



VF-1R

VF-1R VALKYRIE VERITECH



6



5

Hands, GU-11



12



5

Hands, Hover



14



6

Afterburner, Aircraft, Fast Mover



VF-1R

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RANGED WEAPONS

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

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

[*]: A VF-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.

MDC

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