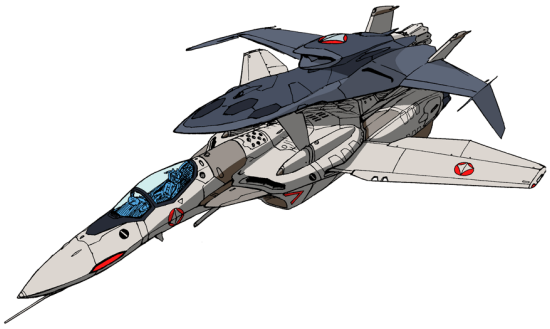
# Vehicles D6 / U.N. Forces VF-0A Phoenix "An



VF-0A Phoenix "Angel" (Raid) Special Attack/Assault Specification

Craft: U.N. Forces Northrop Grumman/Stonewell/Shinsei VF-0A Phoenix "Angel" (Raid) Special Attack/Assault Specification
Type: Unmanned Fighter Add-on Attachment for VF-0A Phoenix
Scale: Starfighter
Dimensions:
-Length: 18.69m (Fighter Mode)
-Mass: 21.858 metric tons total with GA-2200A Ghost Fighter (empty)
Skill: Aircraft Piloting (VF-0 Phoenix), Mecha Piloting (VF-0 Phoenix) (Or, this skill could be supplemented with Starfighter Piloting and Walker Operations)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: N/A
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 3D+1 (Jet); 2D+2 (Guardian); (Battloid)
Speed:
-Space: 7 (Jet); 5 (Gerwalk); 3 (Battloid)
-Atmosphere: (Fighter Mode) at 11,000 m Mach 2.74
-Cruising Range (with QF-2000A when used for continuous afterburning for high-speed air combat maneuvers) 1,100 km
-Service Ceiling 25,000 m
-G Limit: Unknown
Hull: 4D (Fighter); 4D+2 (Gerwalk); 5D (Battloid)
Shields: N/A
Sensors:
  Passive: 15/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/2D+2

WEAPONS:
  Mauler Laser Cannon
    Location: Top of head (Battloid); ventral turret (Fighter/Gerwalk mode)
    Fire Arc: Turret
    Crew: 1 (pilot)
    Skill: Aircraft Gunnery (Or Starship Gunnery)
    Scale: Starfighter
    Fire Control: 2D

Space Range: 1-2/6/10
Atmosphere Range: 100-200/600/1 km
Damage: 3D
Ammo: Effectively Unlimited
Rate of Fire: Single blast per attack; OR Autofire (see D6 Firearms article for Autofire rules on the site); OR continuous beam for cutting purposes.

Howard GPU-9 35mm Gun Pod
Location: Forward firing ventral position (Fighter); Held in hand or attached to forearm (Gerwalk/Battloid)
Fire Arc: front (Fighter); turret (Gerwalk/Battloid)
Crew: 1 (pilot)
Skill: Aircraft Gunnery (Fighter)/Mecha Gunnery (Gerwalk/Battloid); Or use Starship Gunnery
Scale: Starfighter
Fire Control: 2D (Fighter); 1D (Gerwalk/Battloid)
Space Range: 1-3/15/25
Atmosphere Range: 100-300/1.5/2.5km
Damage: 5D
Ammo: 550 (heavy armor piercing or AHEAD rounds)
Rate of Fire: Single round per attack; OR Autofire (see D6 Firearms article on site for Autofire rules)

4 Variable Ordnance Hard Points
Location: Under the wings, 2 each.
Fire Arc: front (missiles); or down (bombing runs)
Crew: 1 (pilot)
Skill: Aircraft Gunnery (OR Starship Gunnery)
Scale: Varies upon ordnance being used
Fire Control: 2D
Space Range: varies upon ordnance being used
Atmosphere Range: Varies upon ordnance being used
Damage: varies upon ordnance being used
Ammo Per Hardpoint:
-12 (total) Raytheon Bifors AIM-200A AMRAAM 2 I/ALH-guided medium-range air-to-air missiles (3-missile racks, 1 per hardpoint; Starfighter Scale MRMs; Damage 4D; Range 1-3/15/40; Single fire OR volleys up to max load!).
-4 GH-28A 8-tube general-purpose micro missile launchers (capable of firing volleys of 3; 1 launcher per hardpoint; Speeder/Vehicle Scale MMs; Damage 5D; Range 1-2/6/14; Single fire OR volleys up max load!).
-2 HAIM-95A medium-range maneuverability missile launcher pods (originally used in attack craft equipment, special attack/assault specification; 2 per hardpoint; Starfighter Scale MRMs; Damage 7D; Range 1-3/15/30; Dodge/Attack 5D; 1 per attack OR volleys up to max load!).
-OR any combination of the above, but could probably use any other ordnance players and GMs can come up with.
Rate of Fire: usually 1 per attack; OR volleys up to the maximum payload of a specific missile type.

ADDITIONAL ARMAMENTS ("Angel" (Raid) Configuration):
-2 FAST packs (external atmospheric combat super parts/conformal fuel tank)
Location: 1 per leg/engine nacelle
Fire Arc: front

Crew: 1 (pilot)
Skill: Aircraft Gunnery/Mecha Gunnery (OR Starship Gunnery)
Scale: Speeder/Vehicle
Fire Control: 2D
Space range: 1/3/7
Atmosphere range: 50-100/300/700
Damage: 7D
Ammo: 24 Raytheon Erlikon GH-30B I/IR-guided micro-missiles each.
Rate of Fire: 1 per attack; OR volleys up to max payload!
Other: Also counts as extra fuel tanks to extend operational range; each super part can also store a spare magazine for the Gun Pod.

-2 Augmentative pylons welded to the conformal fuel tanks of the craft's dorsal surface for optional special attack/assault specification.

-1 QF-2200A Ghost unmanned fighter equipped with five micro-missile launchers (see separate entry for stats)

HAND-to-HAND COMBAT/DAMAGE(Skill: Mecha Melee Combat)
Punch: 5D (Gerwalk); 6D (Battloid)
Kick: 6D (Battloid)
Stomp: 6D (Battloid, limited to targets 12 feet tall or less)
Body Flip/Block: 7D (Battloid)

EQUIPMENT:
-Structure: Space metal material frame; titanium/carbon composite outer shell.
-AWAG/RA 105 SWAG Energy Converting Armor: Surplus power triples Fighter armor strength in Battroid mode, majority of engine output is dedicated to flight so energy converting armor is not functional during Fighter mode; in GERWALK mode the energy converting armor has a defensive power-equivalent to an attack helicopter. The different dice are included above in the statistics. if ever this feature is damaged or destroyed, then the mech will have the same 4D Hull in all modes with no bonuses.
-Power Plant: Two EGF-127 custom overtuned conventional turbofan jet engines, power rating unknown.
-Propulsion: 91.08 kN x 2; 148.9 kN x 2 afterburner (total thrust with GF-2200A Ghost is 305.65 kN and 602.55 kN afterburner); 3 x Shinnakasu ARR-2 maneuvering rocket motors (for use in GERWALK/Battroid modes).
-Thrust-to-Weight Ratio: 2.81 (empty)
-Design Features:
-3-mode variable transformation (Fighter/Gerwalk/Battloid);
-thrust-vectoring engine nozzles;
-standard auxillary conformal fuel drop tanks (mounted on dorsal main body in Fighter mode, upper torso in Battroid mode);
-rectangular underfuselage air intake with semi-retractable slit-style shutters for Battroid mode/space use;
-1 x AN/ALE 55 flare and chaff dispenser system;
-AN/ALQ 220A IDECM. ASS/PS 110 active stealth system (-1D to enemy sensors);
-retractable shield canopy (Battroid mode);
-underwater capable in silent mode for up to several minutes (max operational depth limit is 20 meters);
-option of reactive armor system or 2 x regular external atmospheric combat super parts

(mounted one on each leg/engine nacelle).

DESCRIPTION:

Much like the VF-1 that would follow it, the VF-0 series was built to benefit from several equipment packages that could enhance the variable fighter for specific missions. Unfortunately, the parts of the "Super Pack" ready for deployment included only the conformal fuel tanks/missile packs. When the need to outfit the VF-0A with heavy weaponry and increased fuel supply arose (known informally as the Anti-"Bird Man" battle), the carrier crew of the Asuka quickly assembled an equipment package from available parts. This special modification was known initially as the VF-0 "Raid" but was changed to the "Angel" designation sometime afterwards, likely in response to the appearance of the craft once outfitted. When just the QF-2200A Ghost fighter was installed on the VF-0, the weight increased by approximately 35% while the total thrust of the combined VF/Ghost increased less than 20%. However, the afterburner thrust increased by 90%, ultimately resulting in a marked increase in maximum acceleration.

The Asuka crew had to rely upon virtual simulations to produce flight data that could be input into the VF-0 air combat computer, since the VFs were modified so quickly. Several factors altered the flight characteristics of the VF-0 "Angel" including the weight balance of the fighter's added munitions and more significantly the air flows of the VF-0 main wing as affected by the QF-2200A Ghost main wing. The complex ways in which these two wing surfaces interacted with each other at high speeds and high angles of attack left many gaps in the computer control scheme thus meaning the self-learning combat maneuver computer had to conduct data acquisition and analysis during flight to provide correcting actions. Coupled with the already dynamic nature of the Battroid mode's movements, this meant performance of the VF-0A "Angel" configuration relied heavily upon the skills of the pilot once in actual combat conditions.

The Special Attack/Assault Specification was installed on one VF-0A and one VF-0S and used only once in the battle at the island of Mayan in late 2008. U.N.G. pilot Shin Kudo and Roy Focker made use of a VF-0A "Angel"" and VF-0S "Angel" during that final mission.

NOTE: During development of the Macross game for the Playstation 2, when the VF-0 was being considered for inclusion, it was named "Phoenix" (ultimately, the VF-0 was not included in the game). This "pet name" was then dropped only to reappear in 2008 on the official Macross Frontier website. The Macross Chronicle (2008) has since made the name "Phoenix" official.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Hellstormer, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.