



Starships D6 / RGM-79 GM Mobile Suit

RGM-79 GM Mobile Suit

This is the Federation's first mass-produced mobile suit (MS). Though the Zeons were the first to come out with the concept of the MS, the Federation forces quickly realized their value. Unlike the Zeons, who diversified the kinds of suits they produced, the Federation focused on two designs. One was the GM, the other the G. The GM was designed for combat on either land or space, but it found its real niche in space. The GM was produced in the thousands, and proved itself quickly versatile and lethal, well-suited to the space battlefield it was intended for. Mobile Suits are massive, humanoid fighting machines, and hence have a walking speed and a jumping speed when in the atmosphere.

Craft: RGM-79 GM Mobile Suit

Type: Space Superiority MS

Scale: Starfighter

Height: 13.78 meters

Skill: MS Piloting, MS Gunnery, MS Shield, MS Fencing

Crew: 1

Cargo Capacity: 15 kg

Consumables: 2 days

Cost: Not for sale

Hyperdrive: N/A

Manueverability: 5D

Space: 8

Atmospheric: 300 meters (walking), 5.9 km (jumping)

Hull: 4D+1

Shield: 6D

Sensors:

Passive: 5/0D

Search: 10/1D

Scan: 25/2D+2

Focus: 40/4D

Weapons: MS can carry a variety of weaponry, switching back and forth from on to another when need be. However, only two optionals may be carried at one time. When the pilot wants to change weapons, it takes 10 seconds. They are also armed at all times with a beam saber and 25mm Vulcan head cannons.

1 Beam Rifle:

Fire Arc: Front

Skill: MS Gunnery

Fire Control: 4D

Space Range: 1-5/10/20

Atmospheric Range: 1-5kms/10kms/20 kms

Damage: Modified by proximity: 1-5?, 10m, 20=

1 Bazooka:

Fire Arc: Front

Skill: MS Gunnery

Ammo: 8 rounds/magazine. 10 spares

Fire Control: 3D+1

Space Range: 1-10/25/40

Atmospheric Range: 1-10kms/25kms/40kms

Damage: 5D (Not modified by proximity)

1 Machine Gun

Fire Arc: Front

Skill: MS Gunnery

Ammo: 100 round drum magazine/2 spares

Fire Control: 2D+2

Space Range: 1-12/25/35

Atmospheric Range: 1-12kms/25kms/35kms

Damage: 4D per burst

Always equipped:

Beam Saber:

Fire Arc: Front

Skill: MS Fencing

Ammo: 5 combat hours before needs recharging

Fire Control: 4D+2

Space Range: .01-.12/0/0

Atmospheric Range: 1-12 meters

Damage: 12D

25mm Vulcans

Fire Arc: Front

Skill: MS Gunnery

Ammo: 1000 rounds/magazine. 0 spares

Fire Control: 2D

Space Range: 1-23/0/0

Atmospheric Range: 1-23 meters

Damage: 1D

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