



Mobile Suit Gundam SEED Mecha Files



Type: GAT-01 Strike Dagger

Operator: O.M.N.I. Enforcer

Cost: 135.05 CP

Tons: 50.85t

Configuration	Max MR	Land MA	Flight MA
Mobile Suit	7	5 Hexes	8 Hex Jump

Servos and Armor

Servo	Kills	SP	DC
<i>Head</i>	5	5	2
<i>Torso</i>	10	5	2
<i>R. Arm</i>	6	5	2
<i>L. Arm</i>	6	5	2
<i>R. Leg</i>	6	5	2
<i>L. Leg</i>	6	5	2

Powerplant:

Hot-charged Power Cell

Life: 12 hours

Cockpit:

Standard Cockpit in Torso

Environmental Sealing:

The GAT-01 is sealed against vacuum, submersion up to 200 meters depth and prolonged desert exposure.

Sensors:

The GAT-01's sensor suite can track and attack targets up to 11 kilometers away (6.6 miles) and ID targets at a range of up to 1,300 kilometers (780 miles). Its sensor suite includes a sophisticated target analysis computer, and infrared floodlights for vision at nighttime or in space.

Propulsion:**Thrusters:**

2 MA Torso, 3 MA per leg

Thruster Output:

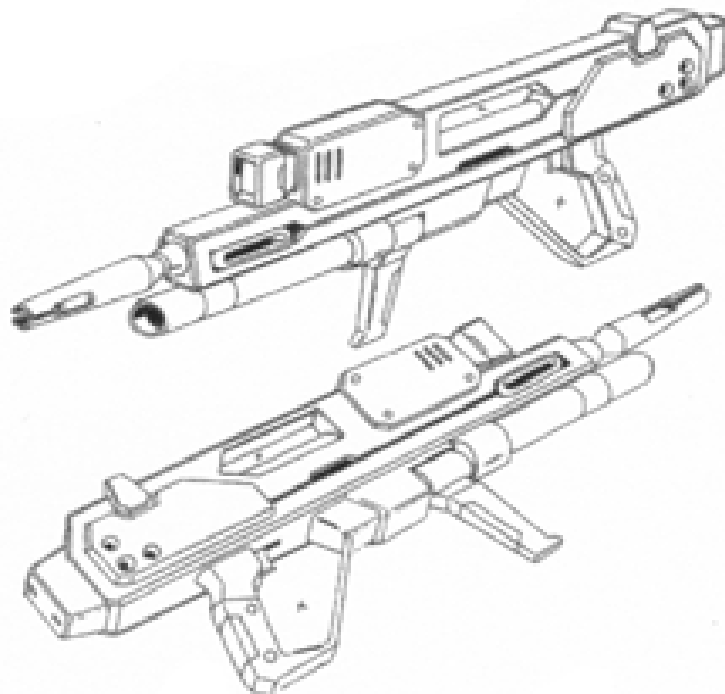
12,712.5 kg x1,

19,068.75 kg x2

Weapons:

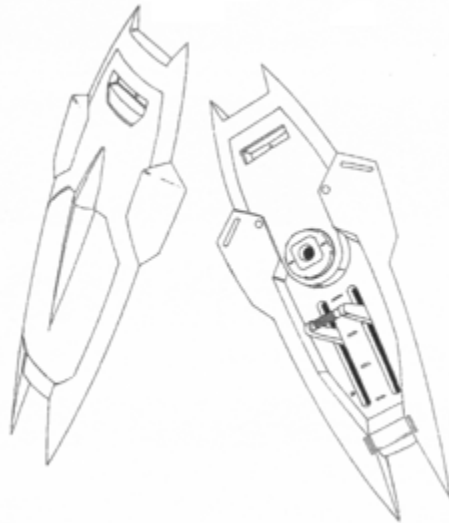
Beam Rifle x1: 10K, Range 13 Hexes, WA +1, 20 CP, 5 spaces, handheld

Beam Saber x1: 10K, 12.5 CP, 5 spaces, handheld



Shield:

Earth Alliance standard shield; 9 SP, -2 DA



Overview: The GAT-01 Strike Dagger is the culmination of the Earth Alliance's “G” Project. Developed in conjunction with the Morgenraete Heavy Engineering Corporation, the Orb United Emirate's premier engineering firm, the Strike Dagger was a stripped-down mass-production variant of Morgenraete's GAT-X105 Strike prototype. Strike Dagger is compatible with the Aile option package for the Strike prototype, but not the high-firepower Launcher Strike or the heavy Sword Strike.

The Alliance chose not to protect the Strike Dagger against electromagnetic pulse, assuming that ZAFT would not deploy nuclear weaponry, this assumption was proven false in ZAFT's assault against Panama on 14 April 71, when ZAFT forces' Gungnir EMP weapons disabled the 13th Independent (Mobile) Battalion's new Strike Daggers and massacred Panama's helpless defenders.



Strike Dagger: Combat debut, 14 April 71 Cosmic Era, Panama. While these mobile suits operated well in the battle, they were disabled by EMP and destroyed by psychotically vengeful ZAFT MS pilots.

Aile Strike Dagger:

Flight MA: 16

Weapons:

Beam Saber x2 replaces Beam Saber x1: 10K, 12.5 CP, 5 spaces, handheld each

Aile Strike Dagger is the Strike Dagger equipped with the Aile pack. The Aile pack covers the Strike Dagger's usual beam saber recharge port, but has twin beam sabers in its place.

Above Table Notes: The RGM-79 of *Mobile Suit Gundam SEED*. The Strike Dagger is a VERY bare-bones mobile suit, with only one ranged weapon and one close-in weapon. Its light tonnage was chosen based on both its relatively spindly appearance compared to the solid GINN and Raww Le Klueze's line that the Strike Dagger was a "lightweight" mobile suit. It's... well, pretty generic, and it has half a V-fin. And it probably won't spawn anywhere near as many variants as the RGM-79 did. That's about all I can really say about it. The M1 Astray is broadly similar in most respects.