Starships D20 / Principality of Zeon MS-09 Do

Dom

Craft: Principality of Zeon MS-09 Dom
Class: Starfighter
Size: Tiny (13.39 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 120 kg
Consumables: 8 days
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 502 km/h (8 squares/action)(walking)
Atmospheric Speed: 1,323 km/h (22 squares/action)(jumping)
Crew: 1 (Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 130 (DR 5)
Hull Points: 90 (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 takes 2 round.

Weapons:
  Giant Bazooka
    Fire Arc: Front
    Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
    Damage: 7d10x2
    Range Modifiers: PB/S +0, M/L n/a
  Mega Particle Cannon
    Fire Arc: Front
    Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
    Damage: 9d10x2
    Range Modifiers: PB/S +0, M -2, L n/a

Always Equipped:

  Heat Sword
    Fire Arc: Front
    Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
    Damage: 12d10x2
    Range Modifiers: PB -4, S/M/L n/a
  "Blinder"

Fire Arc: Front
Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
Damage: None
Range Modifiers: PB -4, S/M/L n/a
Notes: This is a flare shot, which blinds the enemy for 1d6 rounds. The enemy can move and fire but can't see the effects of its fire.

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