Starships D6 / Raider Gundam Full Spec



RAIDER GUNDAM Full Spec

Craft: Earth Alliance GAT-333 Raider Full Spec Gundam
Type: Limited production transformable attack use mobile suit
Scale: Starfighter
Dimensions:
-Height: 17.94m (???)
-Weight: 84.9 metric tons (???)
Skill: Mecha Piloting
Crew: 1
Cargo Capacity: 10 kilograms
Consumables: 1 week (survival pack)
Cost: N/A (Limited, expensive)
Hyperdrive: N/A
Nav Computer: Yes (short ranged, carrier based)
Maneuverability:
-Atmosphere (Mobile Suit mode): 4D
-Atmosphere (Flight mode): 3D
-Space (Mobile Suit mode): 1D
-Space (Flight mode): +2
Speed:
-Atmosphere (Mobile Suit mode): 365; 1,050kmh
-Atmosphere (Flight mode): 415; 1,200kmh
-Space (Mobile Suit mode): 4
-Space (Flight mode): 6
Hull: 6D
-Strength: 5D
-Armor: 1D
Defenses:
-Anti-Beam Combat Shield: 2D
-"Mjolnir" Hammer Spin Shield: 3D
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 90/3D
  Focus: 4/4D

Sub-Wing (Held by Claws in Flight mode)
Hull (Strength): 5D
Damage (Ramming): Str+1D
Wing Hard-Points: 4 (can mount extra guns, missiles and/or fuel tanks)

WEAPONS (Flight mode only):

Grappling Claws
Location: folded on back in Mobile Suit mode, used as bird claws in Flight mode
Fire Arc: Close Combat
Crew: 1
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage:
-Strike: Str+1D
-Grapple: Str+2D
Ammo: 2 claws
Rate of Fire: 1 (strike per attack, or both used to grapple)

2 M20 20mm Machine Guns (fire-link optional)
Location: mounted in claws
Fire Arc: "turret" (aimed by claws)
Crew: 1
Skill: Mecha Gunnery
Scale: Walker
Fire Control: 2D
Space Range: 1-2/8/16
Atmosphere Range: 20-200/800/1.6km
Damage: 5D (6D if fire-linked)
Ammo: 400 (bullets)
Rate of Fire: 1 or 2 (burst OR can be fire-linked, 1D+2 Ammo Depletion per gun)

2 M2M3 76mm Machine Guns (fire-linked)
Location: mounted on shoulders
Fire Arc: front
Crew: 1
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-2/8/16
Atmosphere Range: 20-200/800/1.6km
Damage: 4D (3D if not fire-linked)
Ammo: 500 (bullets)
Rate of Fire: 1 burst (1D+2 Ammo Depletion)
Option: See "D6 Firearms" on the site for Autofire rules

WEAPONS (used in either mode)
2 AIM-957F "King Cobra" Missiles (fire-link optional)
Location: mounted on shoulders
Fire Arc: front
Crew: 1
Skill: Missile Weapons
Scale: Starfighter
Fire Control: 1D
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m
Damage: 9D
Ammo: 2 (missiles)
Rate of Fire: 1 or 2

WEAPONS (Sub-Wing, held in flight mode by claws)
2 GAU-8M2 52mm Machine Guns (fire-linked)
Location: mounted on wing hardpoints
Fire Arc: front
Crew: 1
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/24
Atmosphere Range: 30-300/1.2/2.4km
Damage: 6D (5D if not fire-linked)
Ammo: 1,000 (bullets)
Rate of Fire: 1 (fire-linked burst, 1Dx10 Ammo Depletion)
Option: See "D6 Firearms" on the site for Autofire rules

DESCRIPTION:

The GAT-333 Raider Full Spec is a transformable aerial combat mobile suit produced by the Earth Alliance. Although the Raider Full Spec is designed first, it is built after the modified GAT-X370 Raider Gundam. Whereas the Raider Gundam is armed with beam weapons and operable in Earth and space, the Raider Full Spec is armed with non-beam weaponry and designed mainly for use on Earth. Like its counterpart, the Raider Full Spec is equipped with Trans-Phase armor, which activates upon impact to conserve energy. The Raider Full Spec carries a sub-wing held by its claws in flight mode. The sub-wing features several hardpoints that can mount machine guns and extra propellant tanks.

The Raider Full Spec is tested by Edward Harrelson, who steals it and a GAT-X133 Sword Calamity after the war when he defects from the Alliance to fight for his homeland, the United States of South America. The Raider Full Spec is also secretly given to Orb's noble Sahaku family by the Azrael Foundation. In the months after the war, the Alliance sends three Raider Full Spec units to attack Edward, but he destroys them with his Sword Calamity in a battle recorded by photojournalist Jess Rabble. Later, Edward heads into space with his own Raider Full Spec and is attacked by Morgan Chevalier's GAT-01A1+AQM/E-X04 Gunbarrel Dagger. Edward is defeated and is pulled into Earth's gravity well, but he uses a piece of space garbage as a shield to safely enter the atmosphere.

COMBAT ABILITIES

The armament of the Raider Full Spec mainly features machine guns, two AIM-957F "King Cobra" missiles and no beam weapons. The machine guns consist of two M2M3 76mm machine guns, mounted on the shoulders, which are however only operable in flight mode, two M20 20mm machine guns, mounted on the claws and lastly two GAU-8M2 52mm machine guns, which are mounted on the wing hardpoints. The Raider Full Spec additionally has the ability to carry a sub wing which is able to mount further weapons or propellant tanks to lengthen its operation time. The Raider Full Spec is more specialized toward atmospheric flight, at the expense of inferior space

combat capablity.

HISTORY

Although the prototype GAT-X370 Raider was first produced, the Raider Full Spec was the design first developed by the Earth Alliance. Afterwards an unknown but limited number of Raider Full Spec units is produced. The test pilot for the unit is EA ace pilot Edward Harrelson, who used such a unit In Operation 8.8, an attack on ZAFT's Carpentaria Base on August 8, CE 71. When Edward defected from the Alliance to fight for the independence of his home country the United States of South America, he not only stole his GAT-X133 Sword Calamity but also one Raider Full Spec unit. He used this unit to fight against Morgan Chevalier and his Gunbarrel Dagger but since the battle took place in space (where the Raider FS is inferior) Ed was beaten and pulled into Earth's gravity field by Morgan, an incident, which he barely survived. Before this battle the EA sent three Raider FS units to defeat Ed but he destroyed all three units using his Sword Calamity.

Another Raider Full Spec is covertly transferred by Muruta Azrael to Orb's Rondo Sahaku faction, while a further unit is seen in CE 74 as one of the Mobile Weapons to defend Heaven's Base in Iceland. This unit is however quickly destroyed by Rey Za Burrel in his ZGMF-X666S Legend.

--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 (600 for the Raider 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.

OTHER SPECS
-Model number: GAT-333
-Code name: Raider Full Spec
-Unit type: limited production transformable attack use 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; sub-wing (held in flight by claws); 2 propellant tank (mounted on sub-wing hardpoint).
-Fixed armaments: 2 M2M3 76mm machine gun (mounted on shoulders, operable only in flight mode); 2 M20 20mm machine gun (mounted on claws); 2 GAU-8M2 52mm machine gun (mounted on wing hardpoint); 2 AIM-957F "King Cobra" missile (mounted on shoulders).
-Optional hand armaments: none
-Appearances: SEED-MSV (Gundam SEED Mobile Suit Variations); Mobile Suit Gundam SEED DESTINY ASTRAY; Mobile Suit Gundam SEED X ASTRAY; Mobile Suit Gundam SEED: Never-Ending Tomorrow; Mobile Suit Gundam SEED DESTINY.

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