Starships D20 / 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
Class: Starfighter
Size: Tiny (13.78 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 15 kg
Consumables: 2 days
Cost: Not for sale
Maximum Speed In Space: Attack (9 squares/action)
Atmospheric Speed: 300 m (walking), 5.9 km/h (jumping)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 180 (DR 5)
Hull Points: 130 (DR 5)
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 2 rounds. They are also armed at all times with a beam saber and 25mm Vulcan head cannons.

1 Beam Rifle
Fire Arc: Front
Attack Bonus: +6 (+2 size, +4 fire control)
Damage:
Range Modifiers: PB/S +0, M/L n/a
1 Bazooka
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 5d10x2

Range Modifiers: PB/S +0, M -2, L n/a
1 Machine Gun
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 4d10x2 (per burst)
Range Modifiers: PB/S +0, M/L n/a
Always equipped:
Beam Saber
Fire Arc: Front
Attack Bonus: +7 (+2 size, +5 fire control)
Damage: 12d10x2
Range: 1 square
25mm Vulcans
Fire Arc: Front
Attack Bonus: +4 (+2 size, +2 fire control)
Damage: 1d10x2
Range: 2 squares

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