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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