Starships D6 / Ultracompact Energy Battery

Ultracompact Energy Battery

In Mobile Suit Gundam SEED, an event known as the Bloody Valentine, where Natural terrorists nuked the PLANT Junius Seven and killed millions, sparked a war between so-called "Naturals" and "Coordinators". In response to the Bloody Valentine, the PLANTs created Neutron Jammers (or N-Jammers) which make nuclear power impossible, and equipped these to their ships and larger vehicles, as well as depositing them all across the Earth Sphere, drilling them deep into the surface to make it impossible to find them all, as a preface to invading Earth.

The Corrdinators of the PLANTs created machines, called mobile suits, to be their mainstream militayr combat weapons during this war, which balanced the odds against the Earth Alliance's vastly superior numbers. For these mobile suits, they also created "Ultracompact Energy Batteries", and higly condensed power source that could keep their mobile suits and other equipment and vehicles operating on a decent amount of time before needing a recharge.

later models of mobile suit, starting with the Earth Alliance's first prototype mobile weapons called 'Gundams', would make greater use of these compact batteries, as more powerful energy weapons would be connected to them for use in the battlefield, and yet still give mobile weapons a decent operating time if used wisely.

In other settings not using Neutron Jammers, such as Star Wars, these batteries could still make a great backup power supply.

Model: Varies by type used.
Type: limited compact high-output energy source
Skill: Mecha Piloting (OR Starship/Capital Ship Shields)
Scale: Any
Cost: 1/10 of original price of item being equipped
Game Notes:

In Gundam SEED, nuclear power is near useless until the invention of the Neutron Jammer Canceler, and even after that the treaty that effectively ends the First Bloody Valentine War forbids the use of N-Jammer Cancelers on the battlefield.

When a mobile weapon or other ietm of vehicle is equipped iwth an Ultracompact Energy Battery, it has "power points" equal to its Hull Dice, multiplied by one hundred (Hull of 5D equals 500 power points), adding 25 points per any extra pips to the Hull Dice.

The battery begins depleting its power points the moment it is activated. Mobile Weapons usually will not deplete their batteries until right after they launch from a base ship, because they have a cord attachd until the very moment they leave the ship. Under normal conditions, the battery depletes by one point per round while activated.

However, in Gundam Seed, many mobile weapons exist that connect devestating energy weapnry to their batteries to gain an edge in battle. When this occurs, the battery is then also depleted by a number equal to the Damage Dice of the energy weapon being used, but only when the weapon itself is used.

Also, when a device of some sort that affects the Mobile Weapon in some way that requires power (such as Phase Shift Armor, Mirage Colloid or Energy Shields), then the battery also depletes by the amount of Dice used by the equipped items. For PS armors or Mirage Colloid, items such as these drain the battery of a number equal to the Hull Dice of the equipped item or

mobile weapon, usually per round while active (but not always, see 'Trans Phase Armor'). Energy Shields, weather used as Parrying shields of some sort OR as shields from Star Wars RPG, will drain the battery of the amount of Dice the shields use while active or when used.

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