

# VALKYRIE SQUADRON

VALKYRIE CORE SQUADRON



1 SQUADRON CONSISTING OF:

1 VF-1J and 3 VF-1As

BUILT-IN UPGRADES:

- Valkyrie MLOPs [+5 PTS]** - Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: 12, MD: 2 per missile, Ammo 8, Anti-Missile, Missile, Volley 8.
- Valkyrie Long-Range Missiles [+15 PTS]** - Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: 48, MD: 9 per missile, Ammo 6, Blast, Missile, Volley X.
- Valkyrie Gravity Bombs [+10 PTS]** - Changes the attributes of the Wing Mounted Articulated Missile Hardpoints to RG: -, MD: 12, Ammo 4, Blast, Fly Over, Missile, Overwhelming.
- SDF-1 Air Wing Nose Lasers [+5 PTS]** - The Valkyrie gets the LPWS-12 Dual Nose Lasers weapon system - RG: 18, MD: 2, Anti-Missile. The nose lasers can only be used in Guardian or Fighter mode, but may be used as an additional attack each turn at no additional cost in Command Points. Further, the nose lasers do not count towards the Fast Mover restriction on attacking with more than one weapon per turn in Fighter mode.



