



## Starships D6 / Principality of Zeon MSM

### 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

Type: Amphibious Mobile Suit

Scale: Starfighter

Height: 11.97 meters

Skill: MS Piloting

Crew: 1

Crew Skill: MS Piloting: 3D, MS Gunnery: 3D+1, MS Shield: 2D+1, MS Fencing: 3D

Cargo Capacity: 75 kg

Consumables: 4 days

Cost: 95,000 (new)

Hyperdrive: N/A

Nav Computer: No

Manueverability: 1D+2

Atmospheric: 243 meters (walking), 508 (jumping)

Hull: 5D

Shield: 6D+1

Sensors:

Passive: 10/0D

Search: 25/1D+2

Scan: 40/3D+1

Focus: 65/5D

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. However, the Gogg's weapons are built right into it, cutting the switch time of 10 seconds to a time of 2 seconds.

## 2 Mega Particle Cannons

Fire Arc: Front

Skill: MS Gunnery

Ammo: 6 shots, 11 extras/cannon

Fire Control: 3D+1

Space Range: 1-10/23/36

Atmospheric Range: 1-10km/23/36

Damage: 9D

## Missiles

Fire Arc: Front

Skill: MS Gunnery

Ammo: 22 rounds/magazine, 2 extras

Fire Control: 2D

Space Range: N/A

Atmospheric Range: 1-20km/33/40

Damage: 6D

(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

Skill: MS Fencing

Ammo: N/A

Fire Control: 3D

Space Range: N/A

Atmospheric Range: .1-.23/0/0

Damage: 4D

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