

Gogg

This was the first Zeon attempt at an amphibious mobile suit. Heavily armored and with massive amounts of firepower, the Gogg was extremely slow, by mobile suit standards. It was not designed to go into outer space, and the few that were tested there proved to be disastrously ineffective.

Craft: Principality of Zeon MSM-03 Gogg

Class: Starfighter

Size: Tiny (11.97 m long)

Hyperdrive: None

Passengers: None

Cargo Capacity: 75 kg

Consumables: 4 days

Cost: 95,000 (new)

Maximum Speed In Space: Not applicable

Atmospheric Speed: 243 m (walking), 508 (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: 190 (DR 5)

Hull Points: 150 (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. However, the Gogg's weapons are built right into it, cutting the switch time of 2 rounds to 1 move action.

2 Mega Particle Cannons

Fire Arc: Front

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

Damage: 9d10x2

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

Missiles

Fire Arc: Front

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

Damage: 6d10x2

Range Increments: 4 km

Notes: These missiles are launched in volleys of two from the

belly of the mobile suit. There are two launchers, each loaded with 11 missiles each, and two spare magazines/launcher.

Grappling Claws

Fire Arc: Front

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

Damage: 4d10x2

Range Increments: 23 m

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