

RGM-79SP

GM Sniper II

B07502071 陳志臻
B08502008 張育軒
B08502110 郭偉森
B08502144 吳世康
B08502184 蘇沛熏

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| Developed from | <u>RGM-79G GM Command</u> |
| Developed Into | <u>MSA-003 Nemo</u> <u>RGM-79K9 GM Sniper K9</u> |
| First Seen | November, 0079 <u>U.C.</u> |
| Manufacturer | <u>Earth Federation Forces</u> |
| Overall Height | 18.5 meters |
| Head Height | 18.0 meters |
| Max Weight | 61.0 metric tons |
| Empty Weight | 45.0 metric tons |
| Power-plant | <u>Minovsky Ultracompact Fusion Reactor</u> |
| Power Output | 1390 kW |
| Sensor Range | 8700 meters 11500 meters (Titans Ver.) |
| Pilot Accommodations | Pilot only (in cockpit in torso) |
| Armor | <u>Titanium Alloy Ceramic Composite</u> <u>Luna Titanium Alloy</u> |
| Max Acceleration | 1.67 G |
| Max Speed | 120 km/h |
| 180° Turning Time | 1.3 s |
| Rocket Thrusters | 102000 kg |
| Vernier Thrusters | 8 |

Based on the GM Command series and the concept of the RGM-79SC GM Sniper Custom deployed earlier in the war, the GM Sniper II is a high-performance machine capable of using specialized weaponry at maximum capacity for ultra-long range engagements. It was the last and most advanced of the Federation's line of GM Sniper mobile suits during the One Year War. It was also one of the last GM-type units to be developed during the war. The GM Sniper II's specialized head visor has built-in compound sensors with specialized laser sensors, powerful zoom cameras and image stabilizers for precision, long range targeting. During operation, goggles cover the main camera and other elements of the head sensor array, and together with head unit coolers, they physically eliminate noise interference and enhance long range sniping capabilities. The suit is one of the few capable of accurately firing MS sized sniper rifles that used physical projectiles.

Main Skills

mixed extrusion / create planes & split solids / mirror / sculpture combine / Inventor Studio / Presentation