Mobile Suit Gundam Cosmic Era Jump
Version 1.2

Hello, and welcome to the Cosmic Era! Unfortunately, it's not the most welcoming place at the moment. Earth and Space are once more embroiled in conflict, and this one proves to be even bloodier than most, with both sides wracked by their own particular brand of bigotry. Between Blue Cosmos and Logos puppeteering the Earth Alliance, while crazed space nazis hold sway over the might of the PLANT's armies, your stay here might not be a pleasant one. Lucky for you, though, there's plenty of good people throughout the sea of stars who'd be willing to give you a hand. Let's get you started, hm? You begin in 70 CE, just before the attack on Heliopolis, and the theft of the five G-Weapons...

Here's **1000 Choice Points,** or CP. Spend them Wisely!

Companions

You may import companions for 50 CP apiece, and they each get 600 CP and a background of their choice.
If you'd wish to take a canon character with you, that will also cost 50 CP.

Backgrounds

Earth Alliance (Drop-in)

Born on Earth, you're (likely) a bog standard human. No bells or whistles to be found here, but that's not necessarily a bad thing in this world. You've had no genetic modifications made to you, but you also haven't been experimented on. You could be from anywhere, really- Naturals are common both on Earth and from space- There's even been some who live in the PLANTs, but they mostly come from a combination of countries known as the Earth Alliance. For all I know, you could be a native to this world, or just some cosmic passerby. Just know that there are some Coordinators out there who will look down on you for being "merely" human…

Extended (+200 CP, counts as Earth Alliance Background)

Aw, hell. Nevermind what I said about the modifications- your body has been perverted by invasive surgeries and drug therapy, and your mind isn't much better off. You were likely abducted as a kid off the street while your parents weren't looking- if they're even still alive. The good news is that you're on par with a Coordinator when it comes to physical ability, to the point that you can even react to gunfire, and your body is reinforced to the point that you can withstand multiple Gs of force without a pilot suit. The bad news is that you're now dependent on medication to maintain your body's cardiopulmonary functions (meaning if you don't get your meds, you'll die by your heart slowly ceasing to function), and you've been subjected to countless hours of conditioning. I'll spare you most of the psychosis, but you're saddled with a "block word-" a phrase that, when spoken to you, causes you to have a mental breakdown on the spot- and a vulnerability to memory manipulation. You start with a year's supply of pills, but you'll need to figure out how to get a refill yourself after that, and if the Earth Alliance gets their hands on you it isn't going to be pretty. I hear there's folks over in ZAFT who would gladly take you in, though.

ZAFT

Welcome to the Colonies! You're a Coordinator, an individual who has had their genetics modified. Compared to a natural, they're (supposedly) physically advanced, being faster and stronger than the average human, as well as possessing drastically sped up reaction times. As for you, well.. you can pilot a mobile suit, and your hair can be whatever color you want- some Coordinators are just designer babies. Most Coordinators live in space colonies known as PLANTs, which are protected from would-be terrorists by devices called Neutron Jammers that inhibit nuclear fission from happening, and are loyal to ZAFT, but they're also found living in ORB's territories on earth as well. The Earth Alliance tends not to take too kindly to folks like you, but thankfully most people who've actually gotten to know Coordinators personally will welcome you with open arms.

ORB

Sometimes you just get tired of people shooting each other over the smallest things. ORB is a neutral country notable for refusing to take a side in the whole Natural VS Coordinator conflict, and they live more or less peacefully alongside one another, either in ORB's territories on Earth, or one of its space colonies, like Heliopolis. That said, political intrigue runs rampant here- several noble families vie for power in the background, like the Seirans and the Sahakus, and they aren't afraid to get their hands dirty in the process. They're also home to Morgenrote, one of the top Mobile Suit development companies in the world.

Junk Guild

Speaking of which, do you like to tinker with machinery? We got you covered. You're a member of the Junk Guild, a decentralized group of machinists hailing from space who welcome both Naturals and Coordinators. Due to their non-aggression treaties with every major power, they tend to be spared much of the fighting that goes on in the Cosmic Era, but they also tend to pack an eccentric set of hardware, scavenging anything they can from any wreck they find. While they don't go looking for fights, they're the premier handymen of space, and picking one with them is a good way to end up on the wrong end of an ass-kicking. Oh, and they've got friendly relations with Serpent Tail, a small mercenary group that prizes high moral standards over dirty cash. Rest assured, you're in good hands here.

Perks (Discounts for corresponding backgrounds)

General

Coordinator (100 CP- Can be taken as a freebie for ZAFT, ORB, or Junk Guild)
Okay, you're *definitely* a Coordinator now- your parents didn't stop at just giving you a pretty face and perfect hair. You gain all the benefits of being a full-on Coordinator- increased physical strength, faster reaction times, and all-around improved body function, as well as resistance to disease and other maladies. Oh, and your skin and

hair will no longer require day-to-day maintenance; You'll never have to worry about acne or split ends ever again.

Mobile Suit Basics (100 CP- Can be taken as a freebie for Earth Alliance, ZAFT, or ORB)
You know how to pilot a mobile suit! Congrats! This doesn't make you the Ace of Aces, per se, but you're at least decent at it, and you have some on-the-field experience. This also comes with a fitted pilot suit and increased resistance to G-forces, so your guts won't burst out when you take a sharp turn. If you're a Natural, it also outfits your Mobile Suit with a Natural Use Operating System, taking some of the edge off of the difficulty of piloting for folks without enhanced reflexes.

Procurement Specialist (100 CP- Can be taken as a freebie for Earth Alliance or Junk Guild)
Also known as being a competent quartermaster, this perk allows you to easily survey what you need for something, and to work out how best to get it. You're also pretty competent at getting more supplies when you need them- with a little luck and some looking, you can scavenge sufficient supplies from wreckages, or refuel covertly when you need to make a stop in town. Additionally, if someone you know goes missing, your intuition will point you in the right direction- while it won't give you a GPS signal to their location, you'll have a decent idea. That said, if they look to be dead, you're out of luck- the only idea you'll have of where they are is the afterlife.

Bright Punch (200 CP- Discounted for Earth Alliance and ORB)
Not everyone has a giant robot to duke it out with- sometimes you just need to throw hands. Unlike in the Universal Century, however, people tend to forgo simple slaps and go straight for decking each other. If someone's starting to act out or stray over the line, you can outright knock some sense into them. They'll be pissed at you (You did just hit them in the face, after all), but once it stops hurting they'll (eventually) come around.

Don't get overly reliant on it, though- People will take issue with your all-solving hammer after a few rounds of it. You are just punching people, after all.

Reverse-Engineering (200 CP- Discounted for ZAFT and Junk Guild)
There's not exactly a lot of engineering knowledge that goes between ZAFT and the Earth Alliance, meaning that there's a lot of blanks to fill in when stealing each other's stuff. The Junk Guild isn't much better off, given most of their equipment comes from scavenging battlefields and repurposing what they find.Thankfully, there's a few standards in technological designs regardless of origin, and they are extremely helpful in answering the time old question of How Does This Work. You have a good eye for such clues, and as a result, have an easy time filling in gaps- given you have enough of the question to look at in the first place, and can recreate whole designs (and reapply them elsewhere) given enough data or an intact sample (with the proper materials, of course). It might take you a few tries to get everything right, though..

SEED (600 CP)
Nobody really knows what this is or how it works. Is it a genetic factor? Something everyone has, just merely needing to awaken to? Or something else? Either way it's goddamn terrifying in action. Once awakened, a SEED Factor will trigger when one's mind is of a singular purpose, focused solely on one thing, and under considerable stress, while experiencing a powerful emotion. Such an activation is clear in the affected individual's eyes, which will become flat and soulless-looking to the casual observer. SEED Factor will wear off on its own after a period of time, which can fluctuate depending on the situation.

I'll offer you two versions of this, but be warned- such power comes at a price.

- Sad Eyes

Your triggering emotion is **Grief.** Thoughts of losing people dear to you, the death of someone close to you, even the tears of those you care about can trigger this. While the SEED Factor is active, your thought processes are drastically sped up, allowing you to

properly comprehend everything going on around you and assess the best possible course of action in a fraction of a second, making everything around you appear to move in slow motion. Split second openings become as clear as day when you see them, and you can seize them just as easily. In exchange, however, your emotions will slowly bleed away, becoming duller the longer the factor is active, and you'll struggle to see beyond the here and now, trapping you in whatever feelings brought about its activation. Killing a friend would be easy, or even feel correct while your SEED Factor is active- that is, until it wears off, at which point everything will hit you all at once.

- Angry Eyes

Your triggering emotion is **Anger.** Fury at the cruelty of the world, rage at injustice, and even simple hatred towards another are all possible ignition points. Once the Factor activates, your reaction time is effectively zero- the second your opponent acts, you're already moving to counter them. This effectively eliminates any openings you might give- and turns even defensive actions into potential gaps for you to exploit. Feinting and changing direction mid-attack become fluid and second nature, simply extensions of everyday actions. Beware, however- you're not invincible. As long as the SEED persists, your emotions will begin to snowball out of control, causing you to tunnel vision or even go berserk if someone doesn't snap you out of it in time. Everyone's blood is the same color, after all- it's not easy to tell whose it is in the heat of battle.

At the end of the jump, if you've managed to not lose yourself, you gain the ability to activate (but not deactivate) SEED mode at will, so long as you have a clear purpose in mind. This does not mean it won't turn on by itself, nor does it mean the drawbacks with your particular mode go away, so do be careful.

Earth Alliance

Leader's Touch (100 CP)

You have a way with leading people. Dunno what is it, but commanding others in a way that leads to you all not dying horribly comes *naturally.* You have a solid grasp of tactics, as well as your responsibilities, that allows you to effectively direct and manage people.

That said, it doesn't come bundled with respect for you. Herding cats will still be herding cats, at least until they realize who feeds them.

Spatial Awareness (200 CP)
What a profound ability. You have an innate sense of what is around you; where things are, who people are, what they're thinking- Alright, look. You're a Newtype in the wrong era. You have the ability to sense what goes on around you, even when you can't see it, with excellent accuracy, and you have a strong sense of insight into the people you meet. You're even capable of utilizing DRAGOON-style weaponry without difficulty, and you may or may not occasionally hear a weird sound when your rival is sneaking up on you. You know, Newtype stuff.

Hawk of Endymion (400 CP)
Ace. That's the word people use to describe you. Whether you're behind the wheel of a car or sitting in the cockpit of a mobile suit, you're ready to fly. When operating a familiar vehicle, mobile suit or even mobile armor, you know what your ride does down to a science. You can even take the helm of a battleship you're crewed on and have a good idea of what you're doing. In addition, whatever you're driving will respond faster and more smoothly to your practiced hands. To top it all off, anything customized specifically for your use will see its performance soar while you're piloting it, allowing you to challenge opponents with next-generation specifications on equal or even advantageous terms.

Make the Impossible Possible (600 CP)
Your indomitable will extends even to the objects around you. When in a pinch, you can override reality and substitute your own for a brief moment, allowing you to make the impossible possible. While this can't be used to alter the properties of other people and constants of nature, you can use this to force things to go your way. With this, You could bodyblock an antimatter beam and somehow come out alive, just to give an example. Just know that you only get three uses of this per jump, and you can't stockpile them. Choose your moment wisely.

ZAFT

Red Coat (100 CP)

You know a thing or two about giant robots. You might not realize it, but you do. If you went to academy, you'd find yourself a dab hand at anything you put your mind to. You have a fine talent for understanding how things work, how they tick, and how to make them *sing.* Any personal interests you might have will come naturally to you, and grasping the basics of unfamiliar topics comes easy. Anything more will require some dedication, but you'll still find it simpler than starting from scratch.

True to Your Feelings (200 CP)

You might not have a way with words, but at least you can get what you mean across. Even complicated matters can be understood with enough time, and you're good at reading why people feel the way they do. At the very least, this will prevent you and a friend from killing each other over a misunderstanding, even if it takes a while for what you mean to sink in. With some effort, even someone who hates your guts can be made to see things the way you do. People can still hide their true feelings from you if they're careful, but they'll definitely feel remorse for stringing you along all the same.

Prickly Pear (400 CP)

For some reason, you are exceptionally hard to shake. When someone or something draws your personal ire, you become ridiculously hard to kill or escape from. Until you've settled your differences, whatever foe you've got beef with is going to have a very bad time dealing with you, because come hell or high water, they're going to be stuck dealing with you. This won't stop them from defenestrating you, mind, it just means you'll be able to keep coming back for more.

Super Coordinator (600 CP, Requires Coordinator)

You are the pinnacle of humankind- or so science would claim, anyhow. Subjected to even further genetic modification than most Coordinators, what was done to you was arguably a violation of human ethics- and the results are staggering. You process

information at twice the speed of a normal Coordinator and have received even greater enhancements to your natural strength, dexterity, and agility, with specific refinement happening in your nervous system, halving the amount of time it takes you to spot, process and react to stimuli. You also have an extremely sharp mind and a memory akin to a steel trap, capable of sifting through advanced topics easily and working out the minutiae of an unfamiliar task with ease, and can retain these new skills for future use. So if you have to reprogram the operating system of a giant robot while being shot at by another giant robot, for example, you won't have too much difficulty, even if you've never done it before.

Just… don't go parading it around. You'll look like an arrogant jackass.

ORB

Ideals of the Athha (100 CP)

Once you've got your mind set on something, there's no changing it. Uzumi Athha was famed, perhaps even hated, for his commitment to peace and neutrality, and not even the power-hungry noble families dared to openly cross him while he was alive.You have a sort of similar aura- warning people that trying to challenge your commitment to your cause is a good way to lose fingers. People are less likely to mock or deride you, and displays of how focused you are will inspire followers and cow detractors much more effectively. People will still disagree with you, mind, they're just much more likely to be polite about it.

The Marriage is Off (200 CP)

ORB has a lot of politicians and nobles. Altogether too many, if we're being perfectly honest, and thus knowing how to deal with them is important. When interacting with someone, your gut instinct will reliably tell you whether they're trustworthy or not. It won't tell you the specifics of what's going on, but you'll be able to tell when something fishy is going on, or if someone's hiding something from you. If, say, someone sends a horde of assassins after you, you'll have a good idea as to who sent them. That said, none of this can be really used as solid evidence to say someone's responsible for a

crime, but you'd be hard pressed to find someone who can disprove your gut.

As an added bonus, you can tell at a glance if an arranged marriage is a happy one or not- and whether or not the term "shotgun wedding" is a more apt descriptor.

Shadow War God (400 CP)
Hoo boy. Are you sure you aren't a politician? No? Alright then. You're *really* good at trapping people. You know exactly where to throw the first stone, where to put them at a disadvantage, and once you're in, you have an instinctive knowledge of when to twist the knife. You're a bloodhound for vulnerabilities, be they character flaws or structural instabilities, and the level of pressure you can apply will leave most people cracking under the strain. This doesn't make every move you make a checkmate, so to speak, but rather enables you to start threatening to take the opponent's king at every opportunity you get- and not everyone can spot the way out in time. This does mean they have to have a weakness you can actually take advantage of, mind.

Song For Peace (600 CP)
You have a very nice voice, perfect for singing, even by Coordinator standards. When you open your mouth, people tend to stop and listen. When you sing, you become the center of attention, and your words will erode negative feelings like rage and bloodlust. The effects will transfer over things like loudspeakers, but will not persist in recordings. In addition, the more injured you are when you sing, the more powerful its effects get, outright sapping the will to war against one another from those who hear it.

Lastly, if you manage to begin singing at death's door, you will initiate a "Swan Song" of sorts. First, as long as you continue to sing, you'll stubbornly hang on to life, but the second the song ends you'll resume dying. Second, those who hear it will be instilled with a powerful desire for the end of conflict. Those who wish for peace will be emboldened, growing stronger and shaking off fatigue or doubt, while those eager for war will find their resolve shaken and suffer increasing levels of exhaustion that, if not addressed, can result in outright unconsciousness. Used correctly, your Swan Song

could end a war on the spot AND extend your life long enough to receive medical treatment. Of course, you have to sing actual vocals from the heart- you can't belt out gibberish and expect that to have any effect.

Junk Guild

Number One Unlucky Guy In Space (100 CP)

You have a sort of magnetism for interesting events. Half the time they'll be crazy windfalls, while the other half will be nothing but trouble; either way, nothing will be boring around you. One day you might stumble across an abandoned Gundam or revive the long lost art of forging katanas for Mobile Suits, the next, you'll be chased halfway across space by some invisible nutcase with a beam rifle. Regardless of your feelings on such a… charmed life, you'll have a sort of sixth sense for the important stuff and find yourself stumbling upon important events more frequently. If you've any interest in being an observer of history, this will suit you just fine.

Professional Pride (200 CP)

Even though they're kind of eccentric, the Junk Guild takes pride in its work, and pretty much anyone using its emblem is a professional. The same could be said of their associates over in Serpent Tail- No matter the job, doing it well is a matter of pride as well as money. You have a knack for detecting faulty construction or shoddy workmanship, and can both quickly identify the problem and fix it given your mechanical know-how. In addition, if someone badmouths your work or something you're passionate about, you can shut them up with a sufficiently annoyed look.

Serpent's Bite (400 CP)

Time is the poison that kills all things, and it arrives in many forms. Due to your familiarity with both weaponry and technology, ranging from everyday machinery to one-of-a-kind mobile suits and their armaments, you can accurately assess the specifications of whatever is in front of you- right down to the battery life. You can tell how much operating time is left in a Mobile Suit, how fast it can accelerate, how

powerful its targeting systems are- you have an excellent gauge of both the quality and the condition of any equipment you see, even with minimal information.

Naturally, this also tells you exactly what it will take to bring all of that crumbling down. Even the slightest chip can lead to destruction when you cast your watchful gaze over it.

Red Flame (600 CP)
These are your tools. There might be many like it, but these ones? These ones are yours. Whenever you make or mod something, the amount of passion behind the project will directly influence the quality of the finished product. Machinery will run more efficiently, vehicles will go faster, swords will be sharper and armor will be tougher. When the dreams of its creators are riding on its success, these creations deliver. It takes a great deal of time and effort to put that level of love and care into something, but once it's finished, it will never let you down. As a bonus, the more you apply yourself to making something, the more people will want to see it and offer their help. You might only have a tiny flame at first, but with enough time, it'll grow into a roaring inferno.

Items

Lacus Clyne CDs (50 CP) (Free for ZAFT)
A set of signed Lacus Clyne CDs! These are actually pretty rare, y'know. Released by the Idol of the PLANTs, these compact discs have a calming effect when listened to. Oddly, there's a noticeable difference in style between the earlier CDs and the later ones- the former are more classical in nature, while the newer releases are more poppy.

Pill Cabinet (50 CP) (Free for Earth Alliance)
A cupboard full of painkillers, medical supplies, and even field surgery tools. In the back, however, is a stash of medication meant for Extended, and a supply of stabilizers and sedatives. An invaluable tool for applying first aid, its contents are also handy for calming down unstable patients. Who knows- having it around might just save someone's life. It'll refill every couple of months.

Scrapheap (50 CP) (Free for Junk Guild)
A giant pile of scrap. Yes, really. On its own, pretty useless, but it's full of little "treasures," like rare metals, pieces of mobile suits, and even the occasional intact beam rifle. It takes time to comb through it (which will probably require a mobile suit of some sort) but any valuables you find can be sold for cash. If you're in the business of making things, however, you'll find spare parts in abundance if you scrounge for long enough. Nothing too fancy- you won't be finding bleeding edge technology in here- but valuable enough that you could make something at that level if you're diligent in finding parts. Remember, it's the Junk Guild motto to make stuff that's efficient *and* cool.

Haumea Amulet (50 CP) (Free for ORB)
A small, golden amulet. Usually passed from parent to child in ORB, this object is meant to protect the wearer and bring them good luck, safeguarding them from misfortune and illness. While it might seem a bit superstitious, you do feel a bit luckier while you're wearing it, and some ORB nobles have used them in place of engagement rings for proposals…

Haro (100 CP)
A spherical robot buddy! Almost as iconic as the Gundam itself, Haro is a little AI pal about the size of a basketball. Capable of acting as a personal terminal to search the internet with, Haros also tend to have their own personalities. This one's on the mischievous side, and tends to march to the beat of its own drum… and also has a slightly disturbing talent for picking (or hacking) locks. No, seriously- this thing can open up the doors on a battleship in under twenty seconds. What the hell?!

Backstage Pass (100 CP)
A backstage pass for a Lacus Clyne Concert! SCORE! After the show's over, simply present this to security, and you'll be brought backstage to meet her. Because Lacus is such a darling of the PLANTs, they take her safety very seriously- which also means she doesn't get a lot of personal contact outside of a limited few. She'll appreciate the company, to be sure, and it'll give you time to know her as a person rather than an idol.

Also, the pass has your name on it, meaning if it gets stolen, it'll be returned to you after a few days. Just remember, no funny business, or else you'll have ALL of space coming down on you.

After the jump, this turns into a backstage pass for whatever idol group or band you want, and works about the same as it did during the jump.

Personal Sidearm (100 CP)
A 10mm handgun that can chamber up to twelve rounds per clip. Not every fight is done from the cockpit, you know, and sometimes you'll need to fight on foot. While ineffectual against a mobile suit, it is quite capable of taking out a human being with a well placed shot. It's fast to reload and has a decent fire rate, making it pretty reliable, and you'll always find a full clip in your bag or pocket if you need another one.

Mobile Suit (200 CP)
Your very own custom mobile suit! Congrats! Instead of just picking a mobile suit from the various sorts present in the Cosmic Era, you get to build it from scratch! Yay! Don't worry about having to wait for it to be constructed, it'll be ready by the time you arrive in this world. For instructions on how to go about building your Mobile Suit, please check the "Building a Mobile Suit" section of the document.

Battleship (600 CP) (Special Discount)
Where did you get your hands on *this?* This is a fully operational battleship- there's not much else to say. If you pick one that comes from the same faction as your background (i.e. an Archangel Class Battleship for an Earth Alliance) it's half price, but otherwise you're shelling out the full 600 CP.

Building a Mobile Suit

Now, here's the fun part. From the options presented, you'll be able to put together your very own custom mobile suit. Your suit's constituent components are divided into four types; **Frame,** which determines your suit's internal frame and external armor, **Armaments**, Which determines what your suit is actually armed with, **Systems,** which determines what kind of software and technology you have at your disposal, and finally **Back Units**, which are exotic equipment displayed prominently on, well, your unit's back.

You have 1000 MSP (Mobile Suit Points) to spend.

CP can be converted to MSP at a 1:1 rate, but cannot be converted back.

Companions get the full 1000 MSP if they purchase a Mobile Suit.

If you already have a Mobile Suit from another jump, you may import it for 100 CP instead of purchasing an entirely new Mobile Suit- you will still receive the full stipend of 1000 MSP.

Frames (Pick one Frame and One Armor)

Standard Frame (0 MSP)

Your basic, everyday frame. Nothing special to be found here, really. It's basically just something to mount armor on so you actually have a Mobile Suit, you know?

High Mobility Frame (100 MSP)

A lightweight frame with thrusters mounted directly onto it before armor plating is added, instead of the thrusters being mounted onto the armor. It's slightly less durable than the standard frame due to different materials being used, but enables much faster, smoother movement, and helps offset the weight of heavy equipment with its superior thrust. While it doesn't enable flight, the extra verniers are powerful enough that you can hover over the surface of water without worrying about a surprise bath.

Solid Frame (100 MSP)
An extremely durable frame used in the Duel Gundam. Built to withstand heavy punishment and sudden shocks, it can withstand direct hits from Mobile Suit-sized physical firearms without sustaining major damage. Even direct hits with explosive weaponry will be hard pressed to shake the suit up, and the cockpit block is heavily reinforced; It would take bypassing your armor AND finding a gap in the frame for a physical weapon to even touch it.

Transformable Frame (100 MSP)
A more flexible frame. Allows your mobile suit to fold up into a Mobile Armor Mode, greatly increasing its mobility and making it capable of atmospheric flight. Not all of your weapons will be available in MA Mode, and the transformation does expose gaps in your armor while it's happening, so be careful when you decide to change.

Core Block System (Frame) (100 MSP)
Your Mobile Suit's frame is divided into three parts- a bottom, a core splendor, and a top. So long as the core splendor, a small fighter which contains the cockpit, remains intact, damaged sections can be individually purged and replaced mid-battle by combining with fresh parts, preventing you from getting hobbled by critical systems being destroyed.

Standard Armor (0 MSP)
The usual stuff they plate Mobile Suits with. Strong enough to shrug off small arms fire and short bursts of physical projectiles, it'll still get shredded by beam weaponry, sustained fire, and explosives, so you can't stand in the line of fire.

Foaming Metal Armor (0 MSP)
Extra-light armor plating. While defensively inferior to the industry standard, it weighs a fraction as much as standard plating materials, reducing stress on the suit's propulsion and by extension, the energy needed to move about, while increasing mobility and

movement speed. It'll stand up to low caliber weaponry, like a CIWS, but it's not great against anything else- especially when it comes to sustained fire or beam weaponry.

Laminated Armor (100 MSP)
Armor plating treated with a beam diffusing laminate. Slightly heavier than the standard stuff, it has proven quite effective at warding off beam based weaponry. Most Mobile Suit-sized beam weapons are ineffective against it, and it does a good job against battleship weaponry too. That said, it does not provide any extra protection against physical projectiles over standard armor plating, and close quarters beam weapons like Beam Sabers and Anti-Ship Swords will still cut through it.

Phase Shift Armor (100 MSP)
Special, powered armor plating manufactured under microgravity. Normally a dull gray in color, when energized, it becomes vibrant with color and provides excellent protection from mass and heat based attacks, to the point that mobile suits equipped with it can safely attempt atmospheric reentry. However, this comes at the cost of being rather energy intensive, due to draining the suit's battery with each impact it negates, and visibly shutting off when the suit's reserves are no longer able to sustain it. In addition, phase shift armor fares poorly against beam weaponry, performing only slightly better than standard armor plating while still incurring the same spike in energy consumption as physical impacts.

Trans-Phase Shift Armor (200 MSP)
Trimmed Phase-Shift Armor plating reinforced with a thin layer of standard armor over its surface. Besides hiding the tell-tale fade of an empty battery, Trans-Phase Armor decreases the degree of an impact the Phase-Shift has to negate, mitigating both upkeep and power spikes. In addition, the thin layer of standard armor plating can (and in his case, is) be treated with anti-beam laminate, diffusing beams enough for the phase shift to be effective against it. While the two separate plates are thinner than homogenous Phase Shift or Laminated Armor, and thus slightly less effective, it still

provides an excellent all-round defense, and is a definite improvement over the original PS Armor.

Much like regular PS Armor, TPS Armor enables atmospheric reentry for mobile suits equipped with it.

Variable Phase Shift Armor (200 MSP)
Second-generation Phase Shift Armor plating. Coupled with “smart” technology, Variable Phase Shift armor is capable of more pinpoint defense than first generation PS Armor, simultaneously greatly reducing overall energy consumption while conferring even more resilience to most mass and heat based weaponry. However, it still does require a constant energy upkeep to maintain, albeit much less than normal PS Armor, and still performs poorly against beam weaponry.

Just like regular PS Armor, VPS Armor enables atmospheric reentry for mobile suits equipped with it.

Yata-no-Kagami (200 MSP)
Named after the mirror of the gods, the Yata-No-Kagami Anti-Beam Deflection System is a set of gloriously golden armor plating. It doesn’t do all that hot against mass based weaponry, but in exchange it confers complete and total immunity to beam-based projectiles. Capable of absorbing and even reflecting back Lohengrin Positron Cannon blasts without sustaining any damage, it requires no energy upkeep, and its existence is a well kept secret- very few will understand the meaning of your fabulous golden armor until it’s far too late. It can be damaged by close quarters beam weaponry, but even then, their effectiveness will be reduced somewhat. If you have a shield, it will also be plated with this shiny, shiny armor.

Armaments

“Igelstellung” CIWS / “Picus” CIWS (0 MSP)

A head (or chest) mounted set of small caliber vulcans. While they’re quite weak, they have a high rate of fire and an enormous ammo capacity, making them excellent for shooting down projectiles or shredding lightly-armored craft. If you want, you could mount both of ‘em for free.

ES04B Beam Saber (0/50 MSP)

A standard-issue close-quarters beam weapon. Stored on a mobile suit’s shoulder, it draws energy from the suit’s battery and works well even against targets with anti-beam defenses due to its proximity to the point of emission, but it’s completely worthless underwater, like most beam weaponry. It can also interfere with other beams, so it makes for a decent defensive option in a pinch. While the first one is free, purchasing a second one will cost 50 MSP.

MA-M80 "Defiant" Beam Javelins (50 MSP)

A ZAFT-developed alternative to the beam saber, Beam Javelins are stored at a mobile suit’s waist and have a noticeably longer grip than a beam saber. Meant for stabbing rather than slashing, Beam Javelins have superior penetrating power and can easily incinerate the entire cockpit block of a mobile suit if it connects. It’s also capable of being thrown at high speeds quite easily, and contains its own battery, allowing it to continue producing a beam after it leaves the suit’s hands. You get two with a single purchase.

MR-Q15A "Griffon" Beam Blades (50 MSP)

A unique close-quarters beam weapon mounted on a Mobile Suit’s legs, with emitters located at the knees and toes of the Mobile Suit. When activated, a beam blade is formed between two emitters, allowing the equipped Mobile Suit to quite literally kick an opponent in half. While awkward to use and requiring practice, they have incredibly high output combined with a significant amount of mass behind it, allowing them to easily

contest and even overpower other beam weaponry. A particularly skilled user could kick back beam boomerangs or even beam rifle shots with a bit of luck.

MA-M02G "Super Lacerta" Beam Sabers (100 MSP)
A pair of higher quality beam sabers than the standard ES04Bs. They have a much higher output, but also a higher power drain, and as such are mainly equipped on Nuclear Capable Mobile Suits. They are manufactured in pairs, and can be connected together to form a double weapon called an “Ambidextrous Halberd.” They’re still useless underwater, though.

MR-Q10 "Fragarach 3" Beam Blades (100 MSP)
A pair of one-handed physical swords that can be enhanced with a beam blade. About the size of an activated beam saber, they have excellent output, middling weight, and only moderately higher energy consumption than the ESO4B, and possess a sharpened physical tip for thrusting. Capable of being used underwater and meant to be wielded simultaneously, they're something like a pair of Mobile Suit-sized shortswords.

MA-M8 Beam Tomahawk (50 MSP)
Another ZAFT-made alternative to the standard Beam Saber, the Beam Tomahawk is a thin, handheld axe that emits a curved beam blade at its head. Unlike a beam saber, it contains its own capacitor, meaning it won’t drain the suit’s battery while it is active. It also has a much more focused blade, giving it better cutting power than a beam saber, and can be thrown as a projectile, but the short handle means the Beam Tomahawk has poorer range and no return system if thrown. Normally stored inside of a shield, you receive two with a single purchase.

MA-MR Falx G7 Beam Axe (100 MSP)
A much, much bigger weapon than the Beam Tomahawk. A collapsible polearm with a large beam emitter on one end and a physical scythe on the other, the Falx is a powerful weapon that has proved both effective and efficient due to its high quality emitter and low-to-moderate power draw. In the event the suit begins to run low on

power, one need only flip the weapon around and deploy the scythe blade on the other end. In addition, the collapsable shaft means the weapon folds up quite neatly, and is easily stored on a suit's skirt armor.

MA-M3 Heavy Blade (50 MSP)
A big, mass produced Mobile Suit-sized broadsword. Whilst heavy and ineffective against PS Armor, it's usable underwater and can easily slice apart physical shields and crush laminated battleship armor. They're also prized for their durability, and can be used to defend against most MS-sized ballistic weaponry with surprising effectiveness. A second sword may be purchased for an additional 50 MSP.

Buster Sword (50 MSP)
A giant, head-mounted physical sword. No, I'm not kidding. Disguised as a sensor array, this is a close-quarters desperation weapon that is nevertheless quite capable of destructive force, allowing one to turn the mobile suit into a massive projectile by stepping on the gas and turning speed and mass into power. It should be noted that it's been given an Anti-beam coating, meaning you don't have to worry about it getting shot off randomly.

"Armor Schneider" Combat Knives (0 MSP for the first two, 50 MSP each afterwards)
The traditional Gundam backup weapon in the Cosmic Era, the Schneider is a combat knife with a short, thin, vibrating blade that flips out when drawn. While small, they can be thrown and possess surprising penetrating power, allowing it to easily slip into gaps between armor or even strike through basic Phase Shift armor to a small degree. They also make for excellent weapons underwater. You get two of them with this, but you can buy more, with 50 MSP getting you an additional pair of knives.

"Mjolner" Spherical Breaker (100 MSP)
A Mobile Suit-sized, rocket propelled Meteor Hammer. Ridiculously dense, heavy as hell, and studded with spikes, the Mjolner's weight allows the impact to bypass armor and strike directly at the suit's frame, proving effective even against all varieties of

Phase Shift. In addition, the extra-durable cable connecting the hammer to its handle is covered in an anti-beam coating; as a result it can be swung in front of the user as a shield against both beam and physical projectiles. Unfortunately, the mace head itself is not protected against beam weaponry, leaving it vulnerable to destruction.

Gerbera Straight and Tiger Pierce / 150 Meter Gerbera Straight II and Gerbera Straight "Power" (200 MSP)
A set of Mobile Suit-sized long and short katanas. Forged by Junk Guild member Lowe Guele, these blades are at the pinnacle of mobile suit weaponry. Despite being physical weaponry, the sharpness of both the blade and the point of each sword are enough to actually penetrate PS and TPS armor, and cause massive power spikes in VPS armor. Anything less will separate cleanly, as if cutting through water. They're also cool as hell. Because they're wholly dependent on their fine edge to be effective, they will require maintenance every now and then, but I'll throw in a manual on just how to do that.

If you took the "Muscle Cylinder" system, you also receive a battleship-sized katana and and an equally large hilt, which is equipped with a nuclear engine, a Neutron Jammer Canceller, and a "Lohengrin" Positron Blaster at the end of it. Yes, I'm serious, and yes, it is awesome.

In addition, the hilt can be used to recharge your Mobile Suit's internal batteries, and the ornamentation around the open end can emit a giant, flower-shaped lightwave barrier impervious to most weaponry called the Gerbera Shield. Just know that you can't wield both of them at the same time- You'll need both hands for these!

"Midas Messer" Beam Boomerang (50 MSP)
A singular beam boomerang mounted on a suit's shoulder. Containing its own battery, the blade will persist even after it leaves the suit's hands. When thrown, the weapon will travel in an arc and track back to the thrower, often hitting the target on the way back as well. Curiously, due to some quirk of the beam emitter, it acts similarly to the ion

cannons used by ZAFT's aquatic mobile suits, allowing it to be used as a beam knife even underwater.

"Flash-Edge 2" Beam Boomerangs (100 MSP)
A pair of high tech beam boomerangs. Fitted with tracking technology, they are capable of moving in bizarre, UFO-like patterns, making them harder to dodge, and are capable of bouncing from one target to another. In addition, the blades can be produced at an angle, as is typical for beam boomerangs, or straight, which will lengthen the blade and allow them to be used as a pair of beam sabers. They have similar output levels to the "Super Lacerta" type beam sabers, but slightly shorter length.They also can't be used underwater.

MMI-558 "Tempest" Beam Sword (50 MSP)
A collapsable, composite type weapon that combines a physical blade with a beam edge. Normally stored inside of a shield, the weapon extends to full length when drawn out. If the beam blades aren't working or the suit is fighting underwater, they can be simply turned off and the weapon's physical edge can be used instead. It's not as sharp or as large as the MA-M3 Heavy Blade, but its power draw is on the lower side, and it makes for an effective weapon regardless of which edge is used.

"Schwert Gewehr" Anti-Ship Beam Sword (Type 1) (50 MSP)
An Earth Alliance Prototype Beam Sword. While slightly unwieldy due to its size, it's surprisingly light and has excellent cutting power, capable of overpowering Anti-Beam Laminate. It's also equipped with a sharpened tip, meaning it can be used as a thrusting weapon and even remain effective underwater. Despite being a prototype, this version still sees use, even though the finalized version is somewhat different.

MMI-710 "Excalibur" Anti-Ship Laser Swords (100 MSP)
The signature weapon of the Impulse Gundam, the Excalibur swords are a pair of medium-sized beam blades that can either be wielded individually or combined into the massive Ambidextrous Form. Both of them possess sharpened tips, allowing them to be

used as thrusting weapons, and the beam blade can also be extended over them to bypass Phase Shift Armor. They're surprisingly easy to use, and their energy efficiency means they can be passed off to other mobile suits to augment their power in close quarters without imperiling their operating time.

"Schwert Gewehr" Anti-Ship Beam Swords (Type 2) (100 MSP)
The finished version of the original Schwert Gewehr, the Type 2 is the signature weapon of the Sword Calamity Gundam. Meant to be wielded in pairs, the Type 2 has better balance and higher output, and both weapons can be brought side by side to form a single, extremely powerful blade without increasing energy consumption. In addition, the weapon's overall shape has been changed to accommodate a beam gun on the hilt, allowing the weapon to function at a distance merely by flipping it around. The beam gun itself is of average fire rate but surprisingly high power, and can be operated even when the weapon is stowed on the unit's back. It does lack the Type 1's sharpened tip, however.

MMI-714 "Arondight" Beam Sword (200 MSP)
A large, foldable weapon usually stored on a mobile suit's back, the Arondight is a composite weapon with both a beam blade and a physical edge. Retaining the Excalibur's sharpened point, the Arondight can be used as a thrusting weapon as well as a slashing one. Capable of enormous output, the Arondight is poe3rful enough that even advanced anti-beam defenses are incapable of fully blocking it, requiring something on par with a Lightwave Barrier to stop it. Unfortunately, this comes with the drawback of also giving it rather high energy consumption, and it is intended for use by nuclear capable mobile suits.

M703 57mm Beam Rifle (0/50 MSP)
Standard Issue Earth Alliance Beam Rifle. Drawing power from the suit's own battery, this weapon discharges a blast of green energy when you pull the trigger. As far as beam weaponry goes, it has an average fire rate and its power is nothing outstanding, but given its low power draw per shot combined with how devastating beam weapons

tend to be in general, it's quite effective. A single one is free, but a second one will run you 50 MSP.

MMI-M8A3 76mm Heavy Assault Machine Gun (0/50 MSP)
ZAFT-issue heavy machine gun. Requiring no external power source, it fires a spray of ballistic projectiles as long as the trigger is held. Effective enough that ZAFT's GINNs spent most of the first war overpowering Alliance mobile armors, the M8A3 possesses decent firepower, high accuracy, and high fire rate, allowing it to shred a target in seconds. It's rather ineffective against PS Armor, unfortunately, as the size of each projectile means they can easily be warded off without spiking the power draw. The first one comes free, but you may purchase a second one for 50 MSP.

In addition, if you have purchased the MA-M3 Heavy Blade, you may combine both weapons (for free) into the JDP2-MMX22 Experimental 27mm Armor Assault Rifle, an assault rifle possessing a 50% larger ammo capacity than the M8A3 without sacrificing power, accuracy or fire rate. In addition, the rifle mounts an improved, lighter version of the Heavy Blade as a bayonet, making it quite effective in melee combat. If you have a second set from spending additional MSP, you may combine those as well.

MMI-M633 Beam Assault Rifle (50 MSP)
One of ZAFT's first successes at mass-producing handheld beam weaponry, the M633 is the M8A3's successor in a new era. Possessing slightly below-average power for a beam weapon,but compensating with a high fire rate, it's an effective weapon for mobile suit combat. Although its accuracy is less than its predecessor, the spread on the M633 is still tight enough that it's effective at crowd controlling clustered targets. The weapon does not draw power from the suit's own battery, but rather from a drum-shaped one fixed on top of the weapon, which can be easily replaced if it runs dry.

57mm High Energy Beam Rifle w/ Underslung Grenade Launcher (50 MSP)
A limited production variant of the 57mm Beam Rifle used by most mass production Earth Alliance Mobile Suits, it offers moderately increased firepower (enough to destroy

a GINN in one shot) in exchange for a small increase in power draw. In addition, a single-shot grenade launcher is affixed underneath the barrel, giving the weapon an alternative when faced with groups of enemies or Laminate Armor.

MA-M20 “Lupus” Beam Rifle (100 MSP)
Meant for nuclear capable suits, only a small number of Lupuses were ever produced. Offering a high intensity beam combined with an above average fire rate and extremely high accuracy, it’s a destructive weapon. Unfortunately, as the weapon is meant to be used by nuclear capable suits, the power draw is much higher than average, making it a risky choice for suits that rely solely on a standard battery.

RFW-99 "Zastava Stigmate" Beam Submachine Gun (100 MSP)
Developed by the Earth Alliance’s Eurasian Federation, the Zastava’s individual shots are of low power compared to its brethren, but it possesses excellent accuracy and a blistering rate of fire, meaning that there is never just one shot being fired. It’s also equipped with a high capacity battery clip, meaning the Zastava doesn’t pull from the suit’s own battery, and in the unlikely event one runs out of clips for it, it has a power cable that simply needs to be connected to the mobile suit to allow it to resume firing. It’s also equipped with a beam knife bayonet, allowing it to be used in close quarters combat. The beam knife itself has its own power cells, can be fired as a projectile in a pinch, and comes with two spares.

M8F-SB1 “Shorty” Beam Rifles (100 MSP)
A pair of “sawed-off” beam rifles. They have comparable firepower and energy draw per shot to the 57mm High-energy Beam Rifle, but increased fire rate over it. Unfortunately, their effective range is impacted (about 15% shorter) and their accuracy outside of medium range leaves something to be desired, meaning that they’re best used up close.

MA-M221 “Judicium” Beam Rifle (100 MSP)
An absolutely enormous beam rifle developed by ZAFT for the nuclear capable Providence Gundam. Requiring a shoulder brace to be fired accurately, possessing an extremely high power draw and a low rate of fire, the Judicium nevertheless offers devastating power, capable of melting Laminate Armor with a single shot and outright ignoring lesser anti-beam coatings. Its size and shape mean it’s awkward to aim, but anything that gets hit isn’t going to be there anymore.

350mm Gun Launcher and 94mm High-Energy Rifle (200 MSP)
A pair of oddly shaped weapons used primarily by the Buster line of mobile suits, the Gun Launcher is a handheld, “miniaturized” railgun that fires a wide variety of physical projectiles, while the High-Energy Rifle is a powerful beam weapon not quite on par with the Lupus power, with a lower fire rate and more manageable power draw.

Stabilized by a pair of sub arms mounted on the mobile suit’s waist, the weapons can be combined to form either the Anti-Armor Shotgun (which, while held back by a low fire rate, can produce an eye-watering cone of shrapnel capable of shredding battleships and even damaging VPS armor) or the Hyper Impulse Long-Range Sniper Rifle (which can fire a massive sustained beam with superior penetrative power, comparable to the battleship-mounted Lohengrin cannon, at the expense of a large portion of the suit’s battery) depending on the orientation of the combination.

MA-M21KF High Energy Beam Rifles (Strike Freedom Type) (200 MSP)
A pair of beam rifles developed from data collected on the Lupus, the M21KF rifles are characterized by a high power draw, high firepower and a high rate of fire. The rifles can also be combined into a single weapon capable of firing a thin and accurate sustained beam, extending its range and increasing its firepower even further, but lowering its fire rate substantially and making it difficult to use in close quarters due to its size. Much like the Lupus, the M21KF is meant for Nuclear Capable Suits due to its high energy consumption.

MA-BAR73/S High-Energy Beam Rifle (200 MSP)
A beam rifle developed from the Impulse Gundam's combat data, the BAR73/S is best compared to the M21KF, functioning as a midpoint between the weapon's separate and combined forms. Possessing comparable destructive force to the M21KF, the BAR73/S has a somewhat lower rate of fire, but a higher effective range, complimented by accuracy comparable to the M21KF's combined form. Despite being designed for a Nuclear Capable suit, this beam rifle has a fairly manageable power draw, meaning it can be used by suits that rely solely on battery power without too much issue.

MMI-X340 "Palma Fiocina" Palm Beam Cannon (200 MSP)
A pair of beam cannons integrated into a Mobile Suit's palms. Completely lacking range or accuracy, the Palma Fiocina nevertheless generates enough heat and energy at point-blank range to incinerate even heavily armored targets in one shot, destroying anything not outright immune to beam weaponry. If you're close enough to touch someone, you're close enough to reduce them to a pile of slag.

M68 "Cattus" 500mm Recoilless Rifle (50 MSP)
Standard Issue ZAFT Bazooka. Fed through a box magazine on the top of the weapon, the Cattus possesses high power and a fast projectile that is well suited for punching holes in battleships. The blast radius is a bit on the small side, but the fire rate is high enough that multiple shots can land in quick succession. Each magazine contains six rockets.

Six-tube Missile Pods (50/100 MSP)
Shoulder-mounted missile pods. When fired, both pods will fire a volley of up to six missiles each, raining a large quantity of explosives upon the target. The weapon can either be dumbfired for wide-area bombardments, or be locked on a single target for a more concentrated strike. If the user is equipped with PS Armor, they can even be safely fired at point blank range, giving the pilot an option if they've got their hands full or can't reach their beam saber in time. For an additional 50 MSP, I'll throw in an additional pair of missile pods attached either on the shoulders or on the suit's legs.

Each individual tube is loaded with two missiles, for a total of twenty-four missiles.

“Todesblock” 337mm Plasma-sabot Bazooka (100 MSP)
A bazooka weapon that fires superheated shells. Easily fired with one hand, this weapon possesses an average rate of fire and a large blast radius, with each impact being accompanied by a massive fireball. A direct impact from the shell will bypass PS armor to a small degree, enough to throw the suit around and possibly injure or incapacitate the pilot, and can outright destroy suits without such protections. The weapon can hold up to eight shells at once, but it’s rather slow to reload, with each shell having to be fed in individually. It also makes for a surprisingly solid club if you run out of ammo.

350mm "Gáe Bulg" Rail Bazooka (200 MSP)
A massive, handheld railgun that pitches large, high-explosive shells. Possessing an absolutely hilarious level of firepower that even PS armor will struggle to mitigate, a surprisingly high fire rate coupled with pinpoint accuracy, an enormous blast radius and an quickly exchanged magazine, the Gae Bulg has one rather staggering drawback- a complete and utter lack of any recoil compensation, forcing most mobile suits to brace before firing it even once and limiting its practical capabilities. Attempting to use the weapon without proper preparation or reinforcement can and will tear parts off of your mobile suit, so be warned. One magazine contains four shells.

If you took the “Solid Frame,” or the “Muscle Cylinders” system, you can use this weapon at its full potential. You may fire the weapon in motion at its full fire rate without issue, and you’ll find that you don’t have to worry about having to recenter the weapon after each shot.

“Agni” 320mm Hyper Impulse Cannon (100 MSP)
A massive beam cannon, about twenty meters long. When fired, it unleashes a huge, directed blast of plasma capable of incinerating mobile suits and turning colony walls into slag. Due to its size, it’s paired with a support arm mounted on the shoulder,

allowing it to be held in one hand. While devastating and capable of accurate long-range fire, it's slower to fire than a beam rifle and has a high power draw, meaning it must be fired carefully when used by battery powered suits. That said, it's also far more effective against most anti-beam defenses than the average beam rifle, too.

"Zorn" 100mm Energy Cannon (100 MSP)
An energy cannon mounted in the Mobile Suit's head, giving the impression of a gaping maw. While hampered by shorter range and lower output than the Agni, it doesn't need to be held, requires less power to fire, and recharges faster, giving it its own advantages.

M1500 "Orthros" High-Energy Long-Range Beam Cannon (100 MSP)
A massive folding cannon nearly twice as long as the Agni. With a massive effective range and extremely high firepower, it's an excellent weapon for destroying battleships, but it's held back in Anti-Mobile Suit combat by massive recoil, a glacial firing speed, and great weight, requiring both hands to steady the weapon and making it useless in a close quarters battle. It has a high power draw, but it's only slightly more than the Agni, and much like it, it's effective against most anti-beam defenses.

Lohengrin Launcher (200 MSP)
A miniaturized Earth Alliance battleship cannon, the Lohengrin Launcher possesses even greater power than the Orthros and the Agni, charging at about the same speed as the latter, and contains a nuclear engine, meaning it does not draw from the suit's own power. It can also be split into two parts and folded up for easy storage on the suit's waist, and its reduced size makes it easy to handle. Unfortunately, the weapon lacks a Neutron Jammer Canceller, making it completely worthless in range of an N Jammer if the suit does not possess one itself. Most anti-beam defenses might as well give up and go home in the face of this thing, only being stopped by Lightwave Barriers, Positron Reflectors, and the Yata-no-Kagami.

“Scylla” 580mm Multi-phase Energy Cannon (200 MSP)
A large beam cannon mounted inside of a Mobile Suit’s chest. Drawing from the suit’s own battery, the Scylla launches a massive blast of energy that produces enough heat to cause damage even on a near miss. While hard to aim due to its mount, the Scylla is fast to charge and requires comparable energy to fire to the Agni. Even Laminated Armor will begin melting under sustained fire from a Scylla cannon.

Anti-Beam Shield (0 MSP)
A shield covered in an anti-beam coating. It has a viewport at the top for you to see through. Great for fending off beam rifle shots, good for blocking machine gun fire, and decent enough at warding off hits from a beam saber. Remember- it’s not impervious to beam weaponry, just very resistant to it. Some weapons can be stored inside of it.

M7070 28mm Vulcan System Shield (50 MSP)
A triangular shield covered in anti-beam coating and equipped with a 28mm three-barrel gatling gun with plenty of ammunition. It provides both great offense and a strong defense, but is rather lackluster against Phase Shift armor. You can purchase a second one for another 50 MSP if you so wish.

“Kaefer Zwei” Equipped Ram Shield (100 MSP)
A shield made from a Laurasia-class Battleship’s Laminate armor and equipped with a pair of 115mm beam cannons with moderate power and excellent rate of fire. It also has a sharp tip, allowing it to be used in melee combat. It’s also surprisingly light for its high durability, and is prized for its effectiveness against both beam and physical weaponry.

MX2351 "Solidus Fulgor" Beam Shield Generators (100 MSP)
A pair of shield emitters mounted on the back of a mobile suit’s hands. Designed for nuclear capable suits due to its high power draw, the beam shields these emit provide an excellent defense against any projectiles, beam or ballistic, and works well against close quarters weapons as well. They can also be brought together to increase the area of effect, allowing one to shield allies as well. Unfortunately, its performance suffers

against physical weaponry treated with Anti-Beam Coating, which can bypass the single shields fairly easily, but such weaponry is few and far between.

“Trikeros” Offensive Shield System (200 MSP)
An All-In-One shield weapon given Anti-Beam Laminate. It’s equipped with a beam emitter that can double as either a beam rifle (performing on par with the 57mm High Energy Beam Rifle) or a beam saber (with great cutting power and penetration equal to a Defiant Beam Javelin), it’s also equipped with a trio of Lancer Darts, which, when fired, penetrate armor and explode, creating large weak points. The weapon is also compatible with Phase Shift, meaning whatever level of PS Armor the mobile suit has will be shared with the shield, giving it excellent all-around defenses.

MX2200 Beam Shield (200 MSP)
A Lightwave Barrier emitter mounted on the back of a mobile suit’s hand.
Nigh-impenetrable to beam weaponry and physical projectiles, but with high power consumption that outright demands a nuclear engine to maintain the shield for more than a few seconds. It is also a one way barrier, meaning that beam weaponry can be fired through it from the user’s side. Unfortunately, the MX2200 is completely useless against physical weapons treated with Anti-Beam Coating, and cannot increase its output by combining shields to defend against them like the Solidus Fulgur can.

MA-M757 "Slayer Whip" Heat Rods (100 MSP)
A pair of long, heavy cables stored in a Mobile Suit’s forearms. Possessing a clamp on the tip, the heat rods can either slice apart lightly armored targets by vibrating fast enough to produce heat (hence the name), allowing them to be used as whips, or directly launched at them to direct an extremely high voltage electrical current into whatever is unfortunate enough to be on the other end, striking directly at the pilot of enemy mobile suits.

It should be noted that while extremely painful, the weapon has a limiter installed, and will automatically disengage before the electrical current can become fatal. It's still plenty enough to knock someone unconscious, though.

Systems

Ultracompact Energy Battery (Free and Mandatory)
A battery for Mobile Suit use. What else can I say? If you want your mobile suit to move, it needs a power source, and that's where this comes in. Unlike an engine, if this gets destroyed (and somehow you don't) it won't go nuclear (it will still explode), but also unlike an engine, it means you have more limited operation time, and pretty much anything the suit does will pull power from it. **Whether you have an engine or not, your mobile suit needs one of these.**

Gas Turbine (50 MSP)
These are.. A little funky, and hard to explain, but the gist of it is that your suit's heat exhausts are now outfitted with turbine generators. As you vent heat, the hot air will cause the generators to turn, generating power for the suit's Battery. Unfortunately, this isn't enough to remove the need for a battery, nor is it enough for the suit to run indefinitely, but it's a nice buffer, and will extend your operation time by about 50%.

Ultracompact Nuclear Fission Reactor (100 MSP)
Ah, here we go. This is a Nuclear Fission reactor, which produces enough power to keep your mobile suit going forever… Theoretically. In practice, the generator is quite capable of keeping the battery constantly topped off from just having the suit on. You can still bottom out the battery, which will disable the suit's system for a scant few seconds until the generator refills it. In addition, unless you have a Neutron Jammer Canceller installed in the suit, it is completely worthless the second you enter the range of a Neutron Jammer.

That said, it is a *vast* improvement over relying solely on battery power, and the output it's capable of means your suit can go full power without worry. You'd have to have a truly energy-hungry suit in order to run one of these into the ground, so as long as you're even slightly conservative with your weaponry, you'll be fine.

Just be careful- that IS a nuclear engine you're hauling around. If something causes it to fail and go critical, like, say, the engine block being compromised, you're about to have a very bad day.

Hyper Deuterion Engine (200 MSP)
Sparing no expense, hm? This is a Hyper Deuterion Engine, a combination of ZAFT's Deuterion Beam technology and existing nuclear reactor technology. Far more efficient and stable than a standard nuclear reactor, Deuterion Engines are smaller and have a much greater output than their predecessors, and will simply engage an emergency shutdown instead of going critical if the engine block is compromised, resulting in a much smaller (and more survivable) explosion if it does go off. No need to hold back with one of these installed- barring the engine outright stalling, malfunctioning, or turning off, you don't have to worry about running out of power.

Remember, this is still a nuclear engine, and suits equipped with it are considered Nuclear Capable. If you don't have a Neutron Jammer Canceller, you can kiss all of the above goodbye if you step in range of a Neutron Jammer.

Universal Energy Plugs / "Shining Finger" Plugs (Free/100 MSP)
Most energy-based weaponry in the Cosmic Era pull their power directly from the Mobile Suit's own reserves.To do so, the weapon connects with a plug on the suit's hands, located between the finger and the palm, energizing it. Unfortunately, the Earth Alliance, ZAFT, and ORB all have yet to agree to a standardized plug, and as such, a Mobile Suit can only really operate energy weapons made by the faction that produced it as a result. For the sake of convenience, though, I'll let you install a universal plug system that works with any faction's weapons for the low, low price of free.

However, there are… “improper” uses for the plugs as well. For 100 MSP, I’ll improve your plugs further, making them capable of much greater output while also enabling manual control of them. Not only will this allow you to get more mileage out of plug compatible weaponry, giving a small but noticeable boost in overall effectiveness, you can actually discharge the plugs while empty-handed, focusing all that energy into a handheld ball of lightning. While it consumes quite a bit of power, neither Phase Shift nor Laminated Armor will protect against it, making it an extremely effective weapon if you can get close enough to use it.

Mirage Colloid (200 MSP)
Mirage Colloid is an utterly fascinating substance. Magnetic, prismatic particulate gas that can block infra-red emissions and bend both visible light and radio waves around them. Curiously, it is water soluble. Over the years, different uses have been developed for it- one of which is the Mirage Colloid Stealth System.

By emitting a magnetic field, Mirage Colloid particles can be bound to an object, rendering it invisible due to the light-bending properties of the gas. By applying this technology to a mobile suit, the same result can be achieved. However, the system is not without drawbacks; namely, that the magnetic field required to hold the particles in place interferes with any form of Phase Shift armor- in order for it to be active, the Phase Shift must be deactivated, and vice versa, meaning that the suit is extremely vulnerable to any form of impact while using the stealth system.

Multiple Lock-On System (200 MSP)
An enhanced targeting system that allows for fine targeting of multiple enemy units at once, allowing for mass targeting of enemy forces without having wide range weaponry. It’s also next to essential for most DRAGOON type weaponry to function, requiring both knowledge of enemy locations, the position of the DRAGOONS themselves, and a way to designate said targets. While the system will automatically acquire targets when

activated, one can also use the radar display as a touch screen to designate specific targets as well.

Neutron Jammer Canceller (200 MSP)
A small device that counteracts the effects of an N Jammer, allowing for nuclear fission to occur within its (mobile suit sized) radius. A must for nuclear-enabled suits, these devices are fairly rare due to requiring an exotic metal, of which both the Earth Alliance AND ZAFT keep their supplies under tight lock and key.

It should be noted that Neutron Jammers have an enormous range- basically, if you're on Earth, you're probably in range of one.

Muscle Cylinders (200 MSP)
A set of structural reinforcements and the addition of Power Cylinders, an enhanced drive system developed by Jean Carry, to your Mobile Suit's arms. This results in an extremely structurally solid of arms that, thanks to the power cylinders, have greatly magnified strength, allowing the suit to lift and use even hilariously oversized weaponry. They also allow for your suit to easily punch apart enemy suits, generating impacts capable of disrupting Phase Shift Armor.

Back Unit

Alright, I'm going to change the rules a bit here. A Mobile Suit's back unit is an important part of its capabilities, and it wouldn't be fair to deprive you of that, given that many Mobile suits are iconic as a result of their unique backpacks.

So here's the deal. **Pick any one back unit, and it's yours, for free.** You can only mount a single back unit at a time, **so you get one, and only one.** There are some back units that can be swapped out, but you'll receive those as a collection rather than have to pick amongst them.

At the same time, some back units require additional equipment to function. As a result, I'll be placing prerequisites on certain back units so they're not completely dead weight as a result.

Choose Wisely.

Striker Pack Set

A trio of Earth Alliance made backpack units mounted on hardpoints; they can be swapped out when the situation calls for it. Known as Striker Packs due to being intended for use by the Strike Gundam in order to make use of its high specs, they come in the following flavors:

- Aile Pack

A flight enabling back-unit. Equipped with a trio of extremely powerful thrusters, it greatly improves the overall mobility of the unit it is equipped on. However, it's lacking in combat power; the only weapons mounted on it are a pair of basic beam sabers; the pilot will have to make up the difference either with the suit's already existent equipment or their own piloting skill.

- Sword Pack

Close Combat Equipment. While it does not offer any increased mobility by itself, the pack mounts a single Midas Messer Beam Boomerang on the left shoulder and comes equipped with a Schwert Gewehr Anti-Ship Beam Sword (Type 1). It also mounts a "Panzer Eisen" Rocket Achor on the suit's off-hand arm, which can be used both as a mobility tool and as a way to force an unlucky opponent into melee range.

- Launcher Pack

Long Range Equipment. Mounting a Combo Weapons Pod containing a 120mm six-barrel gatling gun and two missile pods on the right shoulder, and the "Agni" Hyper Impulse Cannon with its requisite support arm on the left, the weight of the equipment and the energy-hungry nature of the Agni means the Launcher Pack suffers from lesser mobility and shorter operating time than the other two packs, but it also has far and away the greatest firepower of the three.

Multiple Assault Striker Pack

All-range combination equipment. Combining the mobility boost of the Aile Pack with the firepower of the Launcher and Sword Packs, it mounts all of the weaponry of the standard three Striker Packs alongside an additional four battery packs in order to offset the increased energy consumption. Unfortunately, while it is indeed capable of fighting effectively at all ranges, the reality of the matter is that the weight distribution is anything but perfect, removing the Aile Pack's flight capabilities, making for a (somewhat) fast and powerful set of equipment that unfortunately leaves the user stuck on the ground.

Lightning Striker Pack

An operation extension Pack. Containing a pair of high-spec batteries, this pack extends a suit's operation time by 150%, and is capable of recharging friendly suits via a power cable. It's also fitted with powerful sensors, giving it enhanced rangefinding capabilities and the ability to detect the presence (but not the exact location) of suits hidden by Mirage Colloid Stealth Systems, as well as powerful verniers that enable atmospheric flight and high mobility movement.

The pack's sole armament is a pair of railguns mounted under the suit's forearms, which have an average fire rate but high firepower, and can be combined and unfolded into the massive Type 70-31 Electromagnetic Cannon. Boasting a range of 120 kilometers under atmospheric conditions and an eye-watering 10,000 outside of them, the Type 70-31 is well suited for sniping. Both forms of the weapon use Type-71 Enhanced Armor Piercing Rounds, which will penetrate any form of Phase Shift Armor.

Ootori Striker Pack

Developed from the prototype Integrated Weapons System Pack, the Ootori is an alternative to the Multiple Assault Pack that trades some of its overwhelming power for excellent mobility. Equipped with a "Schwert Gewehr" Anti-Ship Beam Sword (Type 1), a beam launcher on the left, a high-caliber railgun on the right, and a multitude of missiles, the Ootori pack does not have the same overwhelming presence at all ranges

as the Multiple Assault Pack, leaning more towards melee combat, but has proven effective even at a distance, and allows the equipped Mobile Suit to fly in atmosphere.

Silhouette Pack Set

A trio of ZAFT made backpack units mounted on hardpoints. Much like the Striker Packs, they can be swapped out when the situation calls for it. Intended for use by the Impulse Gundam, they have a higher power draw than their Earth Alliance counterparts, but also fully recharge the suit when equipped, and can be launched onto the battlefield via Silhouette Flier without the need for an allied pilot to deliver them. They come in the following types:

- Force Silhouette

Flight-type Silhouette. Much like the Aile Pack, it has powerful thrusters that greatly increase the equipped suit's mobility, including atmospheric flight, but lacks integrated weaponry- It mounts a pair of beam sabers on the pack itself, but that's it. Still, if you don't get hit, you can't lose, right?

- Sword Silhouette

Close Combat type Silhouette. It offers no real mobility options, but mounts a pair of "Excalibur" Anti-Ship Laser Swords and two "Flash-Edge" Beam Boomerangs, giving it excellent combat power. It also appears to contain an OS for optimizing Phase Shift armor, increasing its effectiveness while lowering its upkeep, and plenty of mounts for storing additional equipment.

- Blast Silhouette

Long Range Bombardment Silhouette. The heaviest and most energy hungry of the three Silhouettes, the Blast Silhouette commands firepower comparable to the latest battleships. Equipped with two "Kerberos" High-Energy Long-Range Beam Cannons, a pair of Quadruple Missile Launchers, and a set of "Deluge" Hyper-Velocity Rail Cannons, it is quite capable of turning opposing forces into a debris field, and comes equipped with two "Defiant" Beam Javelins in case the suit needs to engage in close range combat. Unfortunately, the sheer size of it interferes with other equipment, making it impossible to mount anything larger than a beam rifle on the suit while in use.

Destiny R Silhouette (Requires Core Block System)

While referred to as a Silhouette, implying that it was used as optional equipment for the Impulse, the truth is actually much different. The Destiny R Silhouette is actually a disguised Core Splendor, replacing the one inside the suit with a fake, and making it far harder to destroy the cockpit block. Capable of fighting on its own, the R Silhouette is equipped with its own battery and a pair of "Wolfsbane" Long Range Beam Cannons as well as a wide array of verniers, granting flight capabilities in atmosphere. The cannons, which were developed in secret, are lighter and more compact than the Kerberos while maintaining the same level of firepower (and energy consumption), and can either be brought over the shoulder to fire them normally, or be swung under the arms (or even detached entirely) to act as a pair of oversized, high-powered beam sabers.

Additionally, the Silhouette seems to have a second passenger- an advanced, sentient, learning-enabled AI that, while a little logic obsessed, is strikingly human in personality, and has a hobby of combing military databases for information about the latest technology. It might be a little standoffish at first, but it just hasn't had much human contact rather than being purposefully rude, and enjoys having a partner to talk to- although it will yell at you if you get its "body" banged up.

Feel free to pick a name and a gender for it- it's effectively your copilot now, and allows for fine control over the mobile suit's systems that couldn't be easily accessed in the midst of combat.

Wizard Pack Set

Another ZAFT-produced set of back units. Meant for the ZAFT Armed Keepers of Peace, it nevertheless has proven effective enough that other units have adapted it for use. The packs come in four different varieties.

- Blaze Wizard

Midrange Combat Wizard. While it isn't flashy, it is the most commonly equipped Wizard pack amongst ZAFT's forces. The pack comes with two shoulder-mounted Anti-Beam shields containing two Beam Tomahawks apiece, and more importantly, the AGM138

"Firebee" Guided Missile Launcher, which is mounted on the back. Comprised of two elongated missile pods equipped with a set of thrusters, the Firebee Missiles themselves have a powerful blast, fast firing speed, and aggressive homing capabilities, but limited ammunition. Each pod contains twenty eight missiles, for a total of forty six.

- Gunner Wizard

Long Range Artillery Wizard. Mounting a single Anti-Beam shield that, again, contains two Beam Tomahawks, the Gunner Wizard's main armament is the "Orthros" High-Energy Long Range Beam Cannon, which is stored folded up behind the right shoulder. The Orthros is unwieldy, energy intensive, and a poor choice at close range, but provides explosive firepower, giving the suit excellent artillery capabilities.

- Slash Wizard

Mid-to-Close-Range Combat Wizard. Besides the typical Anti-Beam Shield and accompanying Tomahawks, the Slash Wizard comes with a MA-MR Falx G7 Beam Axe and two back mounted MMI-M826 "Hydra" Gatling Beam Cannons. Powered directly by the suit's battery, the Hydra has lower firepower than most beam weaponry- slightly less than the Beam Assault Rifle commonly used by ZAKUs- but makes up for it with a low power draw per shot and an incredible fire rate, making it well suited for suppressive fire or intercepting attacks.

- Kerberos Wizard

Melee Combat Wizard. A more unorthodox set of equipment, the Kerberos Wizard lacks the typical Anti-Beam shield, and instead mounts a pair of heads reminiscent of the BuCuE's, each armed with a Beam Fang System and a beam cannon. Capable of moving independently of the main body, they can either be manually controlled or put on auto, and will attack any unit designated hostile within range. The Beam Fang System is a short ranged set of beam "teeth" that have frighteningly high output, quickly reducing most anti beam defenses into slag- if it's in range to bite down.

The Beam Fang can also be removed to be used as a double ended beam saber, with lower, but still quite impressive, output. Meanwhile, the beam cannons are located in the back of each head's mouth, and have a rather short range, but are capable of laying down an impressive spray of high intensity beams rather quickly.

Assault Shroud

Developed as an add-on to improve the mass-production GINN before ZAFT had the funds to begin making customized Ace units, the Assault Shroud provides additional armor, thrusters, and armaments to the equipped mobile suit. This one in particular applies Phase Shift Armor, a “Shiva” 115mm Railgun, and a 220mm five-missile pod to the suit, while also mounting supplementary verniers and thrusters directly onto the suit itself to offset the additional weight, and an additional battery to offset the increased power draw, turning whatever it is equipped on into a heavily armored juggernaut.

In the case the Assault Shroud is damaged or becomes unusable, it can be violently purged, potentially tearing apart whatever it makes contact with, or detonated, creating a blinding flash capable of disrupting a Mobile Suit’s cameras. When removed, the suit’s mobility is greatly increased, as the new thrusters and verniers no longer have to offset the Assault Shroud’s great weight.

"Armure Lumière" Unit

A back unit used by the Hyperion and G Hyperion units developed by the Eurasian Federation. The bulk of the back unit is taken up by a pair of "Forfanterie" Beam Cannons mounted on a set of wing binders, which flip over the suit’s shoulders when in use and are powered by their own high-capacity batteries. They have an average fire rate, and firepower on par with the Judicium Beam Rifle.

However, the real prize of this equipment is its collection of emitters for the "Armure Lumiere" Mono-phase Lightwave Shield. Capable of being deployed in a 360 degree radius, the shield confers immunity to all but a select handful of physical weaponry treated with Anti-Beam Coating, and can be fired through from the inside. The hand-mounted emitters can be deployed individually to act as a shield, or reoriented to form an offensive weapon called the Armure Lumiere Lancer- an extremely focused, high intensity, close ranged beam armament.

Unfortunately, the Armure Lumiere is not without its drawbacks; namely, the highest power draw of **anything** offered in this document. **The full shield will drain a Mobile Suit's battery from full to empty in a handful of minutes, even without factoring power draw from other sources. Even a standard nuclear engine would struggle to keep it active indefinitely**- as such, it's inadvisable to activate the shield for more than a minute or two at a time. That said, clever operation (or equipment choice) can allow for both extended and effective use, even in the absence of nuclear capability.

H (Eta) Unit

The H (pronounced "Eta," after the greek letter) Unit is a combination of ZAFT and Earth Alliance technology. Named after its shape, the unit is capable of rotating around to change its function. When the long portion is pointed up, it can fold over the suit's shoulders into Buster Mode, becoming a pair of beam cannons that, while energy intensive, are immensely powerful, and have incredible effective range, making them capable of long distance sniping. If the long portion is rotated to point down, it can be swung under the suit's arms to enable Sword Mode, which emits a pair of massive beam blades, each of which is even larger than the "Arondight" Beam Sword.

The H Unit also comes with a pair of "Armure Lumiere Handy" Monophase Lightwave Shield emitters, which are installed on the suit's arms. While not capable of a 360 degree shield, they are still effectively impenetrable, have about a third of the power draw of the full sized version, and can perform the Armure Lumiere Lancer maneuver. While a nuclear capable suit is recommended for installing this, it can still be used by a battery powered suit, even in a protracted battle, if the pilot carefully manages the power draw.

Tactical Arms II

A transforming flight pack created by Lowe Guele that was then revised by Gai Murakumo to suit his needs as a mercenary. Normally mounted on the suit's back to enable flight, it can be detached to assume multiple different forms depending on the situation.

For close quarters combat, it can be deployed as either a pair of Beam Swords (known as Sword Arms) or a massive, twenty meter long physical blade (Sword Form), while for ranged combat it can be used as either a handheld, four barrelled 90mm Gatling that fires both beams and physical projectiles (Gatling Arm), or mount the gatling into the ground, providing deployable cover for the suit and allowing the weapon to fire at higher speeds more accurately (Gatling Form). While in flight mode, the gatling can be fired at targets behind the suit. Lastly, the entire pack is treated with Anti-Beam Coating, allowing it to shrug off beam shots and enabling Sword Form to bypass beam barriers like Lightwave Shields.

Maga-No-Ikutachi Equipment

A back mounted, claw-shaped weapon. While it's only useful at close ranges, the Maga-No-Ikutachi can swing around to the front to grab and disable an enemy unit. Furthermore, by using Mirage Colloid particles as a medium, the claws will rapidly leech energy from the victim, replenishing the suit's own reserves

The Maga-No-Ikutachi comes with two other weapons. The first is the "Magashira no Hoko" Shot Lancer, a physical wired weapon attached on the underside of the Maga-No-Ikutachi. When deployed, a pair of high-speed lancer darts are launched at the designated target. Capable of penetrating Phase Shift, these darts require little energy to fire and can be reeled back in thanks to the attached cable. By moving the claws on the Maga-No-Ikutachi, the weapon's trajectory can also be altered.

The second is the "Okitsu-no-Kagami" Offensive Beam Shield System. A Lightwave Shield emitter mounted on the suit's forearm, the barrier can be focused into a beam blade, providing both offense and defense. Mounted on a moveable pole equipped with four rocket thrusters, the weapon is capable of being used either as a slashing weapon or a beam pile bunker. Lastly, the beam emitter is equipped with a cable, allowing it to be deployed as a beam whip. Though energy intensive, the Okitsu-no-Kagami can be

activated and deactivated quickly, and has repeatedly proven to be a frighteningly effective piece of equipment.

Calamity Schlag Quartet
A Heavy Bombardment back unit. Composed of four "Schlag" 125mm High-Energy Long-Range Beam Cannons and two Anti-Beam shields mounted on sub-arms outfitted with “Kaefer Zwei” paired beam cannons. Each individual Schlag cannon, while being moderately energy intensive, is highly accurate with a massive effective range, possesses enough power to melt through laminated battleship armor, and has an excellent fire rate, making this back unit capable of suppressing large waves of enemy forces by itself. Its only real drawback outside of being energy hungry is the sheer weight of the equipment, making the suit much, much heavier. Additional thrusters are included to make sure the suit can still move, but it’s enough that the suit’s mobility is impacted.

Destroy Weapons Platform
This thing is enormous. That’s the only real way to describe it. A “miniaturized” version of the Destroy Gundam’s giant backpack, some changes have been made to it in order to make it usable for more reasonably sized suits. The unit contains six additional batteries, effectively eliminating any concerns about operating time, and contains a wide variety of weapons, giving it an unrivaled ability to raze the surrounding area.

The back unit itself mounts a pair of "Aufprall Dreizehn Kai" Twin-barrel High-energy Beam Cannons- which can be brought over the shoulder to use, and are ridiculously destructive with an effective range measured in kilometers- and *twenty* "Nefertem 503" Thermal Plasma Composite Cannons along the edge of the back unit, which, while smaller and less powerful than the Dreizehns, are capable of rotating to fire at any angle, including behind the suit. In between the Dreizehns is also a set of four Mark 62 6-tube Multipurpose Missile Launchers, mounted at the top of the back unit.

In addition, the unit is also equipped with the "Schneidschutz" SX1021 Positron Reflector Shield. Generated by emitters mounted on the back unit and the suit's forearms, they generate a shield that will nullify any ranged assault made on it. Unfortunately, the shield has a minimum range, cannot prevent some physical objects (like, say, a mobile suit, or a set of DRAGOONS) from going through it, and only protects the front of the suit- but again, this is a small price to pay for stopping any ranged assault cold.

Lastly, this back unit comes with one rather pressing drawback- it is absurdly heavy, and no amount of additional thrust will fix that, slowing the suit down to a crawl and leaving it earthbound. It can function somewhat better in space, but the mobility issues mean this is best suited for an artillery role- albeit one still quite capable up close. Just don't take it swimming.

Fatum-01
A detachable flight pack. Besides providing atmospheric flight capabilities, the Fatum-01 is armed with two high powered MA-6J "Hyper Fortis" beam cannons, and a spare pair of "Super Lacerta" beam sabers. However, the Fatum-01 is capable of operating independently from the main body of the mobile suit, and, containing its own battery and AI system, can be deployed as either a sub-flight unit or an attack drone. In this state, the Fatum will deploy a pair of "Preface Lacerta" beam sabers and activate the MR-Q17X "Griffon 2" beam blades along the wings, allowing it to neatly bisect anything unfortunate enough to get caught in its path.

HiMAT Wings (Requires Nuclear Capability)
A set of thruster equipped wings. While it might sound a bit silly, these wings enable atmospheric flight and allow for rather fine control of the suit's position in the air. They can be fully unfurled to enter High Mobility Aerial Tactics (HiMAT) Mode, vastly improving the suit's mobility, but also demanding lightning-fast reaction speeds from the pilot to retain control of the suit. The massive arrays of verniers and thrusters require a

large amount of power to maintain their function, necessitating that the suit be nuclear capable.

In addition, the wings come with a pair of weapons designed to increase the suit's dogfighting capabilities; the M100 "Balaena" Plasma Beam Cannons, which are contained in the outermost "feather" of each wing, and swing over the shoulders to fire a blast of plasma with exceptional range and firepower, and the two MMI-M15 "Xiphias" Railguns mounted on the suit's waist, which possess an extremely high fire rate, plenty of ammunition, and excellent accuracy.

When in HiMAT mode, all of the suit's ranged weaponry can be activated in a maneuver referred to as a HiMAT Full Burst, giving the suit the ability to accurately concentrate all of its firepower upon a single point, or, with the aid of a Multiple Lock-On System, set each individual weapon on a separate target.

Wings of Light (Requires Nuclear Capability)
The distinctive back unit of the Destiny Gundam. An expansion of the technology used in the HiMAT Wings, this back unit is outfitted with an array of verniers and thrusters that enable atmospheric flight and greatly improve mobility. As with the HiMAT Wings, this back unit requires a lot of power to function properly, and as such necessitates that the suit be nuclear capable.

When the wings are fully unfurled, the pilot can activate their Voiture Lumiere system, further increasing the suit's mobility. Furthermore, during high speed movements, the Voiture Lumiere will leave behind afterimages composed of Mirage Colloid particles. These afterimages negatively impact targeting systems, making it difficult to target the real Mobile Suit and making it nigh impossible to use DRAGOON weapons effectively without excellent spatial awareness.

Lastly, the back unit is equipped with two weapons- An MMI-714 "Arondight" Beam Sword, which is folded up and mounted on the right, and an M2000GX High-Energy

Long-Range Beam Cannon, a high-intensity beam weapon capable of sustained fire that can blow up a battleship in a single shot; Its high accuracy and excellent range make it well suited for engaging multiple distant targets. Attached on the left side, the weapon will unfold and swing under the arm when activated, extending a trigger guard to allow for manual aim.

X Astray DRAGOON System (Requires Nuclear Capability and Spatial Awareness)
A large, X shaped back unit. The first recorded manufacture of ZAFT's DRAGOON units, it possesses several differences from the first and second generation DRAGOON systems used by later units. It should be noted that the back unit is Phase-Shift compatible, and thus all of its remote weaponry will benefit from the same level of protection equipped on the main body of the Mobile Suit. Due to DRAGOON technology being extremely energy intensive, this back unit requires nuclear capability, and even then, the DRAGOONs themselves cannot be deployed in the atmosphere, limiting (but not eliminating) their usefulness.

The main weaponry on this pack are the four large DRAGOONs mounted on it, connected to the pack by a cable, which is also protected by both Phase Shift (should the unit have it) and an Anti-Beam Laminate. Each unit is mounted with ten individual beam cannons, each one powerful enough to destroy a mobile suit; some would call this excessive- and they would be correct. The tips of the four DRAGOONs can also emit a tetrahedral beam barrier, which blocks most ranged weaponry and, with the exception of anti-beam coated weaponry, will destroy most physical objects that pass through it.

In the unlikely scenario that the DRAGOON's cables are destroyed, they will still function, due to being guided wirelessly, but will have to briefly dock with the back unit in order to replenish their limited energy supplies on occasion, given that they do not have generators of their own.

DRAGOON System Unit (Requires Nuclear Capability, Spacial Awareness and Multiple Lock-On System)
A First-Generation DRAGOON System-equipped back unit. Split into two sections, the middle of the pack contains a mount for storing oversized equipment like Anti-Ship Swords. In addition, due to improvements to the system's communication abilities, it can be used by pilots without high spatial awareness. That said, the DRAGOONs require recharging after each time they are deployed, meaning this can only be used by nuclear capable suits.

As for the DRAGOONs themselves, the back unit contains ten- eight GDU-X5 types and two GDU-X7 types. The GDU-X5s are mounted on the sides of the pack, save for the two mounted on the skirt armor of the Mobile Suit itself, and are armed with two beam guns apiece, and do not have to be detached from the suit to fire- they can swivel forwards or even backwards on their mounts, and possess considerable firepower (equivalent to the Lupus Beam Rifle) combined with a high fire rate. While they have a shorter effective range when deployed, their nature as mobile turrets means this isn't a problem.

The GDU-X7s, on the other hand, function best in close range encounters. Much larger in size than the X5s and mounting a quartet of beam spikes at the tip and five beam guns around the base, the X7 type DRAGOONs possess a shotgun-like firing pattern, and are quite capable of condemning any enemy Mobile Suit that wanders too close to the fate of being decommissioned by rapid, repeated impalements.

A quick reminder- the DRAGOONs cannot be deployed while in atmosphere, but the pods can still be fired whilst docked with the Mobile Suit.

Oowashi/Shiranui Striker Packs (Requires Spacial Awareness)
A pair of Striker Packs used by Orb's Akatsuki Gundam, developed by studying the technology behind the Strike's own packs and collecting data via the prototype IWSP and its successor, the Ootori Striker.

The first pack is the Oowashi Sky Striker. Equipped with four jet engines and two rocket boosters, it enables atmospheric flight and endows the equipped MS with both great speed and maneuverability. It is ‘lightly’ armed with a pair of High Energy Beam Cannons that hang underneath the pack itself and extend over the suit’s shoulders. It can also be detached to act as an unmanned aircraft unit, which can be controlled manually or by its onboard AI, and used as a sub-flight unit or attack drone similar to the Fatum-01.

The second pack is the Shiranui Space Pack. While lacking the sheer thrust of the Oowashi, the added thrusters still give the equipped suit excellent mobility. The real prize here are the seven Mobile Beam Turrets it’s equipped with. Acting similarly to a First-Gen DRAGOON, but with greater ease of use, meaning that they do not require a targeting computer to direct them. They can also deploy a massive beam barrier that, with all seven turrets activated, can shield a battleship from all angles. Potent!

Sadly, there is just one drawback- each pack is **completely useless** outside of the conditions it was built for. As a result, the Oowashi is inoperable in space, and the Shiranui is similarly dead weight in the atmosphere. Don’t forget to swap them out!

Toggles and Drawbacks

DESTINY (+0)
Don’t feel like waiting for the first Alliance-Plant war to end? This toggle puts you right before the second one starts up in December of 73 CE, promising to be just as bloody and miserable as the first one- so long as you don’t interfere, anyhow. Good Luck!

Full Bloom (+0)
Or maybe you just don’t want to deal with that, and frankly I do not blame you. This allows you to end the jump normally after the conclusion of the First Alliance-Plant War, without any penalties. If you ever come back, you can pick up right where you left off, in

case you just don't feel prepared to handle the second one right away. If that's the case, you may take Scenarios marked incompatible with this toggle upon your return.

Rabble Rouser (+100 CP)
You've caught the eye of one Jess Rabble, a journalist and self-proclaimed seeker of the truth, and he's come looking for an interview. Now, Jess isn't a bad guy- far from it, actually- but he's not the best mobile suit pilot, and there's a lot of folks that don't seem to care that he's got a press pass. You'll have to bail him out a few times, but he's made of tough stuff, so no need to worry about babysitting him. Hell, he might return the favor.

FOOLISHNESS (+100 CP)
Idiocy enrages you. For whatever reason, watching people stick forks in electrical sockets just pisses you off. The good news is that it's not enough to set off a SEED Factor; the bad news is that stupidity is everywhere, and you're going to be kind of belligerent as a result. People won't like dealing with you, but if you manage to calm down for a moment, people will be a lot more sympathetic about why you're so frustrated.

Pure and Blue World (+200 CP)
Blue Cosmos, a Natural Supremacist slash terrorist organization, doesn't like you. Normally, this wouldn't be a huge problem- after all, they don't like a lot of people- but for you, they're willing to act on it. Dealing with the Earth Alliance will become a pain in the ass (as Blue Cosmos holds sway over a large portion of it) and every now and then they'll send a few folks after you. Depending on where you are, they might not be able to reach you, but expect two or three mobile suits to be throwing you a welcome party whenever you land on Earth.

Yoink (+200 CP) (Requires you to have purchased a mobile suit)
Hey, you know that shiny new mobile suit you just made? Yeah, about that- someone just made off with it. Until you get it back, you're stuck piloting a mass production suit. The good news is that the thief isn't some ace, and in a direct confrontation can easily

be disabled. The bad news is that they can run like hell, and will try to flee over fighting. That said, they can't run forever- they have the misfortune to keep running into you, even if you aren't looking for them.

Clone (+400 CP)
You're a clone! There's a surprising number of these running about the Cosmic Era, honestly, and the PLANTs are pretty welcoming to them, even clones of Naturals. Unfortunately, because this is a drawback, there are… complications. Pick one.

- Oops

Some colossal moron botched the cloning process and you're paying the price for it. You suffer from Shortened Telomeres Syndrome, which means you've got a frail physical condition and several health issues that stem from that- cuts will take longer to clot and heal, for example- because your cells will struggle to replicate properly. ZAFT produces a medication that combats the effects, allowing you to go about your life normally, but you're in absolutely no shape to go picking fights, and you need a pilot suit customized to your needs if you're ever going to pilot a Mobile Suit- at least, until the end of the jump.

- Masked Man

Good news! Your cloning was a complete success! The bad news is the person you were cloned from is the worst kind of human being- a total nutcase who would love nothing more than to see everything just *burn.* They wear a mask, meaning you don't have to worry about any cases of mistaken identity, but they're out there, and you now have a personal stake in making sure they eat dirt, given they seem to derive particular twisted pleasure in making your life miserable, with the resources to make your suffering a reality.

Plot Armor (+400 CP)
For some reason, some people survive stuff they absolutely shouldn't have. Sometimes this is a good thing, like Kira surviving the Strike's destruction. It's usually a bad thing,

however. Simply put, people cannot die unless they are killed- if a named character has a scripted death, they *will* survive up until that point. If they don't, well, tough luck- you're not putting them six feet under. That said, the reverse does not hold true- there's nothing stopping you from averting a canon death from happening.

Carbon Human (+600 CP)
Librarian Works has taken notice of you. Somehow, they have an inkling of your Jumper nature, and it has piqued their interest. Having collected a sample of your DNA, they have created a copy of you known as a "Carbon Human."

Named after the idea of a carbon copy, they are similar to you, yet different. Possessing all of your perks and any body mod changes you may have, but none of your gear, this Carbon Human will have a similar appearance to you, potentially even looking like a younger or older version of yourself, but their personality will be different enough that you're clearly two separate people. In order to test them, Librarian Works has directed them to hunt you down, piloting an altered version of your own mobile suit if you have one. As a result, you'll either have to fight them or talk them down in order to get them off your back.

If you manage to talk your Carbon Human down, you may not take them as a companion, but given they have your powers, they might show up again in another world. Say hi, won't you?

As for fighting them, a quick tip- Librarian Works isn't capable of producing Nuclear Capable suits, and everything they field is battery-powered. This doesn't mean they can't be upgraded with a nuclear engine, nor that Librarian Works is incapable of finding workarounds.

Scenarios

All Scenarios Grant an additional 200 CP IF completed successfully.

Flower Party

See this cute, orange haired girl right here? Her name's Lily Thevalley, and you're going to be babysitting her. What's that? She looks familiar? Don't worry about it. Lily is about 10 years old, and very well behaved. She's pretty smart, likes playing with others, doodling, and learning how to cook. All in all, she's a good kid, and if you treat her well, she'll shower you with affection. Easy, right?

Except for the fact that there's twenty-four of her, that is. Lily here is a Carbon Human, created and conditioned as a weapon of war by the mysterious group called Librarian Works. She is a "similar but different" clone of another human being and has been given enhancements, making her not quite a Natural, but also not quite a Coordinator either.

Your job is to find the other twenty-three Lilys, who each have their own distinct personalities and skill sets, and rescue them. Each Lily is an ace pilot in their own right, with their own set of tactics, and pilots a top of the line, ace custom suit known as a Nebula Blitz, which is capable of using the Mirage Colloid Stealth System, and will treat you as a hostile, requiring that you disable their machines first- something far easier said than done.

Fortunately for you, you've already got one Lily at your side, and much like her sisters, she pilots her own suit, the Blitz Lily Thevalley Custom, which has slightly higher specs than the Nebula Blitz, and can easily convince them to join up once they're actually off the battlefield. It might be difficult at first, but each successive Lily rescued will make your job easier, and they'll help out however they can.

Be warned, however- if a single Lily dies, the scenario is failed. On the flip side, if you successfully rescue all twenty-four Lilys, you may adopt ALL of them as a single companion that shares perks with each other for free. They come with the Mobile Suit

Basics, Hawk of Endymion, and Serpent's Bite perks, as well as the Blitz Lily Thevally Custom (Sorry, you don't get the Nebula Blitzes; that would be a bit much). If you choose not to, they'll be sad, but understand, and go live happily on the Junk Guild Ship *ReHome*.

Additionally, you'll receive one of their hairpins. While wearing it, you'll find your focus has improved and it's harder to break your concentration. Your eyesight will also grow sharper, allowing you to spot tiny details- like the telltale shimmer of something invisible, even if it wouldn't normally leave any trace.

Fake Songstress (Incompatible with Full Bloom)
At some point or another, you're going to bump into Lacus Clyne. She's bubbly, kind, and an amazing singer, and her calls for peace have made her popular with both Naturals and Coordinators. Somehow, you're about to get acquainted- maybe you saved her during the raid on Armory One, or protected her from a rabid fan. Whatever the case may be, you've got her attention.

Except this isn't Lacus Clyne- rather, this is Meer Campbell. Unlike most Coordinators, Meer seems to lack the enhanced physical abilities most Coordinators have, save for enhanced reflexes, which suggests that her gene manipulation might have been ineffective somehow. What she does have, however, is an identical voice to Lacus.

Unfortunately, in her mind, that's all she's good for. Deep down, she believes that there's no reason for her to exist- which is why she so readily accepted an offer to become Lacus' double and sing for peace in the name of the PLANTs. However, her employer sees her as little more than a political pawn, and without interference, her paradise will become a hell that ends in her sacrificing everything, believing that the only meaning she could bring to her life is using it to save another's.

Your job is twofold- First, Meer must survive, obviously. If she dies, you fail the scenario. Second, you need to help her find her purpose; to prove to her that there's a reason for

Meer Campbell to exist. As she is, Meer sees herself as an unwanted failure, and is desperate for affection and love of any kind, for some kind of acknowledgement. It's up to you to show her that Meer can do things that Lacus can't, and help her find her own two legs to stand on.

Should you succeed in fulfilling BOTH conditions, you may take Meer as a companion for free. The perfect idol, Meer is the ideal blend of sounds and sights, combining an angelic voice with a bombshell body. Her songs are practically guaranteed to be a hit no matter where you go, allowing her to easily secure a comfortable living for you and your friends. That said, Meer is a lover, not a fighter- though she does know how to pilot mobile suits. She also comes with the Song For Peace perk.

In addition, you receive a Meer Campbell CD, made just for you. Proof of her newfound belief in herself, the CD contains her own original music, instead of remixes of Lacus' songs, and playing it will make it easier to relax and unwind, to clear your head. In addition, her music fosters communication, making it much easier to understand the feelings and words of others, and prevents misunderstandings for anyone who can hear it.

Tortured Heart (Incompatible with the DESTINY toggle)
The Archangel, the Earth Alliance battleship meant to carry the five G-Weapons, would play a pivotal point in the first Alliance-Plant war, taking center stage as a member of a third party determined to end the conflict, and put to bed the hate Naturals and Coordinators bore for one another. However, not everyone who boarded that ship was of a like mind.

Meet Flay Allster. One of many victims in the war, her father will prove an early casualty at the hands of ZAFT, and in her grief, she will lash out at the nearest Coordinator available- Kira Yamato, pilot of the Strike Gundam. Unpleasant and manipulative on the inside, Flay plans to lead Kira to an early grave using her body and her words.

Except she's quite bad at it. Flay's actions will give Kira the strength to fight, and she slowly grows extremely attached to him. When Kira vanishes after the Strike's destruction, Flay will suffer a breakdown, caught between her own bigotry and belief that Kira's death is entirely her fault, leaving her in a piteous state that even Rau Le Creuset refuses to take advantage of- right away, anyways. Used as a patsy to reenable Earth's nuclear weaponry, Flay will end up in the midst of a battlefield, and killed shortly after just to cause Kira grief, with her only wish being to apologize to him.

Your job is to fulfill that wish. Flay may be problematic, but her bigotry comes from ignorance and trauma rather than malice, and once she understands the Coordinator's side of the war she'll quickly drop it. Somehow, some way, Flay must come to have her epiphany and discard her prejudice, and then survive long enough for her development to come full circle and apologize to Kira. Given who he is, Kira will likely forgive her, and if she survives the events of the war, will go to live with him in ORB, given she's got no living family members to stay with.

If you succeed, you'll receive a clumsily made, but rather heartfelt keychain from her. Slightly warm to the touch, this keychain helps you approach things with a clear mind, allowing you to more easily discard prejudiced notions and put your all into something without distractions weighing you down, regardless of how serious they are. You won't forget about anything important- it'll just no longer have a damper on your abilities.

If Flay survives to the end of the jump, you'll also receive a handwritten letter from Flay thanking you for helping her, telling you about how she and Kira are doing, and what things are like in ORB. While the letter itself is more of a keepsake, reading it will strengthen your sense of self and your beliefs, fortifying you against mind control and allowing you to accurately sense when someone's trying to use you in the future. This effect will persist even if you don't have the letter on you- you gain this boon as soon as you read it.

Sea of Tears (Incompatible with Full Bloom)

Despite being vehemently against the existence of Coordinators, The Earth Alliance has no problems with forcibly modifying the bodies of children to turn them into weapons of war, Coordinator or Natural. Usually, this leads to a messy, unhappy end for the kid involved, due to them being force fed a lovely combination of drugs, physical abuse and mental trauma.

One such victim is Stella Lousier, a childlike Extended assigned to the cloak-and-dagger Phantom Pain unit. For someone raised to be an instrument of mass murder, Stella is terrified of bloodshed, and would much rather care for her pet fish or watch the ocean waves- which makes her an exceedingly dangerous combatant. Indeed, Stella's fear of death, combined with the conditioning she's been put through, makes her the most dangerous pilot in Phantom Pain next to her commanding officer.

However, this same fear of death leads to a chance encounter with Shinn Asuka, a ZAFT Soldier responsible for piloting the Impulse Gundam. Shinn will swear to protect Stella, and the two will grow close in their short time together. Unfortunately, fate has other plans for the two of them, and the interference of one particularly sanctimonious idiot results in Stella's death- and Shinn's spiral into the cycle of revenge.

Obviously, you're not about to let that happen. Your job is to guarantee Stella's survival- she MUST make it to the end of the war- and allow her to reunite with Shinn. Given that everything goes to hell if she bites it, her survival will have far-reaching consequences on the war itself. However, it's not as easy as just peeling her out of a cockpit.

You see, Stella bears severe mental and physical scars. Her fear of death dominates her interaction with the world, and her conditioning causing her to lash out when threatened means she needs to break free of her phobia. Spending enough time with Shinn will help her overcome it, but that's not the only problem- Stella is also heavily dependent on a medication regimen to survive: you're going to need to find a way to break this addiction before it breaks her.

Obviously, if Stella dies, you fail the scenario, but you'll also blow it if Stella loses her mental faculties and goes insane. Shinn dying will also result in scenario failure- after all, you're doing this for him, right?

If you do succeed in rehabilitating Stella, she'll go live happily with Shinn after the war. You can't take her with you as a companion, obviously, but you do receive a gift from her, in addition to your bonus CP, alongside a handwritten letter from her thanking you and telling you how much she loves Shinn and how much she loves you for protecting her and making it so she could see Shinn again. Awwww...

The gift in question is a gorgeous purple seashell. Besides serving as proof that you're one of her friends, it's quite pretty to look at- and also serves as a testament to your character. If you show someone this seashell, any misgivings they might have about you will fade away. They'll be able to tell when you're speaking the truth, and make them able to trust you, even if your past might give them reason not to. If you want, you could easily turn it into a pin or hair decoration to make it easier to keep on your person. Oh, and don't worry about it breaking- it's indestructible.

After the end…

Congratulations on completing the jump! Hopefully you left the place better than you found it.

As per standard, you have three options. You may **Stay Here, Go Home,** or **Continue Jumping.**

Version History

1.0- Made the doc. Did so in the middle of the night. Not the brightest idea I've ever had, honestly.

1.01- Added "Procurement Specialist" General Perk and the "Slayer Whip" Heat Rod Armament, and reformatted the doc slightly. I really need to stop working on these in the dead of night.

1.1- Changed the CP to MSP conversion rate and altered some prices on Armaments. Added the High Mobility Frame, since there wasn't exactly a lot of variety in Frame options, and changed the IWSP pack to the Ootori Pack.

1.11- Changed some wording and altered the "Flower Party" scenario slightly. There are twenty-four precious children, not twenty. (the more the better though, right?)

1.12- Fixed some formatting issues and tweaked the description of the SEED perk.

1.2- Added a new scenario, the Oowashi/Shiranui pack Back Unit, and adjusted several descriptions. This was meant to be a much bigger update to the doc, but ended up just being more cleanup than new content. Time will tell whether or not I feel like updating this with Seed Freedom's content…