

This is more of a rules clarification thread than anything, but if you ask questions related to the system, we will try to answer them and leave the Q/A here for future people who may have that question.

Q: Why isn't X a system?

A: Probably because it wasn't in widespread enough use to write rules for it, or it was too broken to make it work without neutering it beyond recognition, or allowing it would create a precedent for each suit having its own special system. This is where Funnel Hijack went, since it was an ability that only one (maybe two or three if you count the Banshee and Phenex) suit could use, and would break the game if it was allowed. We also like to avoid obscure text references, and stick to what was in the source material for the machine. That's why a HG Turn A can't warp beam rifle shots into its opponents' cockpits.

Or, option three, we didn't think about it. If you can think of a system that you want to be in the game, and isn't exclusive to a single suit or line of suits, then just ask one of the design board members.

Q: Why isn't X a weapon/Why isn't it as good as it is in the show?

A: Balance. Gundam has good-looking suits with great pilots and abilities, but each one is on a different power level. Even if both pilots were on the same skill level, if one person has a Zaku, even a pimped-out, amazingly cool Zaku, and the other has the Strike Freedom, things are not going to end well for that Zaku. Sure, some suits may seem on a lower power tier after being converted into this system, and you may not be able to use everything on it, but that's just because the writers of Gundam weren't trying to keep things fair between the sides. If the

Gundam was as weak as a Zaku, even Amuro's newtype powers couldn't have kept him alive, at least not at the beginning.