



Version 1/2E
 Valkyrie Variant (Rare)



RDF Jotun Valkyrie Veritech Fighters

SPECS
 Class: Heavy Fighters
 In Service: 2011
 Point Value: 114 each
 Ramming Factor: 24
 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: 7
 Stb/Port Defense: 8
 Free Thrust: 14
 Offensive Bonus: +4
 Initiative Bonus: +16

WEAPONS

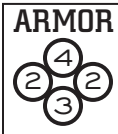
PBC-11 Beam Cannon
 Number of Guns: 1
 Class: Particle
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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: 8
 Fwd/Aft Defense: 7
 Std/Port Defense: 8
 -2 Skindancing Bonus
 +1 Jinking Bonus
 Primary Wpn Arc:



Battloid Mode
 Max Turning Thrust: 5
 Fwd/Aft Defense: 8
 Std/Port Defense: 8
 -4 Skindancing Bonus
 +2 Jinking Bonus
 Combat Pivots: 1 Thrust
 Primary Wpn Arc:



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

| Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|----------|----------|----------|----------|----------|----------|
| 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid |
| 1x1 | 1x1 | 1x1 | 1x1 | 1x1 | 1x1 |

Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Missiles: _____

| | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|
| 5 | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|

 Starburst Missiles: _____

| | | | | | |
|---|--|--|--|--|--|
| 5 | | | | | |
|---|--|--|--|--|--|

Flight #2



Dropped Out
 Ftr Destroyed

| Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|----------|----------|----------|----------|----------|----------|
| 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid |
| 1x1 | 1x1 | 1x1 | 1x1 | 1x1 | 1x1 |

Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Missiles: _____

| | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|
| 5 | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|

 Starburst Missiles: _____

| | | | | | |
|---|--|--|--|--|--|
| 5 | | | | | |
|---|--|--|--|--|--|

Flight #3



Dropped Out
 Ftr Destroyed

| Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|----------|----------|----------|----------|----------|----------|
| 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid |
| 1x1 | 1x1 | 1x1 | 1x1 | 1x1 | 1x1 |

Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Missiles: _____

| | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|
| 5 | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|

 Starburst Missiles: _____

| | | | | | |
|---|--|--|--|--|--|
| 5 | | | | | |
|---|--|--|--|--|--|

Flight #4



Dropped Out
 Ftr Destroyed

| Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|----------|----------|----------|----------|----------|----------|
| 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid | 4x4 grid |
| 1x1 | 1x1 | 1x1 | 1x1 | 1x1 | 1x1 |

Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Missiles: _____

| | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|
| 5 | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|

 Starburst Missiles: _____

| | | | | | |
|---|--|--|--|--|--|
| 5 | | | | | |
|---|--|--|--|--|--|

MISSILE LOADOUTS

Firebird Missile
 Class: Ballistic
 Damage: 20
 Max Launch Range: 25 hexes
 Fire Control: +0/+0/-
 Loadout: 4 missiles
 Cost: 20 points each
Restricted Deployment 10%

AMM-1 Stiletto
 Class: Ballistic
 Damage: 1d10+5
 Max Launch Range: 14 hexes
 Fire Control: +0/+0/+0
 Loadout: 8 missiles
 Cost: 10 points each

UMM-7 Starburst
 Class: Ballistic
 Damage: 1d6+3
 Max Launch Range: 8 hexes
 Fire Control: +0/+0/+0
 Loadout: 12 missiles (+8)
 Cost: 5 points each

SPECIAL NOTES

Can fire one primary weapon and up to 2 missiles per turn, or no primary and up to 4 missiles. May switch modes during power allocation segment of turn. Cost includes 8 Starburst missiles. No navigators allowed.