

Name: Nebuchadnezzar (YF-26 Prototype)

Total Cost: 2,185cp

Piloting Bonus: 0

Tonnage: 20T

Ground MA: 12

Flight MA: 30



Servo	Typ	Sp	KIs	CP	Armor	Typ	CP	Total
Head	MdW	6	6	6	6	S	6	15
Torso	MdW	12	12	12	8	S	8	24
L. Arm	MdW	7	7	7	7	S	7	17.5
R. Arm	MdW	7	7	7	7	S	7	17.5
L. Leg	MdW	7	7	7	7	S	7	17.5
R. Leg	MdW	7	7	7	7	S	7	17.5
L. Wing	MdW	6	6	6	6	S	6	15
R. Wing	MdW	6	6	6	6	S	6	15
Power	Mw		12		Cool +2		12	
Total Cost:								139

Weapon	WA	Rng	KIs	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
2 Hands	50%	M	2	2	-	1.4ea	0	2.8	Arms	0	Handy
2 Beam Mac Guns	50%	5km	8	8	Inf	10.6	8.6	14.9	Legs	2	*Note 1
3 Missile Racks	50%	8	6	6	4ea	2.8ea	*	*17.4	Legs/Torso	*	
Positron Cannon	50%	15km	10	10	Inf	72	70	107	Torso/RA	2	*Note 3
Positron Booster	--	--	--	--	--	3	3	4.5	P-Cannon	0	*Note 7
Shield	--	Self	9SP	--	--	10	8	14	Left Arm	2	*Note 2
TD Sword	50%	Melee	5	8AP	Inf	8	6	11	Shield	2	
Energy Pool	--	--	7	--	-	15	13	21.5	Torso	2	*Note 4
- Pinpoint Barrier	--	Self	10SP	--	--	--	--	--	Torso	1	*Note 5
- Pinpoint Attack	--	Melee	--	varies	--	--	--	--	--	-	*Note 6
Total Cost:								193			

Note #1: Machine fire = 3, It also at no extra cost functions as an anti-missile defence system.

Note #2: 1 SP removed to make a 2 Space binder for TD sword.

Note #3: Burst value = 5, can be used as antimissile system.

Note #4: 2 Function pool. 40 pts battery, 10 pts recharge/round.

Note #5: Pinpoint barrier can only be used to protect one servo per round of defender's choice.

Note #6: Barrier can be charged on to TD sword or fist. Pilot can use as much of available energy pool as they wish.

Note #7: Booster function doubles flight speed while engaged. Cannon cannot fire during this time.

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:	3
Additional Thrust:	10
Cost:	33
Space (Cost/3):	10
Efficiency:	4
Total Cost:	37
Total Space:	4
Total MA:	30 (Fighter)
Thrust Location:	2 each in L/R leg
Total Cost:	37



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

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 etc...

Total Cost: 15

Multiplier Systems:

System	cost	space	special
Transform	*.75	0	Battroid, Gerwalk, Fighter
Total Cost: *.75			

Remote control information:

ControlMultiple:	4
Class:	Hs
Base Cost:	6
Control Range:	5
Operation Range:	15
Range cost Multiplier:	*1.0
Remote Skill:	Equal to pilots
Wire Connected:	No
Number of remotes:	Maximum of 8
Total cost / remote:	105 each

Remote Build information:

Servo	type	kills	armor	cp
Torso	Mdh	16	8	24
Total :				24

Remote Weapon Systems:

Weap	WA	Rng	Kls	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
2 Beam Guns	50%	8	4	4	Inf	8	0	12	Torso	8	
Pinpoint Barrier	--	Self	6	--	Inf	31	29	43.5	Torso	2	Note 1
Total Cost:								45.5			

Note 1: Barrier drones have 12SP shields. Uses a standard action to interpose drones to block attacks. Note that if combined, they provide a 50SP barrier shield. However, if the damage taken exceeds 250SP while still in combined state, the shield overloads and expels the stored energy explosively to any within a 10km range. Drones require 1 round for every 10SP absorbed to dispel stored energies after being disconnected from each other. Note that if the shield is expelled explosively, there is a 2 round reset time during which period the barrier drones have no shields.

Other Remote Systems:

Sensors:	S
Thrusters:	mv=20
Total cost:	29
Final costs:	65 each

Cost (w/o Multipliers):	412
Base Weight:	332
Cost (after Multipliers):	721
Efficiency(312t):	624
Cost (w/Efficiency):	1,345
Final Weight:	20T
Scale:	1:1
Scaled Weight:	20T
Scaled Cost:	1,345
Remote Cost	105
Total Remote Cost:	840
Command Armour Cost:	-
Total Cost:	2,185
Total Weight:	20T
(w/Command Armour):	-
Prototype Construction Time	2,185 / 20 = 109 days
Production Line Construction	54.5 days.
Heavy Industry Bonus	27 days.

Notes:

The YF-26 is a Proof-of-concept vehicle, using an older model Valkyrie frame to build on. The weaponry and shield technology were the advanced additions. However, since the unit was shelved after the production of the VF-27, it has since been assigned to a special operative with NUNS-wide security access. He chose the fighter, and made a number of additional modifications to it, bringing its performance up to modern spec. The fighter outperforms any vehicle older than fifteen years, a very unwelcome discovery to any who expect an easy fight when presented with this opponent.