



SUPER VF-1R

VF-1R WITH A MVAS-1 FASTPACK MODULAR ARMOR SYSTEM



7



5

Hands, GU-11



16



5

Hands, Hover



18



6

Afterburner, Aircraft, Fast Mover



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WEAPON SYSTEMS

GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon
Rapid Fire, RG: 24 in Battloid Mode

12 6

Dual LLW-20 CIWS Valkyrie Head Lasers
Anti-Missile

9 2

LAC-20 20mm CIWS Auto-Cannon
Anti-Missile

9 3

Wing Mounted Articulated Missile Hardpoints
Ammo 3, Missile, Volley 4

24 9

MDS-M-4 Mini-Missile Delivery System
Ammo 4, Anti-Missile, Missile, Volley X

12 2

MDS-L-46 Hailstorm Missile Pack
Ammo 6, Anti-Missile, Missile, Volley 8

18 6

HAND TO HAND:

Battloid Mode: *Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp*

Guardian Mode: *Body Block, Club, Grab, Kick, Punch*

Fighter Mode: *None*

SPECIAL:

Battloid Restriction, Flight, Leadership*, Variable Modes, Jettison to VF-1R
[*]: *An SVF-1R's PIL, GN and Leadership (if any) are the same as the mecha that it upgraded.*

GU-11: *While in Battloid mode Range is doubled and can be used to Rapid Fire an additional time each turn.*

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