Starships D6 / Strike Gundam (Aile Striker Pa



AILE STRIKE GUNDAM

Craft: Earth Alliance GAT-X105+AQM/E X01 Aile Strike Gundam
Type: prototype all-purpose multi-mode mobile suit.
Scale: Starfighter
Dimensions:
-Height: 17.71m
-Mass: 85.1 metric tons
Skill: Mecha Piloting (OR Walker Operations and/or Starfighter/Aircraft Piloting)
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: 4D
Speed:
-Space: 8
-Atmosphere: 365; 1050kmh ("jumps" only)
-Ground (Walking): 55; 160kmh
Hull: 5D
-Strength: 4D
-Armor: 1D
Shields:
-Anti-Beam Combat Shield: 3D+2
Sensors:
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 3/4D

WEAPONS
  2 Beam Sabers
  Location: mounted behind shoulders, hand-held in use.
  Fire Arc: close combat
  Crew: 1 (pilot)
  Skill: Mecha Combat
  Scale: Starfighter
  Fire Control: 2D
  Space Range: Close Combat
  Atmosphere Range: Close Combat
  Damage: 5D (armor dice count as pips)

Ammo: connected to battery (see below)
Rate of Fire: 1 strike per attack (can be dual wielded)

2 "Igelstellung" 75mm Multi-barrel CIWS
Location: mounted in head
Fire Arc: "turret" (aimed by head)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-2/8/16
Atmosphere Range: 20-200/800/1.8km
Damage: 3D
Ammo: 500 round magazine (internal)
Rate of Fire: burst of bullets per attack (Ammo Depletion 1Dx10 per burst)

2 "Armor Schneider" Combat Knives
Location: stored in hip armor, hand-held in use
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat/Parry
Scale: Starfighter
Fire Control: 2D
Space Range: Close Combat
-Thrown: 0-1/2/3
Atmosphere Range: Close Combat
-Thrown: 30-100/200/300m
Damage: Str+1D
Ammo: 2 combat knives
Rate of Fire: 1 strike per attack

WEAPONS (Optional Hand-Held Armaments)
57mm High Energy Beam Rifle
Location: stored behind waist, hand-held in use.
Fire Arc: "turret" (aimed with arms)
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/24
Atmosphere Range: 20-300/1.2/2.4km
Damage: 6D
Ammo: connected to battery (see below)
Rate of Fire: 1 beam per attack

DESCRIPTION:
Unlike the other Gundam prototypes, the GAT-X105 Strike Gundam is intended to operate in many environments and various mission roles. The GAT-X105+AQM/E-X01 Aile Strike Gundam is designed specifically for flight and mobility. In space, the additional thrusters make the Strike Gundam more maneuverable. On Earth, the AQM/E-X01 Aile Striker pack allows the Strike Gundam to make high jumps and fly briefly. Aside from the extra thrusters, the Aile Striker pack adds two beam sabers to the Strike Gundam's armaments. Additionally, the Aile Striker pack is

capable of docking with the support fighter FX-550 Sky Grasper. Because of its extra mobility, the Aile Striker pack is the most widely used of the Striker packs in space and on Earth.

The AQM/E-X01 Aile Striker is the most commonly equipped Striker pack for the Strike Gundam as it provides the greatest versatility. With the Aile Striker the Strike is an all purpose combat mobile suit with enhanced speed and maneuverability compared to its base capabilities.

ARMAMENTS

-Igelstellung: Mounted in the Strike's head are two 75mm multi-barrel CIWS. This light projectile weapons are used to intercept missiles and to destroy lightly armored vehicles.

-Armor Schneider: Stored in the Strike's hips is a pair of folding combat knives. These knives do not need power from the Strike, can be thrown, and are rather effective the joints and under-armored sections of ZAFT mobile suits.

-Beam Saber: Stored in the Aile Striker is a pair of beam sabers. These are the primary close range combat weapons and can slice through any armor that does not have an anti-beam coating.

-Beam Rifle: When the Strike is equipped with the Aile Striker it is also equipped with a 57mm beam rifle. At its introduction the beam rifle is a powerful weapon compared to standard mobile suit and mobile armor firearms. The beam rifle can easily pierce heavy armor allowing the Strike to destroy mobile suits with a single shot, or heavily damage warships with several.

HISTORY

The Aile Striker is the third Striker pack Kira uses with the Strike, but it would be the one he comes to rely on the most.

It is also the Striker pack of choice for Mu La Flaga and Cagalli Yula Athha with their Strikes.

GAME NOTES

*Striker Packs: The Strike Gundam was meant to make use of Striker Packs, modular attachments that would change the Strike's equipment and weapons loadout as needed for any given mission or time. They usually have a main unit that fits to the mobile suit's back, however the Gundam has hard points for connecting equipment on various parts of it's body, mainly on the back, shoulders and lower arms.

While each pack has a different setup (described in each individual entry), there are a few similarities to be mentioned.

Each pack was also meant to be attached to an FX-550 Sky Grasper, an aerial combat fighter meant to be able to deliver new Striker Packs to the Strike Gundam while still on the heat of a battle. The Sky Graspers can also use the striker pack's weapons and equipment for themselves at any time while they are still attached.

While in space, striker packs were known to be launched from the Archangel's launch deck to meet the Strike in space while it flew along a straight lone path in front of the ship. This was the improv method of replacing the packs in space, especially when the Strike's power levels became critical. Many times Kira Yamato, Mu La Flaga and the Archangel's crew won battles against the Creuset Team and their stolen G Machines simply because the Strike could last longer in a battle than they could, depleting their power batteries and forcing them to retreat.

To catch and attach a Striker Pack from a Sky Grasper, a Mecha Piloting roll of Moderate Difficukty must be made. To catch/attach one with a launch in space, a roll of Ver Difficukt Difficukty must be made.

Finally, another recurring event with the Strike and it's packs was its power being depleted, only to be restored by a new striker pack in battle. For this, every time a striker pack is attached to the Strike Gundam, it has an extra power supply of 100 points added to it's Ultracompact Power Battery (see below). This is added to the normal power point supply it would have otherwise.

It was never said if the Strike's power was fully restored by the striker packs, or only partially so,

or even if it's main power was in the pack or the mobile suit, or even if they both had an equally fully supply of power. Since Kira Yamato, a Coordinator, was fighting four other Coordinators, and all five of them used G Machines, it is highly possible that the Strike had access to much more than stated in these rules. If players/GMs wish to changes things around, the previously mentioned ides should point you the right way.

*Operating System: When the Gundams were hijacked by ZAFT, the OS was minimal and incomplete, just enough to get it to move (1D Maneuverability, 0D Fire Control to all weapons). The pilots of the Creuset Team took their four machines directly back to their baseship while a battle erupted between ZAFT GINNs and the Earth Alliance space forces. At the baseship, all data in the G-Units was downloaded, while they quickly programmed an OS into their computers that worked and would make them combat-ready.

The result of this are the stats as they are now, with the same rules as the "Natural Pilots" from all of ZAFTs other mobile suits (all Maneuverability and Fire Control Dice are 1D and all Difficulties are one level higher to Natural pilots until a proper operating system is installed, then they may pilot the machine as normal). However, when the Gundams first landed on Earth, they had to update their OS again for "contact pressure" for whenever they jumped on land and moved around (1D Maneuverability in Atmosphere/on Ground), and "heat convection" for when they used beam weaponry in high-temperature environments (ranged beam weaponry is at half or third of full range). Kira Yamato did this for the Strike Gundam on the fly, always in the middle of combat, while the Creuset Team eventually had these updates made as they persued the Archangel across Earth.

If a Gundam (or any other Gundam SEED mobile suit, for that matter) is ever aquired with this lack in it's Operating System, then a Very Difficult Computer Program/Repair skill check must be made to adjust the Gundam's systems to these situations (Heroic Difficulty if in the middle of battle!!!).

*Beam Sabers: Beam Sabers are much like Lifhtsabers from Star Wars. Though their creation may be very different, the function is still the same, that of an energy-bladed close combat weapon.

Where Lightsabers rely on the powers of a Jedi to make themmore damaging, Beam Sabers work differently here. Mobile suits have Armor Dice as a part of their Hull Dice, and Beam Sabers make Armor Dice count only as "pips" when dealing damage. They can do this for as many Armor Dice as the sabers have in Damage Dice.

When dealing damage against a target that simply has Hull Dice and no other distinction, the players/GMs have options. The simplest is to deal damage as normal with straight up damage dice (but you may want to add 1D/2D to the beam saber's Damage Dice to balance this out). Another option is to use the Beam Saber's "Armor Reduction" effect as is on anything with a normal Hull Dice code (I would allow Wild Dice to count as normal, as well as extra dice rolled by getting 6's on it and Character Points spent to just survive being cleaved by a freaking Beam Saber).

The reasoning behind the "Armor Reduction" effect us because of how devestating Beam sabers are in close combat (especially when used against physical mecha mel?e weapons!), and the fact of having to get close enough to use them in the first place (Star Wars starfighters deal almost completely/exclusively with ranged weapons of all kinds, whereas Gundam in every different setting deals with both ranged and mel?e combat on many scales larger than Character, even up to Capital!).

*Anti-Beam Combat Shield: this is a real, physical shield mounted to the Duel Gundam's arm (left or right, usually left). It can be used by the Mecha Combat/Parry skills. It is placed between an incoming attack and the mobile suit when a parry is made. If the Shield is destroyed (roll of 16+ on the Damage Chart), then it is discarded (or has been blown to bits), and no longer useable by the mobile suit. Shields are meant to take the brunt of oncoming attacks to give the mobile suit a better

chance to survive, and while they may not last long, they can take at least a single devestating hit that would otherwise destroy the mobile suit.

This is also an Anti-Beam Combat Shield, and Beam Saber Armor Dice Reduction does not reduce its dice to pips.

Very useful if the Ultracompact Energy Battery runs out of power!!!

*Phase Shift (PS) Armor: This is the defensive system that makes the Gundams so fearful in combat and impervious to ballistics and explosive weapons. When activated, take the number in front of the Hull Dice and subtract this every round from the Gundam's battery points, along with the number from any Damage Dice that hit the Gundam (see "Ultracompact Energy Battery" below).

An alternate rule to do this (if players/GMs wish to do so) is to not subtract the entire Hull Dice number from the Battery (5), but subtract "1" instead, but still subtract the full Damage Dice number of any attacks that hit the Gundam.

PS Armor makes the unit impervious to weapon types such as ballistics (machine guns of every type, bullet type weaponry), explosives (such as missiles and grenades, BUT, not Proton Torpedoes if you happen to be using them for some reason), and all physical attacks (such as mecha mel?e weapons like the GINN Sword).

PS Armor does NOT protect against energy/beam weapons at all (though if it had a strong enough power supply such as a Death Star scale nuclear reactor, energy/beam weapons would then become harmless).

PS armor also protects against atmospheric reentry and keeps the Gundam from burning up and being destroyed.

*Ultracompact Energy Battery: In the Gundam SEED setting, nuclear power has been rendered near useless by use of Neutron Jammers (N-Jammers). ZAFT attempted to prevent the use of nuclear weapons after the "Bloody Valentine" incident, where Junius Seven of the PLANTs was destroyed by a nuclear attack by Naturals. Using N-Jammers extensively with their ships, as well as deploying them all over the Earth deep underground, use of nuclear reactors is all but impossible until the development of the Neutron Jammer Cancelers. Therefor, most technological devices use alternate means of power sources. Most mobile suits and mobile armors use ultracompact energy batteries. While their operation time may be limited, most of these vehicles still have plenty of time to complete their sortie missions before having to return to base.

To represent this, take a mobile suit/mobile armor/ship's Hull Dice and multiply the number by a hundred (100), adding 25 per pip (500 for the Strike Gundam). This is the Battery's power. Decrease by one point per round of combat while the mobile vehicle is active after launch. Any energy weapons directly connected to the battery drain it by a number equal to the Damage Dice they inflict, per use (such as beam rifles, beam cannons or beam sabers, etc.). Any special equipment that shield or help the mobile vehicle (such as energy shields, Phase Shift armor or Mirage Colloid) deplete the battery by a number equal to it's Hull Dice. Any other variants will list any differences in their entries.

*Self-Destruct System: Each G Unit was initially equipped with a self-destruct device to keep the technologies they incorporated from falling into enemy hands. However, the Earth Alliance's fears came true as four of the machines were captured then used by ZAFT pilots against them in turn, their unique systems duplicated by the Coordinators and used to build newer, stronger models that outdo their previous models, such as the GINN, which had already been so hard to overcome in the first place.

When the self-destruct is used, it does damage as the Gundam's Hull dice as capital scale. Against Phase Shift armor at point-blank range, the PS cannot soak the intense energy unleashed and takes damage normally.

OTHER SPECS
-Model number: GAT-X105+AQM/E-X01
-Code name: Aile Strike Gundam
-Unit type: prototype all-purpose multi-mode mobile suit
-Manufacturer: Morgenroete, Inc
-Operator(s): Earth Alliance (Atlantic -Federation); Three Ships Alliance
-First deployment: 26 January C.E. 71
-Accommodation: pilot only, in standard cockpit in torso.
-Dimensions: head height 17.72 meters
-Weight: max gross weight 85.1 metric tons.
-Armor materials: unknown
-Powerplant: ultracompact energy battery, (ower output rating unknown).
-Equipment and design features: sensors (range unknown); Phase Shift (PS) armor; hardpoints for mounting Striker packs.
-Fixed armaments: 2 x "Igelstellung" 75mm multi-barrel CIWS (fire-linked, mounted in head); 2 x "Armor Schneider" combat knives (stored in hip armor, hand-carried in use); 2 x beam saber (stored on Aile pack, hand-carried in use); anti-beam combat shield (mounted on left arm).
-Optional hand armaments: 57 mm high-energy beam rifle (power rating unknown).
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED (manga); Mobile Suit Gundam: Encounters in Space; Mobile Suit Gundam SEED ASTRAY; Mobile Suit Gundam SEED ASTRAY R; Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-Ending Tomorrow; Mobile Suit Gundam SEED (game); Gundam Evolve; Mobile Suit Gundam: Gundam Vs. Gundam; Mobile Suit Gundam: Gundam Vs. Gundam Next.

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