Starships D6 / Strike Gundam (Launcher Strik



LAUNCHER STRIKE GUNDAM

Craft: Earth Alliance GAT-X105+AQM/E X03 Launcher Strike Gundam
Type: prototype all-purpose multiple-mode mobile suit
Scale: Starfighter
Dimensions:
-Height: 17.72m
-Mass: 83.7 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: 3D
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh ("jumps" only)
-Ground (Walking): 55; 160kmh
Hull: 5D
-Strength: 4D
-Armor: 1D
Shields: N/A
Sensors:
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 3/4D

WEAPONS
  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

"Agni" 320mm Hyper Impulse Cannon
Location: mounted behind left arm, hand-held in use.
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-6/25/50
Atmosphere Range: 20-600/2.5/5km
Damage: 9D
Ammo: connected to battery (see below)
Rate of Fire: 1 beam per attack

120mm Anti-Ship Vulcan Gun
Location: Combo Weapon Pod, mounted to right shoulder
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery
Scale: Capital
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 20-300/1/2km
Damage: 3D
Ammo: 1,000 round drum magazine
Rate of Fire: burst per attack (Ammo Depletion 1Dx10 per burst); or autofire (see D6 Firearms article in Equipment section, Ammo Depletion is the same but with +1D and always x10)

2 350mm Gun Launchers
Location: Combo Weapon Pod, mounted to right shoulder
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 3D

Space Range: 1-3/12/24
Atmosphere Range: 40-300/1.2/2.4km
Damage: 7D (8D if fire-linked)
Ammo: 4 rounds per launcher
Rate of Fire: 1 round per attack, or 2 fire-linked rounds per attack

DESCRIPTION:

The GAT-X105+AQM/E-X03 Launcher Strike Gundam is equipped for long range combat similar to the GAT-X103 Buster Gundam. Its main weapon is the 'Agni' 320mm impulse cannon, which is powerful enough to blast through a space colony's wall. Additionally, the Launcher Strike Gundam is equipped with a combination weapons pod on its right shoulder, which includes a 120mm anti-ship vulcan gun and 350mm gun launchers. The AQM/E-X03 Launcher Striker is the first Striker pack to be used in battle by Kira Yamato and proves to be too powerful when it damages the space colony Heliopolis. Like the other Striker packs, the Launcher Striker can be docked with the support fighter FX-550 Sky Grasper.

The Launcher Striker is the first Striker pack that Kira Yamato uses with the Strike. It will be the second most used Striker pack.

COMBAT CHARACTERISTICS

When equipped with the Launcher Striker the Strike Gundam becomes a heavy assault mobile suit designed for taking down fortresses and heavily armored targets. The primary weapon is the Agni hyper impulse cannon mounted on the back and held in by the left arm. The secondary weapons are an anti-ship Vulcan gun and a pair of gun launchers mounted on the right shoulder armor. This weapons serve a more defensive use against enemy mobile suits and missiles.

This Striker pack is comparable to ZAFT's D-Type equipment.

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.
-Agni 320mm Hyper Impulse Cannon: The primary weapon of the Launcher is a powerful arm mounted beam cannon. At its introduction it was the most powerful mobile suit mounted weapon, capable of blasting a hole through a colony wall.
-120mm Anti-Ship Vulcan Gun: A multi-barreled Vulcan mounted in the right shoulder armor used to defend against missiles and enemy mobile suits.
-350mm Gun Launcher: A pair of gun launchers mounted into the right shoulder armor used to defend against missiles and enemy mobile suits.

HISTORY

The first Striker pack used the Launcher would see use at least five times.

The Launcher Strike would first be used in Heliopolis as a means to increase the power of the radio's signal. However Kira would have to use the Launcher Strike's Agni cannon to fight off Rau Le Creuset. The powerful beam managed to destroy the CGUE's arm, but at the same time blasted a hole in the side of Heliopolis. The action did have the desired result of forcing Le Creuset to retreat.

The Launcher Strike's second use would be in space during a battle against the captured G-Units. The Aile Strike ran low on power and was in danger of being captured. As an emergency procedure the Launcher Striker pack was launched on the catapult in order for Kira to switch out

the equipment. Kira succeeded right as a grenade fired from the Duel struck. Re-energized the Launcher Strike used its Agni to force the other Gundams to retreat.

The first Striker pack that the Strike uses on earth would the Launcher Striker. The Launcher Strike would battle in the desert against TMF/A-802 BuCUE mobile suits. At first this does not appear to be a wise choice as the Launcher Strike's movement program wasn't adapted for the sandy terrain meaning it could barely move while the BuCUE continued a high-speed attack. Eventually Kira made the proper adjustments and managed to destroy one BuCUE.

The fourth time the Launcher Strike is used is when the Archangel leaves Orb waters. The ship discharged a large amount of smoke to hide the Launcher Strike which hid on the hull. From that position the Launcher Strike used the Agni to hold off the enemy mobile suits.

The Launcher Strike would be used once by Mu La Flaga during the time the Three Ship's Alliance hid out in the Mendel colony. The Launcher Strike and the Buster would at one point investigate the interior for ZAFT. Mu and the Launcher Strike would than get into a duel with Rau Le Creuset and his new ZGMF-600 GuAIZ. The Launcher Strike's heavy firepower would prove to be a poor match-up against the GuAIZ's speed and balanced equipment.

--GAME NOTES--

*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!!!).

*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-X03
-Code name: Launcher 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: 25 January C.E. 71
-Accommodation: pilot only, in standard cockpit in torso.
-Dimensions: head height 17.72 meters
-Weight: max gross weight 83.7 metric tons.
Armor materials: unknown
-Powerplant: ultracompact energy battery (power 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); "Agni" 320mm hyper impulse cannon (power rating unknown, mounted behind left arm, hand-carried in use); combo

weapon pod (120mm anti-ship vulcan gun, 2x 350mm gun launcher, mounted on right shoulder).
Optional hand armaments: none
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED (manga); Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-Ending Tomorrow; Mobile Suit Gundam SEED (game); Mobile Suit Gundam: Gundam Vs. Gundam; Mobile Suit Gundam: Gundam Vs. Gundam Next.

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