# Starships D6 / Blitz Gundam



BLITZ GUNDAM

Craft: Earth Alliance GAT-X207 Blitz Gundam
Type: prototype mel?e combat/blitzkrieg warfare mobile suit
Scale: Starfighter
Dimensions:
-Height: 18.63m
-Mass: 73.5 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+2
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh ("jumps" only)
-Ground (Walking): 55; 160kmh
Hull: 5D (PS armor, Mirage Colloid, see below)
-Strength: 4D
-Armor: 1D
Shields:
-"Trikeros" Anti-Beam Shield: 3D+1
Sensors:
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 3/4D

WEAPONS
  "Gleipnir" Anchor
  Location: mounted to left arm
  Fire Arc: "turret"/close combat
  Crew: 1 (pilot)
  Skill: Mecha Combat
  Scale: Starfighter
  Fire Control: 2D
  Space Range: 1/2/3
  Atmosphere Range: 20-100/200/300m
  Damage:

-To Deal Damage: 5D+2
-To Grapple: Str+2D
Ammo: 1 anchor
Rate of Fire: 1 anchor launch per attack

WEAPONS ("Trikeros" Offense/Defense System)
50mm High-Energy Beam Rifle
Location: mounted to right arm
Fire Arc: "turret" (aimed by arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (Or Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 20-300/1/2km
Damage: 6D
Ammo: connected to battery (see below)
Rate of Fire: 1 beam per attack

Beam Saber
Location: mounted to right arm
Fire Arc: "turret" (aimed by arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage: 5D (enemy Armor Dice to pips)
Ammo: connected to battery (see below)
Rate of Fire: 1 strike per attack

3 Armor Penetrator Lancer Darts
Location: mounted to right arm
Fire Arc: "turret"/Close Combat
Crew: 1 (pilot)
Skill: Mecha Gunnery/Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/7/15 (OR Close Combat)
Atmosphere Range: 30-300/700/1.5km (OR Close Combat)
Damage:
-Ranged: 7D
-Close Combat: Str+3D (7D)
Ammo: 3 (can be retrieved)
Rate of Fire: 1 dart per attack, OR can be fire-linked or volleyfired up to all three darts; 1 strike per attack in close combat.

DESCRIPTION:
With the outbreak of war, the Earth Alliance's Atlantic Federation begins a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free

of interference from the N-Jammers. The GAT-X207 Blitz Gundam is one of five initial designs that the Alliance secretly builds with Orb. The Blitz Gundam's design is geared towards melee combat and stealth missions. Like the other prototype Gundams, the Blitz Gundam is equipped with the new Phase Shift (PS) armor technology. When in Phase Shift mode, the Blitz Gundam is nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of Phase Shift for extended periods of time is a massive drain on the energy battery. Unlike the other four prototypes, the Blitz Gundam's body is coated with Mirage Colloid particles. When activated, the Mirage Colloid renders the Blitz Gundam invisible to the human eye as well as computer sensors for up to 80 minutes. However, the Mirage Colloid cannot be used simultaneously with Phase Shift, rendering the Blitz Gundam vulnerable to attacks while invisible.

The Blitz Gundam's armament consists of a "Trikeros" offensive/defensive system. Mounted on the right arm, this system functions as a shield and beam rifle, and also shoots out lancer darts. The Blitz Gundam Is also equipped with a "Gleipnir" anchor on its left arm, which Is similar to the 'Panzer Eisen' rocket anchor used by the GAT-X105+AQM/E-X02 Sword Strike Gundam. The Blitz Gundam first enters combat on January 25, C.E. 71, when it is stolen by ZAFT pilot Nicol Amalfi during the attack on Heliopolis. Subsequently, Nicol tests the Mirage Colloid system by using it to penetrate the defenses of the supposedly impregnable Alliance space fortress Artemis. Nicol is later killed on Earth when the damaged Blitz Gundam is destroyed by Kira Yamato's Strike Gundam. Orb will later use a salvaged arm from the Blitz Gundam to upgrade its MBF-P01 Gundam Astray "Gold Frame."

GUNDAM OS

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

General
Unilateral
Neuro-Link
Dispersive
Autonomic
Maneuver

COMBAT ABILITIES

Designed as an assault-use mobile suit, the Blitz features several special weapons and technologies. Among the weapons used by the suit are an anchor and a offense/defense system, mounting several weapons.

ARMAMENTS

-Anchor

The left forearm of the Blitz mounts the "Gleipnir" anchor, a weapon which can be fired to pierce an enemy unit and then retrieved on a line. A similar technology is installed on the GAT-X105+AQM/E-X02 Sword Strike Gundam in form of the "Panzer Eisen" rocket anchor.

-Offense/Defense system

Mounted on the right arm of the suit, the "Trikeros" offense/defense system is the main weapon of the Blitz and includes several features. For a ranged weapon the system mounts a 50mm high-energy beam rifle as well as three armor penetrator lancer darts that can be fired or be used for close combat. The main weapon used in close combat is however a single beam saber which is mounted on the Trikeros. Lastly the system is also used as a shield (or rather, the entire weapon system is mounted behind a shield, all of which is mounted to the right arm of the Blitz Gundam).

SYSTEM FEATURES

-Mirage Colloid Stealth System:

The Blitz is the first mobile weapon to use the Mirage Colloid technology. The stealth system is a field of microscopic prisms held in magnetic suspension around the Gundam by use of the same energy conduits used to generate the Phase Shift armor (which naturally renders PS useless while the Colloid is active). However since the system needs a lot of energy it can only be activated for up to 80 minutes. Also since Phase Shift armor can't be activated during use of Mirage Colloid, the Blitz is highly vulnerable in cloaked state if an enemy is able to find its position.

HISTORY

The Blitz is one of five mobile suits created by the Earth Alliance under its G Project during the Bloody Valentine War. Together with the other four units it is stored secretly on the Orb Union controlled space colony Heliopolis.

On January 25, CE 71 the Blitz, along with three other mobile suits of the G Project is stolen by ZAFT, with Nicol Amalfi becoming the designated pilot of the unit. Together with his comrades he uses his suit to pursue the Archangel to capture the last of the five suits, the Strike. During the Archangel's stay on the Eurasian Federation-controlled Artemis asteroid, Nicol uses the Blitz to infiltrate the asteroid base, by using its Mirage Colloid to penetrate the "Umbrella of Artemis" and severly damages the facility.

In late May the Blitz looses his right arm in combat with the Sword Strike and is finally destroyed when he tries to protect his friend Athrun Zala. Nicol is killed along with his Gundam.

Orb recovers the right arm of the Blitz, and uses it in the construction of the MBF-P01-Re Astray Gold Frame Amatu, giving it use of the Mirage Colloid.

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!!!).

*"Trikeros" Offense/Defense System and Anti-Beam Combat Shield: The "Trikeros" system comprises several weapons types, all mounted together with a defensive shield. This is a real, physical shield mounted to the Blitz Gundam's right arm. 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 no longer useable by

the mobile suit, and all weapons that consist of the "Trikeros" system are no longer functional, having been damaged or destroyed along with it.

The beam rifle and beam saber are more or less standard. However, "Trikeros" also makes use of Armor Penetrator Lancer Darts, physical javelin-shaped projectiles that are launched at a target and meant to easily pierce it's armor to destroy it. These are seen used by the Blitz several times to easily tear through an enemy, either left protruding from their hull before they explode, or passing through end-to-end in an eye-blink before the target explodes. To represent this, after each attack with the darts, roll a die; on evens, the Dart is retrievable, on odds, it has been lost with the target (if the target exploded, otherwise the Dart is still able to be retrieved). If darts can be retrieved, they can be reloaded instantly and used again.

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.

*Mirage Colloid: When activated, this stealth system renders the Blitz completely invisible to all sensor forms, such as radar, infra red, energy detection and even the naked eye. As such, normal sensor rolls are useless, and Search rolls only work is a Heroic Difficulty is made, and even then the person cannot trust what they are seeing.

One tactic used against the Blitz when the Creuset Team fought the Archangel during it's trip to Earth, the ship's crew opened up with all of it's Phallanx Battery guns, unleashing a blanket of covering fire. To represent this, automatic weapons must be used.

Pick a fire arc and make an attack roll. This roll is to reach as high a Difficulty level as possible, and add +1D per gun adding to the barrage, as long as the guns can all fire in the same fire arc. The Difficulty rolled is what the Blitz Gundam pilot MUST roll against to avoid being shot. If the pilot does not make the roll, they are hit and damage is rolled as normal (but not for autifire damage, since the weapons were scattering their fire to find the Blitz, not focusing it on a single target in view).

Because the Blitz was probably using it's Mirage Colloid if this tactic is used, it will not have the benefit of it's Phase Shift Armor to defend itself and it will take damage as normal.

Mirage Colloid depletes the Ultracompact Energy Battery (see below) by the number of Hull Dice

the Blitz Gundam has (5) per round.

*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 Blitz 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-X207
-Code name: Blitz Gundam
-Unit type: prototype melee combat mobile suit.
-Manufacturer: Morgenroete, Inc
-Operator(s): Earth Alliance (Atlantic Federation); ZAFT (Zodiac Alliance of Freedom Treaty).
-First deployment: 25 January C.E. 71
-Accommodation: pilot only, in standard cockpit in torso.
-Dimensions: head height 18.63 meters
-Weight: max gross weight 73.5 metric tons.
-Armor materials: unknown
-Powerplant: ultracompact energy battery (power output rating unknown).
-Equipment and design features: sensors (range unknown;) Phase Shift (PS) armor; Mirage Colloid.
-Fixed armaments: "Gleipnir" anchor, (mounted on left forearm, can be fired out on a line); "Trikeros" offense/defense system (mounted on right arm), featuring: 50mm high-energy beam rifle (power rating unknown); beam saber; lancer darts.
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED (manga); Mobile Suit Gundam SEED ASTRAY; Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-Ending Tomorrow; Mobile Suit Gundam SEED (game); Mobile Suit Gundam SEED C.E. 73 STARGAZER: Phantom Pain Report; Mobile Suit Gundam: Gundam Vs. Gundam Next.

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