

Name: UUN Valkyrie, Standard Configuration

Total Cost: 617.5 [Each drone = 65 cp.]

Piloting Bonus: 0

Tonnage: 29

Ground MA:12

Flight MA: 30



Servo	Typ	Sp	Kls	CP	Armor	Typ	CP	Total
Head	MdW	6	6	6	6	S	6	15
Torso	MdW	12	12	12	8	S	8	24
L. Arm	MdW	7	7	7	7	S	7	17.5
R. Arm	MdW	7	7	7	7	S	7	17.5
L. Leg	MdW	7	7	7	7	S	7	17.5
R. Leg	MdW	7	7	7	7	S	7	17.5
L. Wing	MdW	6	6	6	6	S	6	15
R. Wing	MdW	6	6	6	6	S	6	15
Power	Mw		12		Cool +2		12	
Total Cost:112								

Weap	WA	Rng	Kls	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
2 Hands	50%	M	2	2	-	1.4ea	0	2.8	Arms	0	*Note 2
Beam Cannon	50%	8	5	5	Inf	15	9	19.5	Hand	6	*Note 1
2 Missile Rks	40%	8	4	4	4ea	1.2ea	0	2.4	Arms	1.2	
4 Missile Rks	40%	8	5	5	12ea	24tot	20	34.0	Torso	4	
2 Missile Rks	40%	8	4	4	12ea	3.6ea	0	7.2	Legs	3.6ea	
[Armored]											
Beam Gun	50%	12	12	12	Inf	43.2	31.2	*61.8	T.Mou	*	*Note 3
3 Missile Rks	50%	8	6	6	4ea	2.8ea	*	*17.4	T.Mou	*	*Note 4

Notes on weapons:

Note #1: Machine fire = 3, energy weapon. It also at no extra cost functions as an anti-missile defence system.

Note #2: Handy

Note #3: Devastating gun on weapon mount (that is space efficienced to 0 spaces) attached to torso. In fighter form, this gun is mounted dorsally across the back. In soldier mode, it is pulled over the shoulder to fire. This is part of the Heavy Armor mode, and is not a standard loadout.

Note #4: Each of these racks is in the Heavy Armor pack attached to the torso. Each mount costs 3cp (+missile cost) and is efficienced to 0 space on the torso.

Total Cost: 144.3

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	MdH	16	9	26km	2300km	Head	1
Backup	Sl	2	5	1km	300km	Torso	2
Total Cost: 18							

Movement Type: Thr

Cost of System: 3

Additional Thrust: 10

Cost: 33

Space (Cost/3): 10

Efficency: 4

Total Cost: 37

Total Space: 4

Total MA: 30 (Astro-fighter)

Thrust Location: 2 each in L/R leg

Total Cost: 37

Hydraulic Type	Cost	Kills	Spaces	Damage Bonus
Standard	0	8	0	0

Other Additive systems:

System	cost	space	location	special
Weapon link	6	0		Weapon links for all missiles
Adaptions	7	6		Space adaption, re-entry (2 sp each leg, torso)
UN Package	2	2	torso	Computer, escape pod etc...
Weapon link	6			Links in additional missiles
Total Cost: 21				



Multiplier Systems:

System cost space special
 Transform *.75 0 Walker, Astro-Fighter modes
 Total Cost: *.75

Remote control information:

Control Multiple: 4
 Class: Hs
 Base Cost: 6
 Control Range: 5
 Operation Range: 15
 Range cost Multiplier: *1.0
 Remote Skill: Equal to pilots
 Wire Connected: No
 Number of remotes: Maximum of 8
 Total cost / remote: 65 each

Remote Build information:

Servo type kills armor cp
 Torso Mdh 16 8 24
 Total : 24

Remote Weapon Systems:

Weap	WA	Rng	Kls	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
3 Beam Guns	50%	8	4	4	Inf	12	0	12	Torso	12	None

Total cost: 12

Other Remote Systems:

Sensors: S
 Thrusters: mv=20
 Total cost: 29

Final costs: 65 each

Cost (w/o Multipliers): 332.3
 Base Weight: 185.6
 Cost (after Multipliers): 581.5
 Efficiency(72t): 36
 Cost (w/Efficiency): 617.5
 Final Weight: 29T
 Scale: 1:1
 Scaled Weight: 29T
 Scaled Cost: 617.5

Remote Cost (Total for All): [Each drone = 65cp]

Command Armour Cost -
 Total Cost: 617.5
 Total Weight: 29T
 (w/Command Armour): -

