RX-78-2 Gundam

TYPE MS	SKILL MS Pilot	t	MV -3	TYPICA (9)	L PILOT	INITIAT (5)	IVE	POWER 8	MA 6	THRUS 10	TER MA
SERVOS 2D6 Servo SP Kills	S & ARMO 2-4 LL 9L 7	DR 5 LA 9L 7	6 H 9L 6	7-8 T 9L 12	9 RA 9L 7	10-12 RL 9L 7					
SHIELD TYPE Gundam		DA +3	TYPICA (12)	L SKILL	LOCATION 1H	ON	SP 7L	KILLS 5	SKILL MS Melee		
TYPE Punch (I Punch (I Kick (Fo Kick (Fo 2x60mr Beam S Beam J	Hand) ot) ot) m Vulcan aber*	APONS WA ±0 ±0 ±0 ±0 ±0 +1 -2 -2	(9) (9) (9) (9) (9) (10) (7)	L SKILL Saber car	RANGE 1 1 1 1 3 1 1 3 transfor	DAMAG 1+2 1+2 2+3 2+3 5MG 12EM 14EM 14EM m into Be		SHOTS 5 in. Carries	LOCATION RA LA RL LL H 2H 2H 2H 2H 2H	KILLS 333335 5222	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery MS Melee MS Melee MS Melee
TYPE Beam R Hyper B	lazooka n Hammei lammer	WA +2 ±0	TYPICA (11) (9) (8) (8) (7)	L SKILL	RANGE 16 6 2 2	DAMA 0 16 13 9 11 4+2	GE .	SHOTS 15EC 5 - 1	LOCATION 2H 1H 2H 2H 1H	KILLS 8 6 9 11	SKILL Gunnery Missile MS Melee MS Melee 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.

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

TYPE MS	SKILL MS Pilot	MV ±0	POWER 8	MA 6	THRUST	ER MA			
SERVOS 2D6 Servo SP Kills	8 ARMO 2-4 LL 9L 7	OR 5 LA 9L 7	6 H 9L 6	7-8 T 9L 12	9 RA 9L 7	10-12 RL 9L 7			
SHIELD TYPE Custom	Shield	DA +3	LOCATIO 1H	ON	SP 7L	KILLS 5	SKILL MS Melee		
TYPE Punch (H Punch (H Kick (Foo 2x60mn 90mm G 90mm G Beam Sa Beam Sa	Hand) ot) ot) n Vulcan GatlingGun GatlingGun aber aber	WA ±0 ±0 ±0 ±0 ±0 +1 +1 +1	RANGE 1 1 1 3 7 7 1	DAMAG 1+2 1+2 2+3 2+3 5MG 6MG 6MG 12EM 12EM	E	SHOTS 5 4	LOCATION RA LA RL LL H RA LA 2H	KILLS 3 3 3 5 7 7 2 2	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery Gunnery Gunnery MS Melee MS Melee
OPTIONA TYPE Beam Ri Shield (T		ONS WA +2 -2	RANGE 16 2	DAMAG 16 4+2	E	SHOTS 15EC 1	LOCATION 2H 1H	KILLS 8 4	SKILL Gunnery 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.

RX-78NT-1 · FA Gundam NT-1 · FA

TYPE MS	SKILL MS Pilot	MV -5	POWER 8	MA 4	THRUS	TER MA		
2D6 Servo	6 & ARMC bham Arm y)		2-4 LL 6AB 9L 7	5 LA 6AB 9L 7	6 H - 9L 6	7-8 T 6AB 9L 12	9 RA 6AB 9L 7	10-12 RL 6AB 9L 7

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

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)	±Ο	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	Н	5	Gunnery
Beam Saber	+1	1	12EM	_	2H	2	MS Melee
Beam Saber	+1	1	12EM	_	2H	2	MS Melee

ΟΡΤΙΟΝΔΙ	WEAPONS
TVDF	WΔ

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

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

TYPE MS	SKILL MS Pilot	MV ; -4	TYPICA (8)	L PILOT	INITIATI [4]	VE	POWER 8	MA 5	THRUST 8	TER MA		
SERVOS 2D6 Servo SP Kills	S & ARMO 2-4 LL 10L 7	DR 5 LA 10L 7	6 H 10L 6	7-8 T 10L 12	9 RA 10L 7	10-12 RL 10L 7						
SHIELD TYPE Ground-	Combat S	hield	DA +2	TYPICAI (10)	SKILL	LOCATIO LA)N	SP 6L	KILLS 4	SKILL MS Mele	ee	
STAND, TYPE Punch (I Punch (I Kick (Fo Kick (Fo Chest V Multi-La Beam S Beam S	Hand) ot) ot) ulcan uncher aber	**PONS WA	TYPICA (8) (8) (8) (8) (8) (6) (9)	L SKILL	RANGE 1 1 1 3 4 1	DAMAG 1+2 1+2 2+3 2+3 5MG 3BR1* 12EM 12EM		SHOTS 5 10 - charges	LOCATION RA LA RL LL T T 2H 2H or flares	ON	KILLS 3 3 3 5 2 2 2	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery Gunnery MS Melee MS Melee
TYPE 100mm 180mm Beam R Netgun Missile I	n Cannon lifle Launcher Bazooka	PONS WA ±0 +2 +2 -2 -2 -2 -1 ±0	TYPICA [8] [10] [10] [6] [6] [7] [8]	L SKILL	RANGE 8 18 16 3 7 5	DAMAG 5MG 10 16 Sp. BR1 15 13 8+2	E	SHOTS 5M 10M 15EC 1 6 7M	LOCATIO 2H 2H 2H 2H 2H 2H 1H	ON	KILLS 5 10 8 3 7 6	SKILL Gunnery Gunnery Gunnery Missile Missile Missile 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.)

RX-79(G)Ez8 Gundam Ez8

TYPE MS	SKILL MS Pilot	MV ; -3	TYPICAL (9)	. PILOT	INITIATI (5)	VΕ	POWER 8	MA 5	THRUST 8	ER MA		
SERVOS 2D6 Servo SP Kills	8 & ARMO 2-4 LL 10L 7	DR 5 LA 10L 7	6 H 10L 6	7-8 T 10L 12	9 RA 10L 7	10-12 RL 10L 7						
SHIELD TYPE Ground-	Combat S	hield	DA +2	TYPICAL [11]	. SKILL	LOCATIO LA	N	SP 6L	KILLS 4	SKILL MS Mele	e	
TYPE Punch (I Punch (I Kick (Fo Kick (Fo 2x60mr 12.7mn Beam S Beam S	Hand) ot) ot) m Vulcan n APMG aber aber	WA ±0 ±0 ±0 ±0 ±0 +2 +1 +1	TYPICAL [8] [8] [8] [9] [11] [9] [9]	. SKILL	RANGE 1 1 1 3 10AH 1	DAMAGI 1+2 1+2 2+3 2+3 5MG 6D6MG 12EM 12EM	E	SHOTS 5 40	LOCATION RA LA RL LL H T 2H 2H	DN	KILLS 3 3 3 5 1 2 2	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery Gunnery MS Melee MS Melee
TYPE 100mm 180mm Beam R Netgun Missile I	n Cannon lifle Launcher Bazooka	**PONS WA	TYPICAL (8) (10) (10) (6) (6) (7) (8)	. SKILL	RANGE 8 18 16 3 7 5	DAMAGI 5MG 10 16 Sp. BR1 15 13 8+2	E	SHOTS 5M 10M 15EC 1 6 7M	LOCATIO 2H 2H 2H 2H 2H 2H 1H	ON	KILLS 5 10 8 3 7 6	SKILL Gunnery Gunnery Gunnery Missile Missile Missile MS Melee

SPECIAL ABILITIES

Desert/Tropical Environmental Protection, Ace Custom

Height: 18.0 m

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

FA-78-1 Full Armor Gundam

TYPE MS	SKILL MS Pilot	MV : -4	TYPICA (8)	L PILOT	INITIATI [4]	VE	POWER 8	MA 6	THRUSTER MA 10		
SERVOS 2D6 Servo SP (FWS SP (Body Kills	,	DR 2-4 LL 3AB 9L 7	5 LA 3AB 9L 7	6 H - 9L 6	7-8 T 3AB 9L 12	9 RA 3AB 9L 7	10-12 RL 3AB 9L 7				
TYPE Punch (H Punch (H Kick (Foo Kick (Foo	Hand) ot)	##PONS ### ### ### ### ### ### ### ### ### #	TYPICA (8) (8) (8) (8) (8)	L SKILL	RANGE 1 1 1 1 3	DAMAG 1+2 1+2 2+3 2+3 5MG	Ε	SHOTS 5	LOCATION RA LA RL LL H	KILLS 3 3 3 5	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery
OPTION. TYPE Rocket C 2bbl. Bea RSh. Mis LSh. Mis RL Missi LL Missi	am Gun ssile Bay sile Bay ile Bay	PONS WA +3 +2 +3 +3 +3 +3	TYPICA (11) (10) (11) (11) (11) (11)	L SKILL	RANGE 6 14 4 4 4 4 4	DAMAG 13 12CL2 6MG 6MG 6MG 6MG	E	SHOTS 5M 15EC 1 1 1	LOCATION T(FWS) RA(FWS) T(FWS) T(FWS) RL(FWS) LL(FWS)	KILLS 6 6 3 3 3	SKILL Missile Gunnery Missile Missile Missile 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.

FA-78-2 Heavy Gundam

TYPE MS	SKILL MS Pilot	MV : -3	TYPICAL (9)	. PILOT	INITIATIV (5)	V E	POWER 8	MA 6	THRUSTER MA 12		
SERVOS 2D6 Servo SP Kills	8 & ARMO 2-4 LL 10L 7	DR 5 LA 10L 7	6 H 10L 6	7-8 T 10L 12	9 RA 10L 7	10-12 RL 10L 7					
TYPE Punch (H Punch (H Kick (Foo Kick (Foo	Hand) ot) ot) n Vulcan annon	**PONS WA	TYPICAL (9) (9) (9) (9) (9) (11) (10)	. SKILL	RANGE 1 1 1 1 3 18 1	DAMAGI 1+2 1+2 2+3 2+3 5MG 14 12EM	E	SHOTS 5 20 -	LOCATION RA LA RL LL H T 2H	KILLS 3 3 3 5 7 2	SKILL MS Fighting MS Fighting MS Fighting MS Fighting Gunnery Gunnery MS Melee
OPTION TYPE Heavy La Heavy La	auncher	WA 0 +3	TYPICAL (9) (12) er contair		RANGE 7 4 iine gun a	DAMAG 6MG 6MG nd missile		SHOTS 30 3 in the sai	LOCATION 2H 2H ne weapon.	KILLS 3 6	SKILL Gunnery Missile

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.