Starships D6 / Raider Gundam



RAIDER GUNDAM

Craft: Earth Alliance GAT-X370 Raider Gundam
Type: Prototype attack use transformable 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 (prototype)
Hyperdrive: N/A
Nav Computer: Yes (short ranged, carrier based)
Maneuverability:
-Mobile Suit mode: 4D
-Flight mode: 3D
Speed:
-Mobile Suit mode (Space): 8
-(Atmosphere): 365; 1,050kmh
-Flight mode (Space): 10
-(Atmosphere): 415; 1,200kmh
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

WEAPONS (Mobile Suit mode only):
  "Zorn" 100mm Energy Cannon
    Location: mounted in mouth
    Fire Arc: "turret" (aimed by head)
    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: 8D
Ammo: connected to battery (see below)
Rate of Fire: 1 (energy blast per attack)

Dual 52mm Hyper Velocity Shield Cannons (fire-linked)
Location: mounted on shield on right arm
Fire Arc: "turret" (aimed by arms)
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: 7D (6D if not fire-linked)
Ammo: 20 (shells per cannon, 40 total)
Rate of Fire: 1 (fire-linked shot per attack)

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 "Ahura Mazda" Short Range Energy Cannons
Location: mounted in claws
Fire Arc: "turret" (aimed by claws)
Crew: 1
Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-2/8/16
Atmosphere Range: 20-200/800/1.6km
Damage: 7D (8D if fire-linked)
Ammo: connected to battery (see below, also drains double if fire-linked)
Rate of Fire: 1 or 2 (energy beams per attack, or can be fire-linked)

M417 80mm Machine Gun
Location: mounted on nose in flight mode
Fire Arc: front
Crew: 1

Skill: Mecha Gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 30-300/1.2/2.4km
Damage: 3D+1
Ammo: 500 (bullets)
Rate of Fire: 1 burst (1D+2 Ammo Depletion)
Option: See "D6 Firearms" on the site for Autofire rules

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 (Optional Hand Armaments)
"Mjolnir" Hammer
Location: Mounted to left arm
Fire Arc: Close Combat
Crew: 1
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 2D
Space Range: 0-1/2/3
Atmosphere Range: 0-100/200/300m
Damage: Str+3D (8D)
Ammo: 1 Hammer
Rate of Fire: 1 (strike per attack)
Option: Can be spun to make a shield with Mecha Combat/Parry

DESCRIPTION:

Despite the theft of four prototype Gundams by ZAFT, the Earth Alliance continues its research and constructs new units featuring advanced technologies. One such unit is the GAT-X370 Raider Gundam, which is designed as a transforming mobile suit similar to the GAT-X303 Aegis Gundam. One of the new technologies implemented in the Raider Gundam is Trans-Phase armor, which is an improved version of Phase Shift armor. Whereas Phase Shift armor utilizes a 'power up' mode denoted by color and a 'power down' mode denoted by gray, Trans-Phase armor is designed to only activate at the point of impact and thus preserve energy. This energy can then be diverted to power-consuming energy weapons. Also, to keep up with the abilities of Coordinators, the Alliance designates pilot Clotho Buer as a 'biological CPU' rather than a pilot and requires him to take drugs to be able to effectively use his high performance mobile suit. Unfortunately, these drugs have

severe side effects after wearing off.

Like the Aegis Gundam, the Raider Gundam is equipped with weapons that are operable in its variable configurations. In mobile suit mode, the Raider Gundam features a twin machine gun mounted on its right arm. It also features a "Zorn" energy cannon in place of a mouth, which is operable in either configuration. For close combat, the Raider Gundam is also equipped with a "Mjolnir" hammer. While in flight mode, the Raider Gundam can utilize the "Ahura Mazda" cannons located on the claws, as well as several machine guns mounted on the nose and shoulders. The armaments featured in the Raider Gundam are a variation on the original design, the GAT-333 Raider Full Spec. The Raider Gundam is first deployed in combat during the Earth Alliance's attack on the Orb Union. While on Earth, the Raider Gundam also serves as a subflight unit for the ground unit GAT-X131 Calamity Gundam. Following the defeat of Orb, the Raider Gundam is taken to space and transferred to the Archangel class battleship Dominion under the supervision of Blue Cosmos leader Muruta Azrael. The Raider Gundam is destroyed near the war's end on September 26, C.E. 71, by Yzak Joule's GAT-X102 Duel Gundam.

COMBAT ABILITIES

The Raider is a transformable attack use mobile suit, designed mainly for aerial combat. Its armament is made of of a well-balanced set of beam weapons and shell-firing weapons, with some of them being only usable in flight mode. Lastly it also can optionally use a hammer-like handheld weapon.

ARMAMENTS

-Beam Weapons: The beam weapons of the Raider include a "Zorn" 100mm energy cannon, which is mounted in the mouth region and two "Ahura Mazda" short-range energy cannons, which are mounted in the claws but only usable in fighter mode.
-Shell-Firing Weapons: Of its shell-firing weapons, the Raider can only use its left forearm-mounted dual 52mm hyper velocity shield cannon in mobile suit mode. In fighter mode, the suit is capable of using a nose-mounted M417 80mm machine gun and two M2M3 76mm machine guns, which are installed in the shoulders.
-Hammer: For close combat, the Raider is equipped with the unique "Mjolnir" spherical breaker, an exceptionally dense handheld mace which is able to damage even Phase Shift armor. The "Mjolnir" can also be spun rapidly on its long cable to form a makeshift shield. The hammer can however be cut in half by a beam saber.

SYSTEM FEATURES

Like the other new Gundam-type suits created by the Earth Alliance, the Raider is equipped with a new variation of Phase Shift armor known as "Trans-Phase". Unlike normal Phase Shift, which draws power constantly, Trans-Phase armor activates only when the mobile suit is hit, and only at the point of impact, reducing the armor's power consumption and increasing combat endurance.

In addition, it can serve as a subflight unit for other mobile suits, such as the GAT-X131 Calamity.

HISTORY

In mid CE 71, the EA collaborates with Muruta Azrael's Azrael Conglomerate to build three second-generation mobile suits to counter the G-units stolen by ZAFT. One of these new suits is the Raider, a suit specifically designed for aerial combat, an ability which is enhanced thanks to its

ability to transform into a fighter-like mode. The Raider was designed after the GAT-333 Raider Full Spec, but was built first. In addition, these three suits' pilots are designated as "Biologial CPUs" (noting that the Alliance considers them equipment rather than human beings), with their abilities enhanced by drugs to match those of Coordinators.

The Raider, whose "Biological CPU" is Clotho Buer, is first used in the conquest of neutral Orb in CE 71, then sent to space and assigned to the Archangel-class assault ship Dominion under the supervision of Muruta Azrael. The Raider eventually takes part in several important battles at the end of the Bloody Valentine War, eventually surviving until the Second Battle of Yachin Due. There he meets his fate when the Raider is destroyed by Dearka Elsman in the GAT-X103 Buster (Gundam SEED Special Edition) or by Yzak Joule in the GAT-Z102 Duel (Gundam SEED) using the Buster's rifle.

--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.

*Anti-Beam Combat Shield: Combat shields are used to parry hits and take damage that would otherwise hit and maybe damage a mobile suit. If the shield is destroyed, the MS can still fight on, perhaps being saved a fatal blow that would have otherwise destroyed or disabled it. The pilot must roll Mecha Combat/Parry and beat the attacker's roll to successfully parry against the attack. the shield's dice roll against the damage. If the shield takes a damage result, use the starship damage chart to determine the result. If a result reduces Hull Dice, the the shield is affected. Any damaged or lost systems only affect weapons or systems attached to the shield, otherwise these results do nothing. If a destroyed result is rolled, the shield has been destroyed by the attack, either taken apart or blown away (in some cases taking the arm with it!). If the destroyed result is ever double that needed to destroy the shield, the MS then takes damage.

The shields on many Gundams have an anti-beam coating that allows them to fully defend against weapons such as beam sabers without having their dice reduced as pips. The Raider has such a shield, though it is a small one.

OTHER SPECS
-Model number: GAT-X370
-Code name: Raider Gundam
-Unit type: prototype attack use transformable mobile suit
-Manufacturer: Earth Alliance (Atlantic Federation)

-Operator: Earth Alliance (Atlantic Federation)
-First deployment: 15 June C.E. 71
-Accommodation: pilot only, in standard cockpit in torso
-Dimensions: head height 17.94 meters
-Weight: max gross weight 84.9 metric tons
-Armor materials: unknown
-Powerplant: ultracompact energy battery, power output rating unknown
-Equipment and design features: sensors, range unknown; Trans-Phase (TP) armor
-Fixed armaments: "Zorn" 100mm energy cannon, fire-linked, mounted on mouth; dual 52mm hyper velocity shield cannon, mounted on right forearm; 2 x "Ahura Mazda" short-range energy cannon, mounted on claws, operable only in flight mode; M417 80mm machine gun, mounted in nose, operable only in flight mode; 2 x M2M3 76mm machine gun, mounted on shoulders, operable only in flight mode
-Optional hand armaments: "Mjolnir" hammer
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED DESTINY; Mobile Suit Gundam SEED DESTINY ASTRAY; Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-Ending Tomorrow.

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