Starships D6 / Aegis Gundam



AEGIS GUNDAM

Craft: Earth Alliance GAT-X303 Aegis Gundam
Type: Prototype attack use transformable mobile suit.
Scale: Starfighter
Dimensions:
-Height: 18.86m
-Mass: 79.6 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:
-Mobile Suit: 3D+2
-Mobile Armor: 2D
Speed:
-Space (Mobile Suit): 7
-Space (Mobile Armor): 9
-Atmosphere (Mobile Suit): 350; 1,000kmh ("jumps" only)
-Atmosphere (Mobile Armor): N/A
-Ground (Walking): 55; 160kmh
Hull: 5D+2
-Strength: 4D
*Mobile Armor: +3D for grappling
-Armor: 1D+2
Shields:
-Anti-Beam Combat Shield: 3D+2
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 75/3D
Focus: 4/4D

WEAPONS
2 "Igelstellung" 75mm Multi-Barrel CIWS (fire-linked, Mobile Suit mode only)
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:
Atmosphere Range:
Damage: 3D
Ammo: 500 rounds internal magazine.
Rate of Fire: Burst of rounds per attack (Ammo Depletion 1Dx10).

4 Beam Sabers (Mobile Suit and Mobile Armor mode)
Location: Mounted in arms and legs.
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage: 5D
Ammo: connected to battery (see below).
Rate of Fire: 1 strike per attack per limb; can do a "fire-linked" strike in Mobile Armor mode at +3D Damage (8D).

60mm Beam Rifle (Mobile Suit mode only)
Location: stored on right waist, hand-held in use.
Fire Arc: "turret" (aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/24
Atmosphere Range: 30-300/1.2/2.4km
Damage: 6D+2
Ammo: connected to battery (see below).
Rate of Fire: 1 beam per attack.

"Scylla" 580mm Energy Cannon (Mobile Armor mode only)
Location: mounted between binders in Mobile Armor mode.
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Capital
Fire Control: 2D
Space Range: 1-5/20/40
Atmosphere Range: 50-500/2/4km
Damage: 4D
Ammo: connected to battery (see below, also depletes battery by 10 because of capital scale damage).
Rate of Fire: 1 energy blast per attack.

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-X303 Aegis Gundam is one of five initial designs that the Alliance secretly constructs with Orb. Unlike the other four Gundams, the Aegis Gundam is constructed with a different frame and can transform into a mobile armor mode. Like the other prototype Gundams, the Aegis Gundam is equipped with the new Phase Shift (PS) armor system. When in Phase Shift mode, the Aegis 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. In mobile suit mode, the Aegis Gundam's armament consists of head-mounted "Igelstellung" vulcan guns, four beam sabers and a beam rifle. However, in mobile armor mode it can use the powerful "Scylla" 580mm energy cannon. This powerful cannon is capable of destroying TS-MA2 Moebius units with one shot, and it can severely damage battleships as well.

The Aegis Gundam first enters combat on January 25, C.E. 71, when it is stolen by ZAFT pilot Athrun Zala during the attack on Heliopolis. During the attack, Athrun is shocked to meet his old friend Kira Yamato and see him end up as the pilot the GAT-X105 Strike Gundam. Though Athrun continues to fight against the Archangel, he always does so reluctantly and offers Kira several opportunities to join ZAFT. When Kira refuses to join ZAFT, Athrun vows no mercy for his former friend. As the Archangel continues to travel across Earth towards Alliance headquarters in Alaska, Athrun is sent down to Earth by Rau Le Creuset to pursue the ship. In a fierce battle on April 17, the Aegis Gundam is destroyed when Athrun self destructs the suit in a failed attempt to kill Kira. Afterwards, Athrun upgrades to the ZGMF-X09A Justice Gundam to pursue Kira and the stolen ZGMF-X10A Freedom Gundam.

GUNDAM OS

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

General
Unilateral
Neuro-Link
Dispersive
Autonomic
Maneuver

TECHNOLOGICAL and COMBAT INFORMATION

The Aegis is a commander-type mobile suit with very advanced sensors and heavy attack power. It can transform into a mobile armor configuration armed with a "Scylla" 580mm energy cannon (which is later mounted on the GAT-X131 Calamity Gundam). This cannon is powerful enough to destroy even a spaceship. Additionally, the suit also features a hand-held 60mm beam rifle. For close-range combat, Aegis is equipped with 4 beam sabers. As these weapons are mounted on the forearms and feet rather than hand-carried, all four can be wielded simultaneously, in either mobile suit or mobile armor configuration. Like most other mobile suits, the Aegis is equipped with two "Igelstellung" 75mm multi-barrel CIWS in its head. Lastly for defense the suit mounts a single shield on its left arm.

HISTORY

Designed as a command type mobile suit by the Earth Alliance, the Aegis was one of the original five mobile suits created as part of the Atlantic Federation's G Project. The Aegis eventually was rolled out on January 20, CE 71, together with the other suits produced as part of the project. Stored in the colony Heliopolis, it became the target of ZAFT and, together with all but one of the prototype mobile suits, was stolen by them on January 25. Its pilot became Athrun Zala, who then used the suit for several months.

The Aegis is transported to Earth shortly after the Battle of Orbit on February 13 to pursue the

Archangel. It is held at the Carpentaria Base in Australia until the Archangel passed through the Indian Ocean, where it was sent to rendezvous with the Vosgulov-class submarine Cousteau. The Aegis, GAT-X102 Duel, GAT-X103 Buster and GAT-X207 Blitz successfully intercepted the Archangel in midocean and forced the heavily damaged assault ship to lay over at Orb for repairs.

Finally, its destruction occured in late May while fighting Kira Yamato in the GAT-X105 Strike and Tolle Koenig in his FX-550 Skygrasper. Athrun self-destructed the Aegis while grappling the Strike, destroying both units. He ejected before self-destruction and was found injured on the shore by Cagalli Yula Athha. Later in that year, he returned to combat piloting the new, Aegis-derived ZGMF-X09A Justice. From June to the end of the war he piloted the Justice as part of the Clyne Faction, alongside Kira Yamato in the ZGMF-X10A Freedom.

The fragments of the destroyed mobile suit eventually found their final, peaceful use as a playground for young children, on the same island where Athrun and Kira fought. Its shield was later found and sold at the black market auction for junk where Lowe Guele picked up the TMF/TR-2 BuCUE Tactical Reconnaissance Type which head he used temporarily for his MBF-P02 Astray Red Frame. A variation on its transforming system is used by ZAFT, on a much larger scale, in the ZGMF-X11A Regenerate.

After the war, the Earth Alliance produced another Aegis which was then upgraded by Actaeon Industries into the GAT-X303AA Rosso Aegis.

GAME NOTES

*Mobile Armor Mode: The Aegis Gundam has the ability to transform into a Mobile Armor Attack mode. It conforms it's frame from that of a mobile humanoid figure into a more fixed forward flight position, allowing for greater acceleration and speed as well as allowing use of the "Scylla" 580mm energy cannon, but sacrificing some mobility and the use of it's limbs and other weapons.

However, in this form, the limbs become grasping binders. While not being able to do articulated work, they can now grasp large objects (such as other mobile suits???) with greater strength and ability (+1D per extra limb to grapple, 7D Strength total!). They can even make an attack with all four beam sabers at once (+1D per extra beam saber, 8D total!).

As a mobile armor, the Aegis cannot fly in atmosphere nor walk. But a maneuver pulled by pilot Athrun Zala had the Aegis leap with it's thrusters from a Ghuul subflight lifter at high altitude above the Archangel, then transform into mobile armor attack mode while in freefall to fire the "Scylla" energy cannon at the ship, then transform again back to mobile suit mode as the subflight lifter caught the Aegis before it hit the water below.

*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!!!).

*"Scylla" 580mm Energy Cannon: This is the Aegis' main (and only) ranged weapon in mobile armor mode. It has the power to take out capital scale vessels and uses large amounts of power. Pilots should choose their targets and use the cannon wisely, or risk running out of power sooner than they would like. Nevertheless, the "Scylla" is an impressive weapon that can destroy large target with multiple uses, unlike missiles or nukes which have one shot and are much more messy in the end.

The "Scylla" can only be used in Mobile Armor mode. A variant called the Rosso Aegis, however, is able to use it in both modes.

*Beam Sabers: These weapons are no different in their function or damage from the other mobile suits armed with them, save the fact that the Aegis has four of these weapons. Being mounted on all four arms and legs, the pilot can make multiple strikes if needed, without even having to draw another weapon.

Also, when in Mobile Armor mode, the Aegis can use the sabers all at once in the same attack action, adding an extra die for every extra beam saber (+3D, for 8D Damage!).

That said, the Aegis Gundam's beam sabers do the same Armor Reduction ability as other beam sabers, reducing Armor Dice to pips on enemy targets.

*Anti-Beam Combat Shield: this is a real, physical shield mounted to the Duel Gundam's left waist when not in use, and typically held by it's left arm when used. The shield and beam rifle are both stores on their respective hip armor/thrusters when not in use, and this is also where they are kept while in Mobile Armor mode. 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 discarded (or has been blown to bits), and no longer useable by the mobile suit. 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.

*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 (550 for the Aegis 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-X303
-Code name: Aegis Gundam
-Unit type: prototype attack use transformable 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 18.86 meters
-Weight: max gross weight 79.6 metric tons
-Armor materials: unknown
-Powerplant: ultracompact energy battery (power output rating unknown).
-Equipment and design features: sensors (range unknown); Phase Shift (PS) armor.
-Fixed armaments: 2 x "Igelstellung" 75mm multi-barrel CIWS (fire-linked, mounted in head); 4 x beam saber (1 mounted on each arm and leg); shield (mounted on left arm); 60mm beam rifle (power rating unknown, stored on right hip, hand-carried in use); "Scylla" 580mm energy cannon (power rating unknown, operable only in mobile armor attack mode).
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED (manga); Mobile Suit Gundam SEED ASTRAY; Mobile Suit Gundam: Encounters in Space; Mobile Suit Gundam SEED ASTRAY (OVA); 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; Mobile Suit Gundam: Gundam Vs. Gundam Next.

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