



The energy required to fire such a powerful rifle, was more than the GM's power generator could produce. For sustained use the rifle had to be connected via cable to an external power supply and cooling system on a support vehicle.

RGM-79G Sniper GM

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	5	-	-	-	-	-	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79G	11		11		10		100				

RGM-79 Sniper Standard equipment & weapon:

The RGM-79 Sniper comes with this equipment and weapons as standard: Sensor Targetor, Improved comms & beam sabre

RGM-79 Sniper Optional equipment & weapon options

The RGM-79 Sniper can be equipped with the following optional equipment and weapons: Shield (+25pts, Jump-Pack (+20pts) Long beam rifle (+100pts - see special rules below) or a 100mm machine gun (+40pts)

RGM-79 Sniper Special Rules

The RGM-79 Sniper is equipped with a Sensor Targetor, this allows the Sniper Suit to detect infiltrating targets and ambushers within 18" if it stay stills for one turn and does not fire. In every other way it acts like a normal targetor and its bonus has already been added to the suits profile

RGM-79 Sniper Army Entry

The RGM-79 Sniper can only be used by Sniper Pilots only.

RGM-79G Sniper GM

The RGM-79[G] GM Sniper was the first of a long line of GM variants, although in a sense it wasn't much of variant at all. The mobile suit itself was exactly the same as the standard RGM-79[G], except it was painted in an olive drab paint scheme for camouflaging purposes. The Snipers various hand-carried standard weapons were replaced with a large, long-range beam rifle, and the unit also had its targeting software upgraded to handle the precise targeting needed to use snipe with such a weapon.

LONG BEAM RIFLE

This cut-down version of a starship cannon has only recently been developed for use with Mobile Suits. These specialized support units known as Snipers are usually piloted by the best shot in the Mobile Suit battalion. The Beam Rifle is an extremely heavy piece of equipment even for Mobile suit to carry, its also large and bulky, and although it can operate on the Mobile Suits power systems for continuous use it needs an external power source and cooling system.

The rules presented here are for independent firing as it is assumed that the Sniper unit has been attached to the team for specific task and to keep pace with the MS team cannot bring along its external support teams.

Special Rules

The Long Beam Rifle is so heavy and requires a reasonable amount of time to build up power for firing, the Mobile Suit carrying it cannot move and fire during the same turn. Also the suit cannot use any other weapons mounted on it as all power is channeled to the weapon, cooling and targeting systems. In addition the Mobile Suit carrying the Long Beam Rifle cannot carry or use a shield at the same time.

As the Long Beam Rifle is being operated independently from its external power supply, the gun has a limited amount of shots before it needs to be recharged by its support crew. Therefore the Long Beam Rifle cannot be fired anymore than three times before it needs recharging. Recharging cannot be done on the battlefield, as it requires the suit to be immobile for 24 hours as it shunts power to the rifles capacitors - or it has to be recharged by the support crew.

If the arm carrying the Long Beam Rifle is destroyed there is chance that the unused energy in the weapons capacitors will go off. Roll a D6 on a one or six the weapon explodes and the suit carrying it suffers an addition Strength 10 hit (roll for penetration as normal).

Any target suit cannot use his shield to block the Rifles beam; such is the weapons power that it would burrow a hole through the shield armor before hitting the Gundam on the other side.

When the Mobile Suit is firing the Long Beam Rifle apply the to hit modifier presented in the table below - do not apply the normal modifiers as the suits advanced targeting computers take many more factors into account than a normal suit. Because the Rifle takes a few moments to build up its power, an agile target like a Mobile Suit or Tank can move out of its way or dodge the shot. The score to hit is therefore reduced depending on the move of the target. Roll to hit as normal and apply these modifiers.

Targets Movement	0-2"	2-4"	4-6"	7"+
To hit Penalty	-1	-2	-3	-4

Note... the rule of one and six does not apply to firing the Long Beam Rifle. Also targets larger than a Gundam (yes there is some!) automatically gain a +2 to hit on the dice.

The Long Beam Rifles fires a continuous stream of energy concentrated on a point on the target's armor. This means the armor penetration is not worked out in the standard way as the beam burrows into the target. This gives the target a chance to still shy away from the beam or the materials of the armor may dissipate the beams energy. The beam penetration strength is worked out on the thickness of armor. For example a target with an armor thickness of 9-11 the Sniper pilot would roll 3D6 adding them together scoring somewhere between 3 to 18

Armor Thickness	1-4	5-8	9-11	12-14	15+
Penetration	D6	2D6	3D6	4D6	5D6

LONG BEAM RIFLE WEAPON PROFILE

Weapon	Range	Short	Long	Str	Type
Long Beam Rifle	12"-120"	-	-1	Special	Heavy