

VALKYRIE

- EXPERIMENTAL RULES 1.0



The Siren Corps is an elite group of women, capable of utilising the multiple viewpoints of their weapons and their superior training to deadly effect. The ability to make the grade is rare however, owing as much to genetic makeup as it does to personal ability and mind-set. Hundreds of PHR warrior women do not make the grade, yet are highly trained and implanted with top level military modifications. This enhanced dexterity and athleticism is used by PHR forces in the form of Valkyrie squads.

Valkyries use personal jump-jet booster packs to travel at speed across the battlefield, dodging and

weaving through enemy fire before descending to unleash hails of submachine gun bullets on the foe. Retaining the mods and much of the training from Siren testing, they are nimble enough to escape all but the most masterful attacks, and the added manoeuvrability of their jump packs means that they can get to where the fighting is thickest quickly before cutting down the enemy with ruthless efficiency. Much like their mythical namesake, a Valkarie is often the thing the foe sees before they go to their afterlife.

VALKYRIES	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	9	E+1	5	45	INFANTRY	SCOUT	2	3+	2, B2B	DODGE 5+

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RXP-9 SUBMACHINE GUNS	3	15	2+	18	9	9	F/S/R	RW-3

Transport: 1 x Triton A1 Strike Dropship (2 units each) or; 1 x Juno A1/A2 IFV (2 units each). In addition, may share 1 x Neptune Medium Dropship with another Valkyrie Squad or Siren Squad, providing they are both mounted in Juno A1/A2 IFV's.

Special Rule - Jump-Jet Packs: This unit may move over terrain/buildings under 6 inches high. It does not count as an aircraft while doing so. Further, dropships do not need to land when Valkyries embark/disembark. All other rules for embarking/disembarking apply as normal.

Special Rule - Jump In, Jump Out: This unit may move its full distance when when entering/abandoning structures. Each entry or exit counts as one embark/disembark movement. The rule may not be used in a turn where the unit interacts with its transport in any way.