Starships D6 / Sword Calamity Gundam



SWORD CALAMITY GUNDAM

Craft: Earth Alliance GAT-X133 Sword Calamity Gundam
Type: Prototype close combat mobile suit
Scale: Starfighter
Dimensions:
-Height:18.26m (???)
-Weight: 81.48 metric tons (max gross weight, ???)
Skill: Mecha Piloting
Crew: 1
Cargo Capacity: 10 kilograms
Consumables: 1 week (survival pack)
Cost: N/A (prototype)
Hyperdrive: N/A
Nav Computer: Yes (short ranged, carrier based)
Maneuverability: 4D
Speed:
-Space: 8
-Atmosphere: 365; 1,050kmh ("jumps" only)
-Ground (Walking): 55; 160kmh
Hull: 7D (TP armor, see below)
-Strength: 5D
-Armor: 2D
Defenses: N/A
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 90/3D
  Focus: 4/4D

WEAPONS:
  "Scylla" 580mm Multi-Phase Energy Cannon
    Location: mounted in chest
    Fire Arc: front
    Crew: 1
    Skill: Mecha Gunnery
    Scale: Capital
    Fire Control: 3D
    Space Range: 1-5/20/40
    Atmosphere Range: 50-500/2/4km
    Damage: 2D (8D against starfighter scale)
    Ammo: connected to battery (see below, also drains battery of 8 because of capital scale)
    Rate of Fire: 1 (energy blast per attack)

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)

2 "Schwert Gewehr" 15.78m Anti-Ship Sword
Location: mounted behind right shoulder, hand-held in use.
Fire Arc: Close Combat
Crew:
Skill: Mecha Combat
Scale: Starfighter
Fire Control:
-Two-Handed: 2D
-One-Handed: 0D
Space Range:
-Swords: Close Combat
-Laser Gunds: 1-3/12/24
Atmosphere Range:
-Swords: Close Combat
-Laser Guns: 30-300/1.2/2.4km
Damage:
-Single Sword: Str+4D (9D, 4D beam saber effect)
-Combined Swords: Str+6D (11D, 5D beam saber effect)
-Laser Guns: 6D
Ammo: 2 swords, connected to battery (see below)
Rate of Fire: 1 (strike per attack)
Special: These swords are like the Sword Strike's, but the Calamity is strong enough to use them single-handedly (still at less fire control). The Sword Calamity has two and can either use both in each hand at normal strength and damage, or can combine them together for +1D Strength and +1D fire-linked damage, at +2D Damage and +2D fire control.

2 "Panzer Eisen" Rocket Anchors
Location: mounted on both arms
Fire Arc: "turret" (aimed by arm)
Crew: 1
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: 0-1/2/3
Atmosphere Range: 0-100/200/300m
Damage: Str+1D

Ammo: 2 anchors
Rate of Fire: 1 (strike per attack, can grapple at range), OR 2, OR 1 (fire-linked)

2 "Midas Messer" Beam Boomerangs
Location: mounted to shoulders
Fire Arc: Close Combat, "turret" (aimed by arm)
Crew: 1
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: Close Combat; 1/3/7
Atmosphere Range: Close Combat; 50-100/300/700m
Damage: 5D (Armor Dice to pips)
Ammo: 2 beam boomerangs
Rate of Fire: 1 (strike or throw per attack, returns when thrown)

DESCRIPTION:

Despite the theft of four prototype Gundam mobile suits, the Earth Alliance continues to roll out designs in its GAT-X series. The GAT-X133 Sword Calamity is a close combat variant of the artillery unit GAT-X131 Calamity Gundam. The Sword Calamity features the same Trans-Phase armor as the original Calaimity Gundam, which only activates upon impact to conserve battery power. The beam cannons, bazooka and shield from the original Calamity Gundam have been replaced with armaments similar to those of the GAT-X105+AQM/E-X02 Sword Strike Gundam. The Sword Calamity's main armament is a pair of "Schwert Gewehr" anti-ship swords which differ from the Sword Strike Gundam's version in that they double as laser guns. The Sword Calamity is also armed with two "Panzer Eisen" rocket launchers and two "Armor Schneider" combat knives. The chest-mounted "Scylla" energy cannon from the Calamity Gundam remains, but its power has been reduced to 30% to provide more energy for thrusters.

Three Sword Calamity units are created. One unit is assigned to ace pilot Edward Harrelson, who steals it and a GAT-X333 Raider Full Spec when he defects after the war to fight for his homeland, the United States of South America. After his defection, Edward briefly fights with his former lover Jane Houston, pilot of the GAT-X255 Deep Forbidden. However, the two reconcile their differences. Another unit is secretly given to Orb noble Rondo Ghina Sahaku by the Azrael Foundation, along with Four Socius as a pilot. The original unit is assigned to ace pilot Rena Imelia, who is sent to South America to confront Edward.

GUNDAM OS

When activating the mobile suit, the operating system on the screen reads:

General
Unilateral
Neuro-Link
Dispersive
Autonomic
Maneuver

COMBAT ABILITIES

While the original GAT-X131 Calamity is an artillery mobile suit, the Sword Calamity is primarly designed for close combat with armament derived from that of the GAT-X105+AQM/E-X02 Sword

Strike Gundam. Because of this fact, its armament consists mainly of close combat weapons, which include large anti-ship swords, beam boomerangs, rocket anchors and combat knifes. The Sword Calamity however carries two of each rather than just one, and uses slightly modified versions of the weapons. Besides these weapons the suit is also equipped with an energy cannon for ranged combat. Also the Sword Calamity has more energy reserved for thrusters, allowing for better movement in battle.

ARMAMENTS
-Anti-Ship Swords: The main weapon of the Sword Calamity are its two "Schwert Gewehr" anti-ship swords, which are nearly similar to the one used by the Sword Strike Gundam. Their only difference lies in the fact that these swords double as laser guns. The swords can also be joined together for stronger cutting power, allowing the suit to easily cut of the bridge of an enemy space ship.
-Beam Boomerangs: A set of two "Midas Messer" beam boomerangs is mounted on the Sword Calamity with each shoulder holding one. These boomerangs are strong enough to even cut ZAFT's newest mobile suit series, the ZGMF-600 GuAIZ, in half in a single throw.
-Rocket Anchor: Another weapon installed on the Sword Calamity are two "Panzer Eisen" rocket anchors, the same type used on the Sword Strike Gundam. These anchors can be fired on a line and thus retrived and are strong enough to damage another mobile suit.
-Combat Knives: The last set of weapons for close combat mounted on the suit are two "Armor Schneider" combat knifes, which are simply enlarged knives to use as back-up weapons.
-Multi-Phase Energy Cannon: The only ranged energy weapon installed on the Sword Calamity (besides the laser guns on the anti-ship swords) is the chest mounted "Scylla" 580mm multi-phase energy cannon. This weapon is the same type as the cannon installed on the original Calamity. The only difference is the fact that the maximum output on the Sword Calamity's energy cannon is only at 30% of the cannon used on the original Calamity. This grants the Sword Calamity more energy for use in its thrusters.

HISTORY

Built as a close-combat variant of the GAT-X131 Calamity, the Sword Calamity uses a Natural-use OS rather than "Biological CPUs". Three Sword Calamities are built, with one piloted by Earth Alliance ace Edward Harrelson, and another given to Orb's Rondo Sahaku faction by Muruta Azrael. During the Third Battle of Victoria, two Sword Calamitys, piloted by Edward and Four Socius under the command of Rondo Ghina Sahaku, play an important role in the EA victory over ZAFT. Four Socius, on orders of Rondo Ghina Sahaku, used his Sword Calamity to attack the Kusanagi to kill [Cagalli Yula Athha]] but the attack is thwarted by Gai Murakumo. Edward's unit takes part in the Second Battle of Jachin Due, but is convinced to rebel against the Alliance. After the war, Ed Harrelson defects to the United States of South America, and the original Sword Calamity is assigned to another Earth Alliance ace, Rena Imelia, who is sent after him. Ed defeats Rena in combat, but both are badly injured.

The configuration of the ZGMF-X56S/? Sword Impulse Gundam is more similar to the Sword Calamity than the Sword Strike, with its anti-ship sword and beam boomerangs doubled.

--GAME NOTES--

*Ultracompact Energy Battery: This is the same power system used in most all mobile weapons in the Cosmic Era setting of Gundam SEED. The battery has power points equal to the MS' Hull Dice

number times one hundred (700 for the Calamity Gundam). It is depleted by 1 every round after launching, and also depletes by a number equal to the Damage Dice of any energy weapons connected to it when they are used. Any other special systems, such as Mirage Colloid or Phase-Shift or Trans-Phase armors, will deplete it by the number of Hull Dice per round while activated, unless stated otherwise.

*Trans-Phase (TP) Armor: This defensive system is similar to Phase Shift armor, which makes MS' invulverable to ballistics and explosive damage. The difference is that TP armor only activates when struck by a weapon. TP armor only drains the Ultracompact Energy battery when an attack hits the MS and deals damage, drianing it of a number equal to the attack's Damage Dice. However, if the MS is attacked from different angles (fire arcs), the TP armor overloads and cannot protect against all of the attacks.

*Flight: The Sword Calamity can fly in space, but its thrusters are only strong enough for long 'jumps' in atmosphere. (IMPORTANT NOTE! I have not read the manga that this Gundma appears in. It is possible that it ca fly in atmosphere, but I do not know for certain)

OTHER SPECS
-Model number: GAT-X133
-Code name: Sword Calamity
-Unit type: prototype close combat mobile suit
-Manufacturer: Earth Alliance
-Operator(s): Earth Alliance; United States of South America
-First deployment: C.E. 71
-Accommodation: pilot only, in standard cockpit in torso
-Dimensions: unknown
-Weight: unknown
-Armor materials: unknown
-Powerplant: ultracompact energy battery, power output rating unknown
-Equipment and design features: sensors, range unknown; Trans-Phase (TP) armor
-Fixed armaments: "Schwert Gewehr" anti-ship sword, stored on backpack, hand-carried in use; 2 x "Midas Messer" beam boomerang, stored on shoulders, hand-carried in use; 2 x "Panzer Eisen" rocket anchor, mounted on forearms, can be fired out on a line; 2 x "Armor Schneider" combat knife, hand-carried in use; "Scylla" 580mm multi-phase energy cannon, mounted in chest
-Optional hand armaments: none
-Appearances: SEED-MSV (Gundam SEED Mobile Suit Variations); Mobile Suit Gundam SEED ASTRAY; Mobile Suit Gundam SEED ASTRAY (OVA); Mobile Suit Gundam SEED X ASTRAY; Mobile Suit Gundam SEED DESTINY ASTRAY; Mobile Suit Gundam SEED DESTINY ASTRAY (photonovel).

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