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

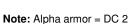
Total Cost: 3,074.83

Piloting Bonus: +5% (Maneuver Pool)

Tonnage: 30 Ground MA: 12

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

Servo Head Torso L. Arm R. Arm	Typ HS MW HS HS	Sp 5 12 6 6	KIs 5 12 6 6	CP 5 12 6 6	Armor 7 8 7 7	Typ A A A	CP 8,75 10 8.75 8.75	Total 13.75 18 14.75 14.75	Notes +1 dmg +1 dmg
L. Leg	HS	6	6	6	7	A	8.75	14.75	+2 dmg
R. Leg L. Wing	HS MS	6 4	6 4	6 4	7 6	A A	8.75 7.5	14.75 11.5	+2 dmg
R. Wing Power Total Cost:	MS MW	4	4 12	4	6 Cool +2	Α	7.5 12	11.5 113.75	



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 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	LĀ	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

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

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: Thr Cost of System: 28 Efficency: 22 39 Total Cost: Total Space: 6

26 Normal, 25 with FAST pack Total MA: 2 each in L/R leg, 2 Torso. Flight MA is actually 26, but FAST pack imposes Thrust Location:

Note:

a -1MA penalty while it is attached.

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





Command Armor (FAST Pack)

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

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

Movement Type:Booster PackCost of System:15Max Thrust+10 MA/roundTotal Fuel500 MAThrust 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 Efficency(538.25t) 1,076.5 Cost (w/Efficency): 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.



