

# VF-0A 'Phoenix'

Designed for action against other small craft and to combat Zentraedi soldiers, fighters lack the punch to be effective against large targets unless equipped with warheads.

**Type:** Ultralight

**Subtype:** Variable Fighter

**Defense:** 7

**Flat-footed Defense:** 7

**Autopilot Defense:** 9

**Hardness:** 10

**Hit Points:** 160

**Initiative Modifier:** +1

**Size:** Gargantuan (-4 size)

**Tactical Speed:** 3,500 ft. (7 sq.)

**Length:** 62 feet (Fighter)

**Height:** 59 feet (Batroid)

**Weight:** 29,444 lb.

**Underwater Depth:** 66 feet

**Targeting System Bonus:** +4

**Crew:** 1 (pilot)

**Passenger Capacity:** 0

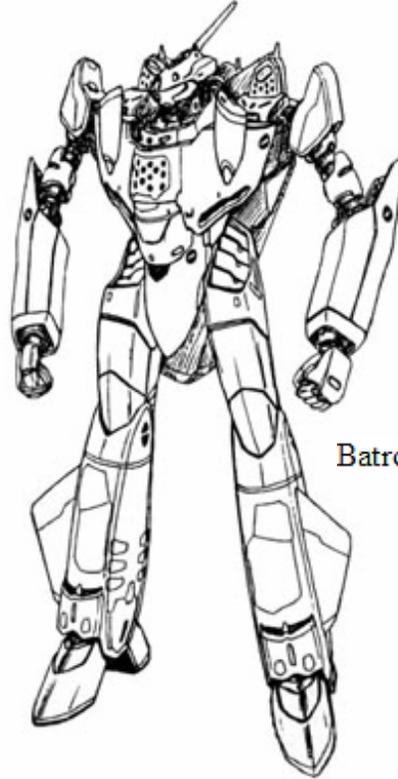
**Cargo Capacity:** 500 lb.

**Grapple Modifier:** +7

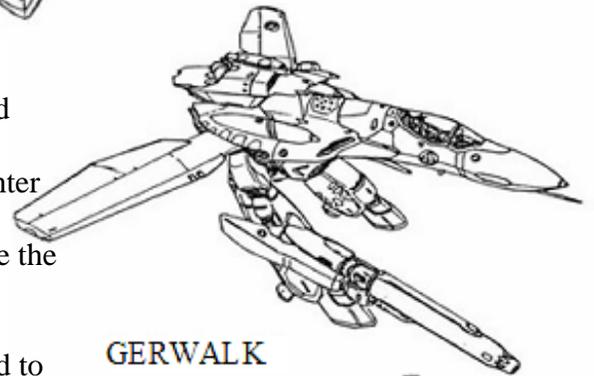
**Base Purchase DC:** 60

**Restriction:** Military (+3)

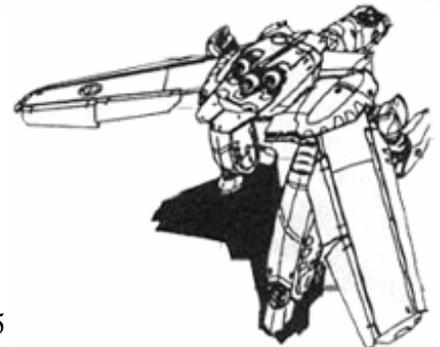
**Transformation:** The VF-0A Phoenix has a variable geometry allowing to it take three forms, Fighter, GERWALK (Ground Effective Reinforcement of Winged Armament with Locomotive Knee-joint), and Batroid. Transforming into any mode requires a move action. Fighter mode is the primary mode for aerial dog fighting and transportation to and from the battlefield. As fighter mode the aircraft may move its full tactical speed and may surge forward and withdraw as normal. Although not as fast as fighter mode, GERWALK mode reduces its tactical speed to 1500 ft. (3 sq.) yet gains +2 bonus to defense due to it being able to make use of its manipulators and make fine adjustments with its movement. Lastly the Batroid is a giant robot capable of doing almost anything the pilot could on foot. The Batroid uses surplus power from the engines to strengthen the fighter, lock all the components in place and make the VF-0 as tough as a tank; as a result it gains +10 more hardness. Due to the dexterity of the Batroid the Valkyrie can make better use of its armor and thus gains a +5 to defense. The Batroid's tactical speed is reduced to moving



Batroid

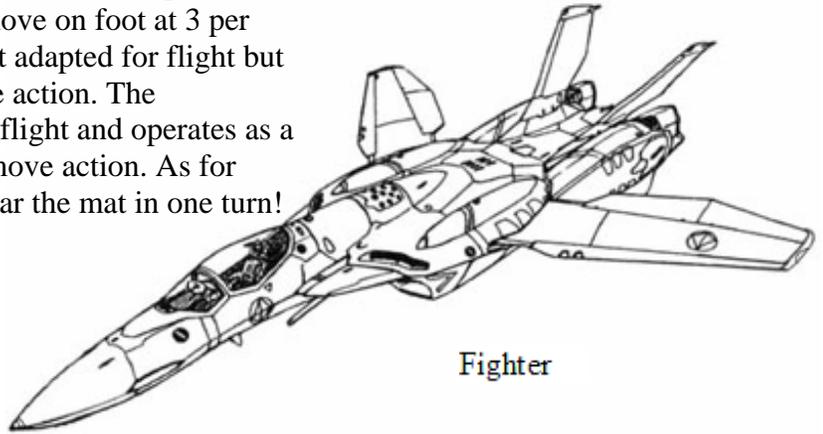


GERWALK



500 ft. (1 sq.) and cannot surge forward. Both GERWALK and Batroid modes give a +24 equipment bonus to the pilot's strength.

**Chase Scale:** The Batroid may move on foot at 5 per move action and GERWALK mode may move on foot at 3 per move action. Flying, the Batroid isn't adapted for flight but may move up to 10 squares per move action. The GERWALK is more than capable of flight and operates as a VTOL able move at 30 squares per move action. As for fighter mode it would completely clear the mat in one turn!



**Attacks:**

- 1 GPU-9 35mm Gunpod +0 ranged (4d12/20)
- 1 Head-turret-mounted Mauler laser gun +0 ranged (6d8/20)
- 12 variable fire-linked AIM-200A AMRAAM 2 I/ALH-guided air-to-air missiles +0 ranged (10d6/20)

**Attack of Opportunity:** Mauler laser gun (6d8)

**Standard PL 6 Design Specs:**

**Engines:** 2 EGF-127 gas turbine engines, 2d thrust vectoring

**Armor:** Polymeric, Over-technology energy converting armor

**Defense Systems:** Autopilot system, chaff launcher (10), damage control system (1d10), ejection seat, flare launcher (10), sensor jammer, active stealth

**Sensors:** Class II sensor, GPS, improved targeting system, laser painter

**Communications:** Laser transceiver, radio transceiver

**Grappling Systems:** Manipulators (GERWALK & Batroid modes)

Weapon	Damage	Crit	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Guidance
*GPU-9 35mm gunpod	4d12	20	Ballistic	400 ft.	Automatic	Linked (550)	Huge	-
Mauler laser gun	6d8	20	Fire	200 ft.	S, A	-	Huge	-
AIM-200A	10d6	20	Ballistic/ Fire	-	Single	**Hardpoint	Large	Laser

\* This weapon may fire AHEAD rounds or APDS rounds instead of standard rounds; AHEAD rounds are -2 to hit and increases the critical threat by 2. APDS rounds are -2 to hit and ignore 10 hardness.

\*\* Hardpoint weapons may be interchanged with other types of ordinance: 3 large, 2 huge, or 1 gargantuan missile or bomb.



Howard GPU-9 35mm Gunpod



Mauler laser gun



AIM-200A