Super Micro Missile Clusters, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. 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			
Fire Linked Impact Cannon		30"	Heavy 2D3		6	-2	2	-			
Super Micro Missile Cluster		18"	Assault D6		5	-1	1	Blast. This weapon may be fired even if enemy units are within 1" of the firing model. 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.			
Triple Barrelled Anti-Air Laser Gun		24"	Pistol D3		5	-1	1	Add 1 to all hit rolls against targets that can Fly . Subtract 1 from hit rolls against all other targets.			
		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.						Crack Shot: Models in this unit may reroll any hit roll of 1.			
ABILITIES								Battlesuit (p. 1); Core Explodes (p. 1)			
FACTION KEYWORDS		Macross, 2009, Meltrandi									
KEYWORDS		Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Milia Fallyna, Maximilian Jenius									



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POWER

MORUK LAPLAMIZ

QUEADLUNN-RAU

NAME	M	WS	BS	S	T	W	A	Ld	S	
Moruk Laplamiz	155pts	14"	3+	2+	6	6	9	3	9	3+
Moruk Laplamiz in a Queadluun-Rau is a single model equipped with a Fire Linked Impact Cannon, four Super Micro Missile Clusters, Titanic Feet, and two Triple Barrelled Anti-Air Laser Guns. Only one unit with Moruk Laplamiz may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fire Linked Impact Cannon	30"	Heavy 2D3		6	-2	2	-			
Super Micro Missile Cluster	18"	Assault D6		5	-1	1	Blast. This weapon may be fired even if enemy units are within 1" of the firing model. 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.			
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3		5	-1	1	Add 1 to all hit rolls against targets that can Fly . Subtract 1 from hit rolls against all other targets.			
	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.			
ABILITIES							Battlesuit (p. 1); Core Explodes (p. 1)			
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi									
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Moruk Laplamiz									



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POWER

REGULT SQUAD

No	NAME	M	WS	BS	S	T	W	A	Ld	S	
		65pts									
2-4	Regult Battle Pod	12"	4+	4+	6	5	4	1	7	4+	
0-1	Regult Heavy	90pts	12"	4+	4+	6	5	4	1	7	4+
This unit contains 2 Regult Battle Pods. It can include up to 2 additional Regult Battle Pods (Power rating +6). It may also include a single Regult Heavy (Power rating +4). Each Regult Battle Pod is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Laser CIWS, and Titanic Feet. Each Regult Heavy is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Light Missile Pod, and Titanic Feet.											
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES			
Anti-Personnel Gun		24"	Rapid Fire 2		4	0	1	-			
Electron Beam Guns		30"	Rapid Fire 6		6	-1	1	-			
Heavy Missile Pod		+10	48"	Heavy 2D6		8	-2	2	Blast.		
Laser CIWS			12"	Rapid Fire 2		4	0	2	Add 1 to all hit rolls against targets that can Fly .		
Light Missile Pod			48"	Assault 2D6		5	-1	1	Blast.		
Twin Long Range Electron Beam Guns		+20	48"	Heavy 2		9	-4	D6	-		
Titanic Feet			Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.		
WARGEAR OPTIONS		A Regult Heavy may replace its Light Missile Pod with a Heavy Missile Pod or Twin Long Range Electron Beam Guns (Power Rating +1).									
ABILITIES		Anti Air CIWS: The Zentraedi CIWS are designed more for anti missile defense than anti enemy. Whenever a model equipped with a Laser CIWS 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.						Regult Leap: Any Regult unit that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase. Regult Squad: When deploying this unit, all models must maintain normal Unit Coherency rules. Regult (p. 1), Core Explodes (p. 1)			
FACTION KEYWORDS		Macross, 2009, Zentraedi									
KEYWORDS		Titanic, Vehicle, Regult, Regult Squad, Space, Ground									



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POWER

REGULT HEAVY SQUAD

No	NAME	M	WS	BS	S	T	W	A	Ld	S		
1-3	Regult Heavy	90pts	12"	4+	4+	6	5	4	1	7	4+	
This unit contains 1 Regult Heavy. It can include up to 2 additional Regult Heavies (Power rating +4 each). Each Regult Heavy is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Light Missile Pod, and Titanic Feet.												
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES				
Anti-Personnel Gun		24"	Rapid Fire 2		4	0	1	-				
Electron Beam Guns		30"	Rapid Fire 6		6	-1	1	-				
Heavy Missile Pod		+10 48"	Heavy 2D6		8	-2	2	Blast.				
Light Missile Pod		48"	Assault 2D6		5	-1	1	Blast.				
Twin Long Range Electron Beam Guns		+20 48"	Heavy 2		9	-4	D6	-				
Titanic Feet		Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
WARGEAR OPTIONS		Any Regult Heavy may replace its Light Missile Pod with a Heavy Missile Pod or two Long Range Electron Beam Guns (Power Rating +1).										
ABILITIES		Regult Leap: Any Regult unit that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase.							Regult Squad: When deploying this unit, all models must be within 6" of another model from this unit. Regult (p. 1), Core Explodes (p. 1)			
FACTION KEYWORDS		Macross, 2009, Zentraedi										
KEYWORDS		Titanic, Vehicle, Regult, Space, Ground										



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POWER

REGULT TACTICAL SCOUT

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Tactical Scout	90pts	12"	4+	4+	6	5	4	2	8	4+
A Regult Tactical Scout is a single model equipped with Titanic Feet.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.				
	Long Range Sensors: Units arriving from Reserves may not be set up within 12" of this unit. Enemy units do not gain the benefit of cover to their saving throws against attacks made by friendly ZENTRAEDI units within 6" of this model when the attack is made.					Regult Leap: Any Regult unit that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase.				
ABILITIES						Regult (p. 1), Core Explodes (p. 1)				
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Regult, Space, Ground, Character									



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POWER

REGULT ACE

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Ace	85pts	12"	3+	3+	6	5	6	2	8	4+
A Regult Ace is a single model equipped with an Anti-Personnel Gun, Electron Beam Guns, a Laser CIWS, and Titanic Feet.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-				
Electron Beam Guns	30"	Rapid Fire 6	6	-1	1	-				
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.				
<div><div><p>Anti Air CIWS: The Zentraedi CIWS are designed more for anti missile defense than anti enemy. Whenever a model equipped with a Laser CIWS loses a wound from a weapon with Missile, Rocket, Bazooka, or Grenade as part of its name, roll a dice. On a 5+, do not lose that wound.</p></div><div><p>Regult Leap: Any Regult unit that Advances as part of their movement may choose to take the Fly keyword until the beginning of their next movement phase.</p><p>Regult Leader: Friendly Regult units can use this model's Leadership instead of their own while they are within 6" of it.</p></div></div>										
ABILITIES	Regult (p. 1), Core Explodes (p. 1)									
FACTION KEYWORDS	Macross, 2009, Zentraedi									
KEYWORDS	Titanic, Vehicle, Regult, Space, Ground, Character									



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POWER

SOLDIER SQUAD

No	NAME		M	WS	BS	S	T	W	A	Ld	S	
4-9	Soldier	20pts	8"	4+	4+	5	4	3	2	7	4+	
1	Sergeant	20pts	8"	4+	4+	5	4	3	2	8	4+	
This unit contains 4 Soldiers and 1 Sergeant. It can include up to 5 additional Soldiers (Power rating +5). Each Soldier and Sergeant is equipped with a Zentraedi Infantry Rifle.												
WEAPON			RANGE	TYPE			S	AP	D	ABILITIES		
Zentraedi Infantry Rifle			24"	Assault 2			4	-1	1	-		
ABILITIES			Objective Secured: This model has Objective Secured, and counts as 5 models when comparing to Infantry units with the same rule.									
FACTION KEYWORDS			Macross, 2009, Zentraedi									
KEYWORDS			Monster, Infantry, Space, Ground									



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POWER

ARMORED SOLDIER SQUAD

No	NAME	M	WS	BS	S	T	W	A	Ld	S
4-9	Armored Soldier 45pts	7"	3+	4+	5	5	3	2	7	3+
1	Armored Leader 45pts	7"	3+	4+	5	5	3	3	8	3+

This unit contains 4 Armored Soldiers and 1 Armored Leader. It can include up to 5 additional Armored Soldiers (**Power rating +9**). Each Armored Soldier and Armored Leader is equipped with a Zentraedi Infantry Rifle and an Armored Fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armored Fist	Melee	Melee	+1	-1	2	-
Zentraedi Heavy Rifle	24"	Assault 2	4	-2	1	-

FACTION KEYWORDS Macross, 2009, Zentraedi

KEYWORDS Monster, Infantry, Space, Ground



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POWER

COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	S
Commander 40pts	8"	4+	3+	5	5	4	4	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Zentraedi Infantry Rifle	24"	Assault 2	4	-1	1	-

FACTION KEYWORDS Macross, 2009, Zentraedi

KEYWORDS Monster, Infantry, Space, Ground, Character

2

POWER

ATMOSPHERIC BOOSTER

This equipment pack may be taken for any **Glaug** unit.**+40**

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

Atmospheric Booster: If a model is equipped with an Atmospheric booster, its Move score changes to 15"-30", and it gains **Fly** and **Aircraft**.

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**.

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.

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

ABILITIES

FACTION KEYWORDS Macross, 2009, Zentraedi, Equipment Pack

KEYWORDS Fly, Aircraft