

Federation Special Character - Lady Jessica Ide



The Lady Jessica Ide was originally a fighter pilot, before she became a test pilot in the Project V program. Becoming a poster girl for the Federation forces - a role she seems to enjoy playing up to.

Her last assignment in North America saw her take her RX-78-G3 in hunt after the Zeon Ace Blue Max. Their final climactic battle amid the ruins of the Zeon's Harrisburg base almost destroyed her Gundam, and the Blue Max whose machine was also wrecked escaped from her. In the battle aftermath the G3 was reassigned to Luna II for further R&D, and Lady Jessica went back to her old role of a Test Pilot.

Frustrated by being shuffled off to a backwater like Luna II, Lady Ide put in dozen requests for a transfer to a frontline unit. Eventually, she got her wish - with the Federation about to launch Operation Star One they needed every experienced Pilot in the frontline.

However, rather than risk Lady Ide in direct frontline combat and fearful of the propaganda Zeon would gain by capturing or killing her. She was assigned to the Hermes Carrier Group which was going to conduct a sweep of the Rainbow shoal. The G3 was now on permanent R&D testing, so she given one of the new GM Light Armors and joined the Fleet as they passed by Luna II

Lady Jessica Ide 75pts

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Lady Jessica	4	4	4	3	3	3	6	4	9	9	75

Special Rules:

Inspirational Icon; Lady Jessica Ide is an inspirational icon to the Federation armed forces. Any Federation unit within 12" of her may re-roll any failed Leadership tests. However, if her suit destroyed all Federation units must make an immediate 6" fall-back move.

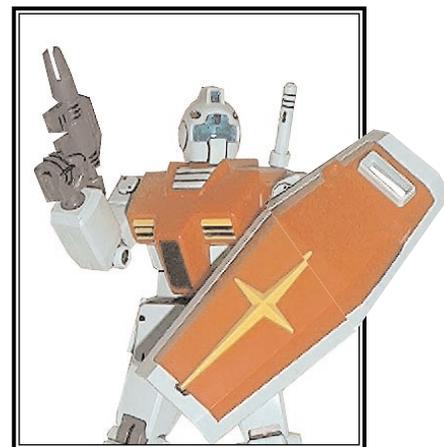
Lady Jessica Army Entry

Lady Jessica can only be used by Federation MS Teams, she takes up one elite slot on the Force organization chart. In a normal battle pay the full points for her, however if you fighting against the Blue Max she may be taken for free..

RGM-79L GM

Light Armor

In the race to adapt its standard RGM-79 GM mobile suit for specialized roles during the latter days of the One Year War, the Earth Federal Forces created a GM variant designed to serve as a fast attack unit for hit-and-run raids, the RGM-79L GM Light Armor. Mounting only the barest minimum of armor (notably missing armor on the shoulders and ankles), thus giving it more acceleration and maneuverability. It also carried a beam gun similar to that of the RX-78-2 Gundam's beam rifle, packing a heavier punch but paying the price in more limited ammunition. Due to its light weight and nimbleness, the GM Light Armor was favored by many of the Federal Forces' former-fighter-pilots, making it easier to adapt to Mobile Suit fighting.



RGM-79L GM Light Armor

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	+1	+1	-	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79 (E)	10		9		9		110				

Move Value - 15"

RGM-79L Standard equipment & weapon:

The RGM-79L Light Armor with this equipment and weapons as standard: one beam sabre & shield

RGM-79L Optional equipment & weapons

The RGM-79L can be equipped with the following optional equipment and weapons: Targeter (+5pts), beam gun (+25pts) or 100mm machine gun (+30pts).

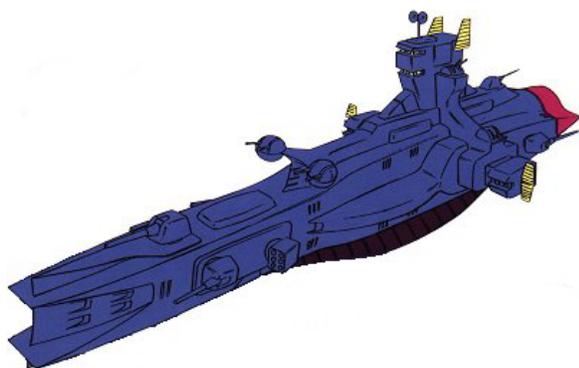
Special Rules:

Hit & Run: The MS-06S Zaku II is a customized suit with an emphasis on speed. To represent this, the MS-06S Zaku II may make a 6" move in the assault phase regardless of weather of not it is within 6" of an enemy.

Assault Weapon	Modifiers				
Weapons	Range	Short	Long	Str	Type
Beam Gun	12"	+1	-	9	2 Assault

Army Entry: RGM-79L GM Light Armor is only available to HQ and Elite pilots only.

SALAMIS CLASS FEDERATION CRUISER



Unit type: cruiser

Affiliation: Earth Federation

Overall length: 288 meters

Propulsion system: rocket engine x 1

Armament: main gun x 6, Anti-aircraft 2-barrel MG x 6, 6-tube missile launcher x 2, missile launcher x 8

Mobile suits Capacity: N/A

Re-entry capsules: 1

Mechanical designer: Kunio Okawara

Developed by the Earth Federation during the 70's Armament Reinforcement Plan to counter the growing Zeon Space Fleet, these ship and its succeeding variants would serve as the backbone of the Federal Fleet. These ships were initially armed with conventional gunpowder cannons and chemical rockets, but were eventually replaced by beam weaponry before the start of the war as old fashioned guns would clearly be inadequate for the Minovsky era. Even so, the Salamis Class would suffer at the hands of Mobile suits

source Gundam Navel Museum