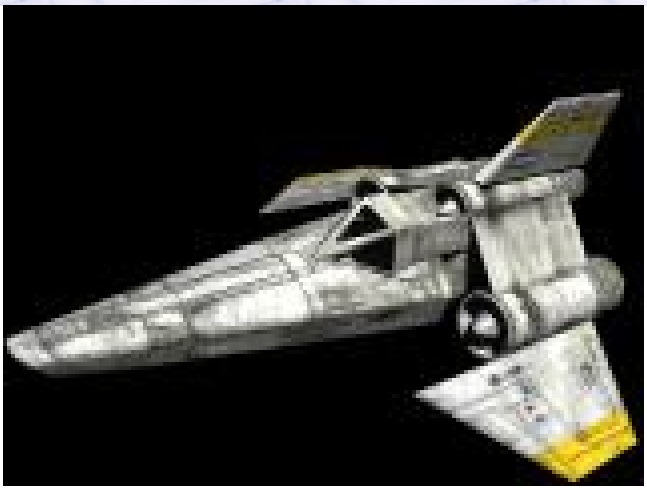

Name: Valkyrie Interceptor
Type: Morricane Industries Valkyrie Planetary Interceptor
Scale: Starfighter
Length: 7.8 Meters
Skill: Starfighter Piloting - Valkyrie
Crew: 1
Crew Skill: Starfighter Piloting 4D+1, Starship Gunnery 4D
Consumables: 2 Days
Cost: 45,000 (used)
Cargo Capacity: 35 Kilograms
Hyperdrive Multiplier: NA
Hyperdrive Backup: NA
Nav Computer: No
Space: 7
Atmosphere: 350;1000kmh
Maneuverability: 2D
Hull: 3D
Shields: 1D
Sensors:
- Passive: 15/0D+1
- Scan: 35/1D+1
- Search: 70/2D+1
- Focus: 2/3D

Weapons:
- Heavy Laser Cannon
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-5/15/25
  - Atmosphere Range: 100-500/1.5/2.5km
  - Damage: 5D

Description: The Valkyrie is an early Interceptor fighter, designed to launch from a planetary surface and intercept and destroy enemy fighters in defence of the planet. When released this fighter was one of the fastest available, and its heavy laser cannon was formidable, however the design was soon superceded by true starfighters such as the Naboo N-1 and the Z-95 Headhunter. After a very short time the fighter was outdated and out-classed by its competition, and sales suffered to such a degree that all production was cancelled and the remaining fighters were dumped onto the market at a bargain price. While extremely out-classed today, some Valkyries are still used by pirate groups, and by planets too poor to

afford better, and although almost laughable today, many pilots report that Valkyries are a dream to fly, and maintenance records show that they are reliable and quickly repaired giving them a negligable down time.

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