

Name: VF-25S Messiah (Stock and Super, Energy variant)

Total Cost: 3,074.83

Piloting Bonus: +5% (Maneuver Pool)

Tonnage: 30

Ground MA: 12

Flight MA: 25/26 (35 with FAST pack)

Servo	Typ	Sp	Kls	CP	Armor	Typ	CP	Total	Notes
Head	HS	5	5	5	7	A	8.75	13.75	
Torso	MW	12	12	12	8	A	10	18	
L. Arm	HS	6	6	6	7	A	8.75	14.75	+1 dmg
R. Arm	HS	6	6	6	7	A	8.75	14.75	+1 dmg
L. Leg	HS	6	6	6	7	A	8.75	14.75	+2 dmg
R. Leg	HS	6	6	6	7	A	8.75	14.75	+2 dmg
L. Wing	MS	4	4	4	6	A	7.5	11.5	
R. Wing	MS	4	4	4	6	A	7.5	11.5	
Power	MW		12		Cool +2		12		
Total Cost:								113.75	



Note: Alpha armor = DC 2

Weapon	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 1
Beam Sniper	40%	8km	20	20AP	Inf	88.8	86.8	219	RA	2	-
4 Mauler Beam Guns	50%	5km	5ea	5ea	Inf	8.1	5	42.4	Head	3	*Note 2
2 Beam Mac Guns	50%	5km	8ea	8ea	Inf	10.6	8.6	59.6	Legs	2	*Note 3
Armor Shield	-	-	4sp	-	-	5.5	-	5.5	LA	1	*Note 4
Barrier Knife	50%	M	5	5	-	5	3	7	Shield	2	AP
2 Missile Pods	40%	10km	8	8ea	42ea	168	164	250	Torso	4	*Note 5
Total Cost:								630.6			
[Hardpoint Options]											
4 Missile Pods	40%	10km	8	8ea	42ea	336	332	500	Torso	4	*Note 5
4 Reflex Missiles	40%	25km	25	200AoE	4	-	-	-	Wings	4	*Note 6
4 Speaker Pods	--	20km	3	--	--	--	--	--	Wings	4	Fun

Note: Hardpoints not factored into cost because they are optional, at Flight Director's instruction.

Note #1: Handy.

Note #2: Machine fire = 3, energy. Anti-missile/infantry. Fixed rearward in fighter mode.

Note #3: Can also function as an antimissile weapon.

Note #4: 1 SP removed to make 2 space binder.

Note #5: Forward dorsal pods. Will seek target for 1 additional round if they miss. Can fire as many as desired.

Note #6: By special executive order only.

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

Movement Type:

Cost of System: 28

Efficiency: 22

Total Cost: 39

Total Space: 6

Total MA: 26 Normal, 25 with FAST pack

Thrust Location: 2 each in L/R leg, 2 Torso.

Note: Flight MA is actually 26, but FAST pack imposes a -1MA penalty while it is attached.

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



Command Armor (FAST Pack)

Servo	Typ	Sp	Armor	Typ	CP
Head	LH	4	2	A	2.3
Torso	MH	16	8	A	18
L. Arm	LH	10	7	A	11.3
R. Arm	LH	10	7	A	11.3
L. Leg	LH	10	7	A	11.3
R. Leg	LH	10	7	A	11.3
Total Cost:					65.5

Weap	WA	Rng	Kls	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
2 Missile Pods	40%	10km	8	8ea	42ea	168	164	250	Wings	4	*Note 5

Movement Type:

	Booster Pack
Cost of System:	15
Max Thrust	+10 MA/round
Total Fuel	500 MA
Thrust Location:	Missile pod on each wing.

Other Additive systems:

System	cost	space	location	Special
Weapon link	6	0		Weapon links for all missiles
Adaptations	7	6		Space adaptation, re-entry (2 sp each leg, torso)
UN Package	2	2	torso	Computer, escape pod, stereo, lights, etc...
Weapon link	6	0		Links energy weapons
RAM armor	115.5	0		Absorbs 1/5 of all energy damage taken
Total Cost:	136.5			

Multiplier Systems:

System	cost	space	Special
Transform	*.75	0	Walker, Astro-Fighter modes
Maneuver Pool	*.05	0	Adds 5% bonus to Piloting.
Total Cost:	*.80		

Cost (w/o Multipliers):	926.85
Base Weight:	568.25
Cost (after Multipliers):	1,668.33
Efficiency(538.25t)	1,076.5
Cost (w/Efficiency):	2,744.83
Final Weight:	30
Scale:	1:1
Scaled Weight:	30
Scaled Cost:	2,744.83
Command Armour Cost	330
Total Cost w/CA	3,074.83
Total Weight:	30
Prototype time	138 days
Production line time	69 days
Double-up bonus	34.5 days
Heavy Industry bonus	17.25 days

Comments:

Similar to the VF-25, the 25G is a sniper valkyrie, carrying a powerful energy gun with eight deployable stabilization pylons which extend around the massive weapon. This allows it to be braced in almost any position. It is a tremendously accurate weapon, for a professional sharpshooter.

