



Version 1/2E
Valkyrie Variant (Uncommon)



RDF Armoured Valkyrie Fighters

SPECS

Class: Med Fighters
In Service: 2010
Point Value: 80 each
Ramming Factor: 25
Jinking Limit: 8 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 7
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +18

WEAPONS

GU-11 Gunpod
Number of Guns: 1
Class: Particle
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

Mauser RoV-20 Laser
Number of Guns: 1
Class: Laser
Damage: 1d5 (+1)
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: Elite Pilots gain a +1 to their damage as noted at no additional charge.

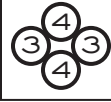
Guardian Mode
Max Turning Thrust: 7
Fwd/Aft Defense: 7
Std/Port Defense: 7
-2 Skindancing Bonus
+1 Jinking Bonus
Primary Wpn Arc:



Battloid Mode
Max Turning Thrust: 8 (3)
Fwd/Aft Defense: 8 (7)
Std/Port Defense: 7
-3 (4) Skindancing Bonus
+1 (2) Jinking Bonus
Combat Pivots: 1 Thrust
Primary Wpn Arc:



ARMOR



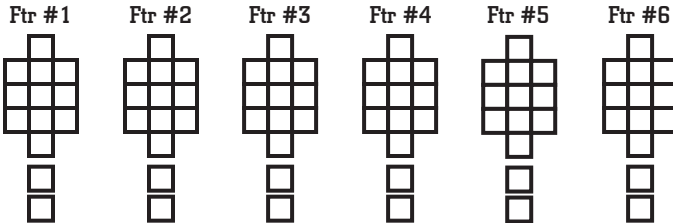
Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Dropped Out
Ftr Destroyed



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes
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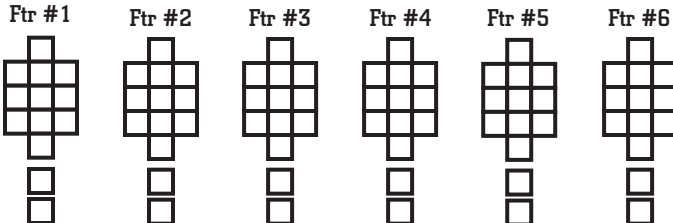
GU-11 Gunpod:

Starstrike Missiles:

Flight #2



Dropped Out
Ftr Destroyed



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes
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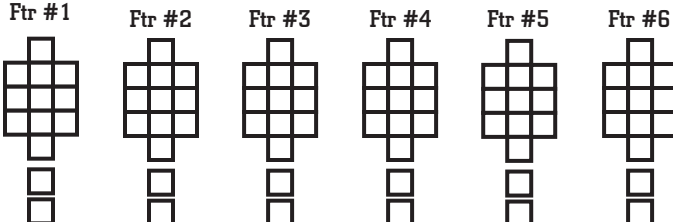
GU-11 Gunpod:

Starstrike Missiles:

Flight #3



Dropped Out
Ftr Destroyed



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes
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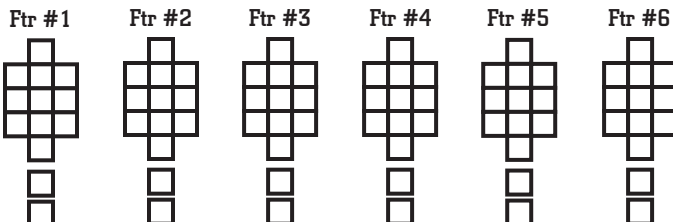
GU-11 Gunpod:

Starstrike Missiles:

Flight #4



Dropped Out
Ftr Destroyed



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes
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GU-11 Gunpod:

Starstrike Missiles:

VF-1B Variant Adds:

Mauser RoV-22 Laser
Number of Guns: 1
Class: Laser
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: May fire in fighter or guardian mode only, and is limited to the standard ftr arc.
Base Fighter Cost: xx points

MISSILE LOADOUTS

GH-32 Starstrike
Class: Ballistic
Damage: 1d6+5
Max Launch Range: 8 hexes
Fire Control: +0/+0/-2
Loadout: 16 missiles
Cost: 6 points each

SPECIAL NOTES

Can fire one primary weapon and up to 2 missiles or, no primary and up to 4 missiles per turn. May switch modes during power allocation segment of turn. No navigators.

ADDED RULES

Begins game in battloid mode. When unit first switches modes, all armour values are reduced by one and any unfired missiles are lost permanently. In subsequent Battloid modes, use the stats in parenthesis.