

Name: GTF Valkyrie
 Type: Galactic Terran Alliance Valkyrie Class Fighter
 Scale: Starfighter
 Length: 21 Meters
 Skill: Starfighter Piloting - Valkyrie
 Crew: 1
 Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
 Consumables: 1 Day
 Cargo Capacity: 80 Kg
 Hyperdrive Multiplier: x1
 Hyperdrive Backup: No
 Nav Computer: Yes
 Space: 10
 Atmosphere: 405;1150kmh
 Maneuverability: 3D
 Hull: 2D
 Shields: 2D
 Sensors:
 Passive: 35/1D
 Scan: 50/2D
 Search: 70/3D
 Focus: 3/3D+2



Weapons:
 4 Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D
 1 Concussion Missile Launchers (12 Missiles Magazine)
 Fire Arc: Front
 Fire Control: 2D
 Space: 1/3/7
 Atmosphere Range: 50-100/300/700
 Damage: 7D

Description: Using the old GTF Angel Scout Fighter as a template, the GTA created the Valkyrie Interceptor Fighter. It has two additional engines, as well as an additional set of primary hardpoints. This makes the Valkyrie the best bomber interceptor in the fleet. Its speed is unmatched in the GTA, and its

maneuverability is above average. Its only drawbacks are a small secondary payload and weak hull.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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