



Starships D20 / Principality of Zeon MS-

Zaku II

With more than 2,000 currently produced, and with at least a dozen variations and customizations, this is the most well-known of all the Zeon Mobile Suits. It forms the backbone of their forces, and is often called "the symbol of Zeon".

Craft: Principality of Zeon MS-06 Zaku II Mobile Suit

Class: Starfighter

Size: Tiny (12.59 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 75 kg

Consumables: 4 days

Cost: 120,000 (new) 95,000 (used)

Maximum Speed In Space: Attack (7 squares/action)

Atmospheric Speed: 382 squares/action walking

Atmospheric Speed: 1142 squares/action jumping

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 120 (DR 5)

Hull Points: 100 (DR 5)

Weapons:

Mobile Suits can carry a variety of weapons, but can only use one at a time, so they must switch between the two optional weapons they carry. This switch takes about 10 seconds.

Machine Gun

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 1d10x2 per five round burst

Range Modifiers: PB/S +0, M/L n/a

Bazooka

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 5d10x2

Missil Quality: Good (+15)

Magella Top Gun

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 3d10x2

Range Modifiers: PB/S +0, M -2, L n/a

"Firecracker"

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10x2

Missil Quality: Ordinary (+10)

90mm Submachine Gun

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 3d10x2 per five round burst

Range Modifiers: PB/S +0, M -2, L n/a

Shotgun

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 2d10x2

Range Modifiers: PB/S +0, M/L n/a

Heat Hawk

Fire Arc: Front

Attack Bonus: +6 (+2 size, +4 fire control)

Damage: 10d10x2

Range: 1 square

Leg Missiles

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 4d10x2

Missil Quality: Poor (+5)

(Attached to each leg, the Zaku has a pod of three missiles each. This is a one-shot weapon which can finish the fight if the opponent is down.)

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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