



Version 1/2E  
Valkyrie Variant (Uncommon)

# RDF Super Valkyrie Veritech Fighters



## SPECS

Class: Heavy Fighters  
In Service: 2011  
Point Value: 138 each  
Ramming Factor: 27  
Jinking Limit: 8 Lvl's

## 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

**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: 10  
Fwd/Aft Defense: 8  
Std/Port Defense: 8  
-2 Skindancing Bonus  
+1 Jinking Bonus  
Primary 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



Dropped Out  
Ftr Destroyed

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"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

## Flight Transformation Status:

Fighter Mode: ☐  
Guardian Mode: ☐  
Battloid Mode: ☐

GU-11 Gunpod: ☐☐☐☐☐  
Missiles: ☐☐☐☐☐☐☐☐☐☐  
Starburst Missiles: ☐☐☐☐☐☐☐☐☐☐

Flight #2



Dropped Out  
Ftr Destroyed

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"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

## Flight Transformation Status:

Fighter Mode: ☐  
Guardian Mode: ☐  
Battloid Mode: ☐

GU-11 Gunpod: ☐☐☐☐☐  
Missiles: ☐☐☐☐☐☐☐☐☐☐  
Starburst Missiles: ☐☐☐☐☐☐☐☐☐☐

Flight #3



Dropped Out  
Ftr Destroyed

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"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

## Flight Transformation Status:

Fighter Mode: ☐  
Guardian Mode: ☐  
Battloid Mode: ☐

GU-11 Gunpod: ☐☐☐☐☐  
Missiles: ☐☐☐☐☐☐☐☐☐☐  
Starburst Missiles: ☐☐☐☐☐☐☐☐☐☐

Flight #4



Dropped Out  
Ftr Destroyed

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"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

## Flight Transformation Status:

Fighter Mode: ☐  
Guardian Mode: ☐  
Battloid Mode: ☐

GU-11 Gunpod: ☐☐☐☐☐  
Missiles: ☐☐☐☐☐☐☐☐☐☐  
Starburst Missiles: ☐☐☐☐☐☐☐☐☐☐

## Super 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: 140 points

## 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 (+10)  
Cost: 5 points each

## SPECIAL NOTES

Can fire one primary weapon and up to 4 missiles per turn. May switch modes during power allocation segment of turn. Cost includes ten Starburst missiles. Navigators are not allowed.  
Non-atmospheric