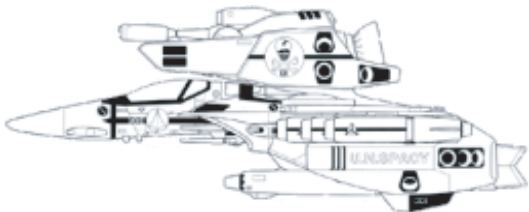


# RDF Strike Valkyrie Veritech Fighters



## SPECS

Class: Heavy Fighters  
In Service: 2014  
Point Value: 146 each  
Ramming Factor: 27  
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: 15  
Offensive Bonus: +5  
Initiative Bonus: +17

## 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

**Ro-X24 Beam Cannon**  
Number of Guns: 1  
Class: Particle  
Damage: 1d6+5  
Range Penalty: -1 per hex  
Fire Control: n/a  
Intercept Rating: n/a  
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.*

## 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 4 missiles per turn, or both primary weapons. May switch modes during power allocation segment of turn. Beam Cost includes eight Starburst missiles. Navigators are not allowed. Non-atmospheric

**Guardian Mode**  
Max Turning Thrust: 10  
Fwd/Aft Defense: 8  
Std/Port Defense: 8  
-2 Skindancing Bonus  
+1 Jinking Bonus  
GU-11  
Wpn Arc:

**Battloid Mode**  
Max Turning Thrust: 6  
Fwd/Aft Defense: 8  
Std/Port Defense: 8  
-4 Skindancing Bonus  
+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



	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Flight Transformation Status:

Fighter Mode:   
Guardian Mode:   
Battloid Mode:

Dropped Out  
Ftr Destroyed

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

GU-11 Gunpod:   
Missiles:   
Starburst Missiles:

Flight #2



	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Flight Transformation Status:

Fighter Mode:   
Guardian Mode:   
Battloid Mode:

Dropped Out  
Ftr Destroyed

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

GU-11 Gunpod:   
Missiles:   
Starburst Missiles:

Flight #3



	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Flight Transformation Status:

Fighter Mode:   
Guardian Mode:   
Battloid Mode:

Dropped Out  
Ftr Destroyed

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

GU-11 Gunpod:   
Missiles:   
Starburst Missiles:

Flight #4



	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Flight Transformation Status:

Fighter Mode:   
Guardian Mode:   
Battloid Mode:

Dropped Out  
Ftr Destroyed

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

GU-11 Gunpod:   
Missiles:   
Starburst Missiles: