ZENTRAEDI 2009 ARMY LIST

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

KEYWORDS

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

ABILITIES

The following abilities are common to several Zentraedi units:

Core Explodes

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

Regult

This model can Fall Back in the movement phase and still shoot in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model has Objective Secured, and counts as 5 models when comparing to **Infantry** units with the same rule. In a detachment where all units share this keyword, you may substitute an Elite unit for an HQ unit.

Battlesuit

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

STRATAGEMS

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

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2 CP — **LIMITLESS RESERVES**
Zentraedi Stratagem
Zentraedi forces drown the enemy under sheer weight of numbers, wearing them down with endless mechanized assaults.

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

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GLAUG

NAME	M	WS	BS	S	T	W	A	Ld	S
Glaug	9"	3+	2+	7	7	12	3	8	3+

A Glaug is a single model equipped with two Anti-Personnel Laser Cannons, a Long Range 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	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	This model may take an Atmospheric Booster (**Power Rating +2**).

ABILITIES	**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***: When equipped with an Atmospheric Booster, 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***: When equipped with an Atmospheric Booster, your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.	**Supersonic***: When equipped with an Atmospheric Booster, each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 20" until the end of the phase - do not roll a dice. **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. **Battlesuit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	Macross, 2009, Zentraedi
KEYWORDS	Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character

KAMJIN KRAVSHERA

NAME	M	WS	BS	S	T	W	A	Ld	S	
Kamjin Kravshera	9"	2+	2+	7	7	12	3	9	3+	

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

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 (**Power Rating +2**).

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

Battlesuit (p. 1)

Core Explodes (p. 1) | **Bad Boss**: The first time an allied **Zentraedi** unit fails a morale test during the Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).

Supersonic*: When equipped with an Atmospheric Booster, each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 20" until the end of the phase - do not roll a dice.

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

FACTION KEYWORDS	Macross, 2009, Zentraedi
KEYWORDS	Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character, Kamjin Kravshera

MORUK LAPLAMIZ

NAME	M	WS	BS	S	T	W	A	Ld	S	
Moruk Laplamiz	9"	2+	3+	7	7	12	3	8	3+	

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

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 (**Power Rating +2**).

ABILITIES	**Ace Pilot**: This unit may move up to 2D6" in the Charge phase, even if it has not declared a Charge. **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***: When equipped with an Atmospheric Booster, 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***: When equipped with an Atmospheric Booster, your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase.	**Supersonic***: When equipped with an Atmospheric Booster, each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 20" until the end of the phase - do not roll a dice. **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. **Battlesuit** (p. 1) **Core Explodes** (p. 1)

FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi
KEYWORDS	Titanic, Vehicle, Battlesuit, Glaug, Space, Ground, Character, Moruk Laplamiz

GNERL SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	S
Gnerl Fighter Pod	15"-30"	6+	4+	5	5	5	1	7	4+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-

ABILITIES	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 20" until the end of the phase - do not roll a dice.	**Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Gnerl Squadron:** All models in this unit must remain within 4" of any other model in this unit. **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi
KEYWORDS	Titanic, Vehicle, Fly, Space, Aircraft, Gnerl

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POWER

GNERL ACE

NAME	M	WS	BS	S	T	W	A	Ld	S
Gnerl Ace	15"-30"	5+	3+	5	5	5	1	8	4+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile Pod	60"	Rapid Fire D3	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire D6.
Triple Barrel Beam Gun	36"	Rapid Fire 3	5	-1	1	-

ABILITIES	**Supersonic**: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it has moved), then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model advances, increase its movement characteristic by 20" until the end of the phase - do not roll a dice.	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Airborne**: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Core Explodes** (p. 1)

FACTION KEYWORDS	Macross, 2009, Zentraedi
KEYWORDS	Titanic, Vehicle, Fly, Space, Aircraft, Gnerl, Character

NOUSJADEUL-GER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Nousjadeul-Ger	9"	3+	3+	6	6	9	2	8	3+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 Squad:** When deploying this unit, all models must be within 6" of another model from this unit.	**Battlesuit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground	

NOUSJADEUL-GER ACE

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Nousjadeul-Ger Ace	9"	3+	2+	6	6	9	3	8	3+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**Battlesuit** (p. 1)	**Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character	

KAMJIN KRAVSHERA

NAME	M	WS	BS	S	T	W	A	Ld	S	
Kamjin Kravshera	9"	2+	2+	6	6	9	3	9	3+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser Submachine Gun	24"	Pistol 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Pistol 2D6.
Large Bore Liquid Plasma Cannon	48"	Heavy 1	9	-4	D6	-
Rapid Fire Impact Cannon	30"	Heavy D6	6	-2	2	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

ABILITIES	**Bad Boss**: The first time an allied **Zentraedi** unit fails a morale test during the Morale Phase while it is within 12" of this unit, one model of your choice is slain and the Morale test is rerolled (do not include this slain model).	**Battlesuit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Nousjadeul-Ger, Space, Ground, Character, Kamjin Kravshera	

QUEADLUUN-RAU

NAME	M	WS	BS	S	T	W	A	Ld	S	
Queadluun-Rau	14"	3+	3+	6	6	9	3	8	3+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can **Fly**. Subtract 1 from hit rolls against all other targets.

ABILITIES	**Battlesuit Squad:** When deploying this unit, all models must be within 6" of another model from this unit.	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Battlesuit** (p. 1); **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground	

QUEADLUUN-RAU ACE

NAME	M	WS	BS	S	T	W	A	Ld	S
Queadluun-Rau Ace	14"	2+	3+	6	6	9	4	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can **Fly**. Subtract 1 from hit rolls against all other targets.

ABILITIES	**Battlesuit Squad:** When deploying this unit, all models must be within 6" of another model from this unit.	**Hard to Hit**: Your opponent must subtract 1 from hit rolls that attack this model in the Shooting phase. **Battlesuit** (p. 1); **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character	

MILIA FALLYNA

NAME	M	WS	BS	S	T	W	A	Ld	S
Milia Fallyna	14"	2+	2+	6	6	9	5	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can **Fly**. Subtract 1 from hit rolls against all other targets.

ABILITIES	**Crack Shot**: This model may reroll any hit roll of 1. **True Love**: If this model is taken in the same army as Maximillian Jenius in a Queadluun-Rau and is within 6" of 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. **Battlesuit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi, Meltrandi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Milia Fallyna	

MAXIMILIAN JENIUS

NAME	M	WS	BS	S	T	W	A	Ld	S
Maximilian Jenius	14"	2+	2+	6	6	9	5	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire Linked Impact Cannon	30"	Heavy 2D3	6	-2	2	-
Super Micro Missile Pod	18"	Assault D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault D6. This weapon may be fired even if enemy units are within 1" of the firing model.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.
Triple Barrelled Anti-Air Laser Gun	24"	Pistol D3	5	-1	1	Add 1 to all hit rolls against targets that can **Fly**. Subtract 1 from hit rolls against all other targets.

ABILITIES	**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 in a Queadluun-Rau 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. **Battlesuit** (p. 1) **Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Meltrandi	
KEYWORDS	Titanic, Vehicle, Battlesuit, Queadluun-Rau, Space, Ground, Character, Maximilian Jenius	

MORUK LAPLAMIZ

NAME	M	WS	BS	S	T	W	A	Ld	S	
Moruk Laplamiz	14"	3+	2+	6	6	9	4	9	3+	

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

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

REGULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Battle Pod	12"	4+	4+	6	5	4	2	7	4+	
Regult Heavy	12"	4+	4+	6	5	4	2	7	4+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Electron Beam Guns	30"	Rapid Fire 4	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.
Heavy Missile Pod	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Laser CIWS	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can **Fly**.
Light Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	A Regult Heavy may replace it's Light Missile Pod with a Heavy Missile Pod or two 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** model 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	

5
POWER

REGULT HEAVY SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Heavy	12"	4+	4+	6	5	4	2	7	4+	

This unit contains 1 Regult Heavy. It can include up to 2 additional Regult Heavies (**Power rating +5 each**). Each Regult Heavy is equipped with an Anti-Personnel Gun, Electron Beam Guns, a Light Missile Pod, and Titanic Feet.
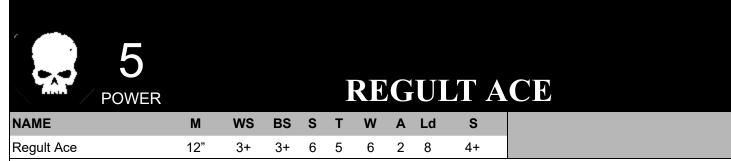
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Electron Beam Guns	30"	Rapid Fire 4	6	-1	1	When targeting units with 5 or more models, change this weapon's type to Rapid Fire 8.
Heavy Missile Pod	48"	Heavy 2D3	8	-2	2	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
Light Missile Pod	48"	Assault 2D3	5	-1	1	When targeting units with 5 or more models, change this weapon's type to Assault 2D6.
Long Range Electron Beam Gun	48"	Heavy 1	9	-4	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

WARGEAR OPTIONS	Any Regult Heavy may replace it's Light Missile Pod with a Heavy Missile Pod or two Long Range Electron Beam Guns (**Power Rating +1**).

ABILITIES	**Regult Leap:** Any **Regult** model that Advances as part of their movement may choose to take the **Fly** keyword until the beginning of their next movement phase.	**Regult 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	

REGULT TACTICAL SCOUT

5
POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Tactical Scout	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.

ABILITIES	**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** model that Advances as part of their movement may choose to take the **Fly** keyword until the beginning of their next movement phase. **Regult** (p. 1)**, Core Explodes** (p. 1)
FACTION KEYWORDS	Macross, 2009, Zentraedi	
KEYWORDS	Titanic, Vehicle, Regult, Space, Ground, Character	

REGULT ACE

5
POWER

NAME	M	WS	BS	S	T	W	A	Ld	S	
Regult Ace	12"	3+	3+	6	5	6	2	8	4+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-Personnel Gun	24"	Rapid Fire 2	4	0	1	-
Electron Beam Guns	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.

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** (p. 1)**, Core Explodes** (p. 1)	**Regult Leap:** Any **Regult** model that Advances as part of their movement may choose to take the **Fly** keyword until the beginning of their next movement phase. **Regult Leader:** Friendly **Regult** units can use this model's Leadership instead of their own while they are within 6" of it.
FACTION KEYWORDS	Macross, 2009, Zentraedi	
KEYWORDS	Titanic, Vehicle, Regult, Space, Ground, Character	

5
POWER

SOLDIER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	S	
Soldier	8"	4+	4+	5	4	2	2	7	4+	
Sargeant	8"	4+	4+	5	4	2	2	8	4+	

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

9
POWER

ARMORED SOLDIER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	S	
Armored Soldier	7"	4+	4+	5	5	2	2	7	3+	

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

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

2
POWER

COMMANDER

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

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

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

ZENTRAEDI POINTS VALUES

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

HQ

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

TROOPS

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

HEAVY SUPPORT

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

CHARACTERS

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

FAST ATTACK

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

ELITES

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Titanic Feet	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Atmospheric Booster	40

ZENTRAEDI WARGEAR

RANGED WEAPONS

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

MELEE WEAPONS

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

OTHER WARGEAR

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