Starships D20 / Principality of Zeon MSM-03 G

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 proed to be disastrously ineffective.

Craft: Principality of Zeon MSM-03 Gogg
Class: Starfighter
Size: Tiny (11.97 m long)
Hyperdrive: None
Passangers: 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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