

## GUNDAM SENKI

### *RX-78-2 Gundam*

TYPE	SKILL	MV	TYPICAL PILOT	INITIATIVE	POWER	MA	THRUSTER MA
MS	MS Pilot	-3	(9)	(5)	8	6	10

#### SERVOS & ARMOR

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP	9L	9L	9L	9L	9L	9L
Kills	7	7	6	12	7	7

#### SHIELD

TYPE	DA	TYPICAL SKILL	LOCATION	SP	KILLS	SKILL
Gundam Shield	+3	(12)	1H	7L	5	MS Melee

#### STANDARD WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	(9)	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	(9)	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	(9)	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	(9)	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	(9)	3	5MG	5	H	5	Gunnery
Beam Saber*	+1	(10)	1	12EM	—	2H	2	MS Melee
Beam Javelin*	-2	(7)	1	14EM	—	2H	2	MS Melee
Javelin (Thrown)	-2	(7)	3	14EM	—	2H	2	MS Melee

\*Beam Saber can transform into Beam Javelin. Carries 2.

#### OPTIONAL WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Beam Rifle	+2	(11)	16	16	15EC	2H	8	Gunnery
Hyper Bazooka	±0	(9)	6	13	5	1H	6	Missile
Gundam Hammer	-1	(8)	2	9	—	2H	9	MS Melee
Hyper Hammer	-1	(8)	2	11	—	2H	11	MS Melee
Shield (Thrown)	-2	(7)	2	4+2	1	1H	4	MS Melee

#### SPECIAL ABILITIES

Space Environmental Protection, Arctic Environmental Protection, Desert/Tropical Environmental Protection, Re-entry Environmental Protection, Ace Custom, Core Block System

#### SPECS

Height: 18 m  
 Standard Weight: 43.4 t  
 Maximum Weight: 60 t  
 Generator Output: 1380 Kw  
 Thruster Output: 55500 kg  
 Armor Type: Luna Titanium  
 First Appearance: TV

Notes: When the Gundam's learning computer accumulated enough data (after the Odessa Operation) its MV increased to -2. After magnet coating was added its final MV became ±0.

## GUNDAM SENKI

### *RX-78NT-1 Gundam NT-1 (Alex)*

TYPE	SKILL	MV	POWER	MA	THRUSTER	MA
MS	MS Pilot	±0	8	6	11	

#### SERVOS & ARMOR

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP	9L	9L	9L	9L	9L	9L
Kills	7	7	6	12	7	7

#### SHIELD

TYPE	DA	LOCATION	SP	KILLS	SKILL
Custom Shield	+3	1H	7L	5	MS Melee

#### STANDARD WEAPONS

TYPE	WA	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	3	5MG	5	H	5	Gunnery
90mm GatlingGun	+1	7	6MG	4	RA	7	Gunnery
90mm GatlingGun	+1	7	6MG	4	LA	7	Gunnery
Beam Saber	+1	1	12EM	—	2H	2	MS Melee
Beam Saber	+1	1	12EM	—	2H	2	MS Melee

#### OPTIONAL WEAPONS

TYPE	WA	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Beam Rifle	+2	16	16	15EC	2H	8	Gunnery
Shield (Thrown)	-2	2	4+2	1	1H	4	MS Melee

#### SPECIAL ABILITIES

Space Environmental Protection, Ace Custom

#### SPECS

Height: 18 m  
Standard Weight: 40.0 t  
Maximum Weight: 72.5 t  
Generator Output: 1420 Kw  
Thruster Output: 132000 kg  
Armor Type: Luna Titanium  
First Appearance: G-0080

Note: The RX-78NT-1 does not include "Typical Skill" stats because the average pilot is unable to pilot it due to its agility and speed.

**GUNDAM SENKI**

***RX-78NT-1 ·FA Gundam NT-1 ·FA***

TYPE	SKILL	MV	POWER	MA	THRUSTER	MA
MS	MS Pilot	-5	8	4	6	

**SERVOS & ARMOR**

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP (Chobham Armor)	6AB	6AB	—	6AB	6AB	6AB
SP (Body)	9L	9L	9L	9L	9L	9L
Kills	7	7	6	12	7	7

When the Chobham Armor is removed, use the stats for RX-78NT-1.

**SHIELD**

TYPE	DA	LOCATION	SP	KILLS	SKILL
Custom Shield	+3	1H	7L	5	MS Melee

**STANDARD WEAPONS**

TYPE	WA	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	3	5MG	5	H	5	Gunnery
Beam Saber	+1	1	12EM	—	2H	2	MS Melee
Beam Saber	+1	1	12EM	—	2H	2	MS Melee

**OPTIONAL WEAPONS**

TYPE	WA	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Beam Rifle	+2	16	16	15EC	2H	8	Gunnery
Shield (Thrown)	-2	2	4+2	1	1H	4	MS Melee

**SPECIAL ABILITIES**

Space Environmental Protection, Ace Custom

**SPECS**

Height: 18 m  
Standard Weight:40.0 t  
Maximum Weight: 72.5 t  
Generator Output: 1420 Kw  
Thruster Output: 132000 kg  
Armor Type: Luna Titanium  
First Appearance: G-0080

GUNDAM SENKI

RX-79[G] Early-Production Type Gundam (Ground Combat Use)

TYPE	SKILL	MV	TYPICAL PILOT	INITIATIVE	POWER	MA	THRUSTER	MA
MS	MS Pilot	-4	{8}	{4}	8	5	8	

SERVOS & ARMOR

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP	10L	10L	10L	10L	10L	10L
Kills	7	7	6	12	7	7

SHIELD

TYPE	DA	TYPICAL SKILL	LOCATION	SP	KILLS	SKILL
Ground-Combat Shield	+2	{10}	LA	6L	4	MS Melee

STANDARD WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	{8}	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	{8}	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	LL	3	MS Fighting
Chest Vulcan	±0	{8}	3	5MG	5	T	5	Gunnery
Multi-Launcher	-2	{6}	4	3BR1 *	10	T	2	Gunnery
Beam Saber	+1	{9}	1	12EM	—	2H	2	MS Melee
Beam Saber	+1	{9}	1	12EM	—	2H	2	MS Melee

\*Smoke charges or flares

OPTIONAL WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
100mm MG	±0	{8}	8	5MG	5M	2H	5	Gunnery
180mm Cannon	+2	{10}	18	10	10M	2H	10	Gunnery
Beam Rifle	+2	{10}	16	16	15EC	2H	8	Gunnery
Netgun	-2	{6}	3	Sp. BR1	1	2H	3	Missile
Missile Launcher	-2	{6}	7	15	6	2H	7	Missile
Ground Bazooka	-1	{7}	5	13	7M	1H	6	Missile
Ground Shield	±0	{8}	1	8+2	—	1H	4	MS Melee

SPECIAL ABILITIES

Arctic Environmental Protection, Desert/Tropical Environmental Protection

SPECS

Height: 18.0 m  
Standard Weight: 52.8 t  
Maximum Weight: 73.0 t  
Generator Output: 1350 Kw  
Thruster Output: 52000 kg  
Armor Type: Luna Titanium  
First Appearance: 08th MS Team

[Insert Netgun special rules here when I take the time to translate them. It looks like it's rolling a Power Rank check against a target number of 15 in order to free yourself from the net, but there are a lot of other things in the specifics.]

**GUNDAM SENKI**

**RX-79[G]Ez8 Gundam Ez8**

TYPE	SKILL	MV	TYPICAL PILOT	INITIATIVE	POWER	MA	THRUSTER MA
MS	MS Pilot	-3	(9)	(5)	8	5	8

**SERVOS & ARMOR**

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP	10L	10L	10L	10L	10L	10L
Kills	7	7	6	12	7	7

**SHIELD**

TYPE	DA	TYPICAL SKILL	LOCATION	SP	KILLS	SKILL
Ground-Combat Shield	+2	{11}	LA	6L	4	MS Melee

**STANDARD WEAPONS**

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	{8}	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	{8}	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	{9}	3	5MG	5	H	5	Gunnery
12.7mm APMG	+2	{11}	10AH	6D6MG	40	T	1	Gunnery
Beam Saber	+1	{9}	1	12EM	—	2H	2	MS Melee
Beam Saber	+1	{9}	1	12EM	—	2H	2	MS Melee

**OPTIONAL WEAPONS**

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
100mm MG	±0	{8}	8	5MG	5M	2H	5	Gunnery
180mm Cannon	+2	{10}	18	10	10M	2H	10	Gunnery
Beam Rifle	+2	{10}	16	16	15EC	2H	8	Gunnery
Netgun	-2	{6}	3	Sp. BR1	1	2H	3	Missile
Missile Launcher	-2	{6}	7	15	6	2H	7	Missile
Ground Bazooka	-1	{7}	5	13	7M	1H	6	Missile
Ground Shield	±0	{8}	1	8+2	—	1H	4	MS Melee

**SPECIAL ABILITIES**

Desert/Tropical Environmental Protection, Ace Custom

**SPECS**

Height: 18.0 m

Standard Weight: 52.8 t

Maximum Weight: 73.0 t

Generator Output: 1380 Kw

Thruster Output: 52000 kg

Armor Type: Luna Titanium

First Appearance: 08th MS Team

## GUNDAM SENKI

### FA-78-1 Full Armor Gundam

TYPE	SKILL	MV	TYPICAL PILOT	INITIATIVE	POWER	MA	THRUSTER MA
MS	MS Pilot	-4	{8}	{4}	8	6	10

#### SERVOS & ARMOR

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP (FWS)	3AB	3AB	—	3AB	3AB	3AB
SP (Body)	9L	9L	9L	9L	9L	9L
Kills	7	7	6	12	7	7

#### STANDARD WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	{8}	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	{8}	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	{8}	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	{8}	3	5MG	5	H	5	Gunnery

#### OPTIONAL WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Rocket Cannon	+3	{11}	6	13	5M	T(FWS)	6	Missile
2bbl. Beam Gun	+2	{10}	14	12CL2	15EC	RA(FWS)	6	Gunnery
RSh. Missile Bay	+3	{11}	4	6MG	1	T(FWS)	3	Missile
LSh. Missile Bay	+3	{11}	4	6MG	1	T(FWS)	3	Missile
RL Missile Bay	+3	{11}	4	6MG	1	RL(FWS)	3	Missile
LL Missile Bay	+3	{11}	4	6MG	1	LL(FWS)	3	Missile

#### SPECIAL ABILITIES

Space Environmental Protection, Arctic Environmental Protection, Desert/Tropical Environmental Protection, Re-entry Environmental Protection, Ace Custom, Core Block System

#### SPECS

Height: 18 m

Standard Weight: 62.5 t

Generator Output: 1380 Kw

Armor Type: Luna Titanium

First Appearance: MSV

Without the FWS its MV is -2.

Note: The math for typical skills was off in the book; I have used what appear to be the correct numbers.

## GUNDAM SENKI

### FA-78-2 Heavy Gundam

TYPE	SKILL	MV	TYPICAL PILOT	INITIATIVE	POWER	MA	THRUSTER MA
MS	MS Pilot	-3	(9)	(5)	8	6	12

#### SERVOS & ARMOR

2D6	2-4	5	6	7-8	9	10-12
Servo	LL	LA	H	T	RA	RL
SP	10L	10L	10L	10L	10L	10L
Kills	7	7	6	12	7	7

#### STANDARD WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Punch (Hand)	±0	(9)	1	1+2	—	RA	3	MS Fighting
Punch (Hand)	±0	(9)	1	1+2	—	LA	3	MS Fighting
Kick (Foot)	±0	(9)	1	2+3	—	RL	3	MS Fighting
Kick (Foot)	±0	(9)	1	2+3	—	LL	3	MS Fighting
2x60mm Vulcan	±0	(9)	3	5MG	5	H	5	Gunnery
Beam Cannon	+2	(11)	18	14	20	T	7	Gunnery
Beam Saber	+1	(10)	1	12EM	—	2H	2	MS Melee

#### OPTIONAL WEAPONS

TYPE	WA	TYPICAL SKILL	RANGE	DAMAGE	SHOTS	LOCATION	KILLS	SKILL
Heavy Launcher	0	(9)	7	6MG	30	2H	3	Gunnery
Heavy Launcher	+3	(12)	4	6MG	3	2H	6	Missile

The Heavy Launcher contains a machine gun and missile launcher in the same weapon.

#### SPECIAL ABILITIES

Space Environmental Protection, Arctic Environmental Protection, Desert/Tropical Environmental Protection, Re-entry Environmental Protection, Ace Custom

#### SPECS

Height: 18.4 m

Standard Weight: 52.2 t

Armor Type: Luna Titanium

First Appearance: MS-X

Note: The math for typical skills was off in the book; I have used what appear to be the correct numbers.