



Starships D6 / Principality of Zeon MS-

Dom

Craft: Principality of Zeon MS-09 Dom

Type: Space Combat MS

Scale: Starfighter

Height: 13.39 meters

Skill: MS Piloting

Crew: 1

Crew Skill: MS Piloting: 4D, MS Gunnery: 3D+2, MS Shield: 3D, MS Fencing:

4D+1

Cargo Capacity: 120 kg

Consumables: 8 days

Cost: Not for Sale

Hyperdrive: N/A

Nav Computer: No

Manueverability: 4D+1

Space: 9

Atmospheric: 502 (walking), 1,323 (jumping)

Hull: 3D

Shield: 4D+1

Sensors:

Passive: 25/0D

Search: 50/1D+2

Scan: 75/3D+1

Focus: 100/5D

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 takes about 10 seconds.

Giant Bazooka

Fire Arc: Front

Scale: Starfighter

Skill: MS Gunnery

Ammo: 6 round magazines, 3 extras

Fire Control: 3D+2

Space Range: 1-12/20/26
Atmospheric Range: 1-12km/20/26
Damage: 6D+2

Mega Particle Cannon

Fire Arc: Front
Skill: MS Gunnery
Ammo: 6 shots, 11 extras
Fire Control: 3D+1
Space Range: 1-10/23/36
Atmospheric Range: 1-10km/23/36
Damage: 9D

Always Equipped:

Heat Sword

Fire Arc: Front
Skill: MS Fencing
Ammo: 3 hours
Fire Control: 4D+1
Space Range: .1-.3/0/0
Atmospheric Range: .1-.3km/0/0
Damage: 12D

"Blinder"

Fire Arc: Front
Skill: MS Gunnery
Ammo: 14 shots, 0 extras
Fire Control: 2D+2
Space Range: Effects reach out to 1-3/5/7
Atmospheric Range: 1-3/5/7
Damage: 0D

(This is a flare shot, which blinds the enemy for 1D rounds. The enemy can move and fire but can't see the effects of its fire.)