



## Starships D6 / Principality of Zaku II MS

### Gouf

The Gouf was the first mobile suit to be designed by the Zeons with ground combat being its sole purpose. The Gouf is in reality a modified Zaku II with better thruster capabilities to make up for the presence of gravity, hardened armor and short-range weapons based on hand to hand combat.

Craft: Principality of Zaku II MS-07 Gouf Mobile Suit

Type: Ground Oriented Hand-to-Hand Combat Mobile Suit

Scale: Starfighter

Height: 13.04 meters

Skill: MS Piloting

Crew: 1

Crew Skill: MS Piloting: 4D, MS Gunnery: 3D+2, MS Shield: 3D, MS Fencing: 4D+1

Cargo Capacity: 110 kg

Consumables: 1 week

Cost: Not for Sale

Hyperdrive: N/A

Nav Computer: No

Manueverability: 3D+1

Space: N/A

Atmospheric: 438 meters (Walking), 1190 (Jumping)

Hull: 4D

Shield: 4D+2

Sensors:

Passive: 30/0D

Search: 50/1D+1

Scan: 70/2D+2

Focus: 90/4D

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 ten seconds.

75mm Gatling Gun

Fire Arc: Front

Scale: Starfighter

Skill: MS Gunnery

Ammo: 200 round magazines, 1 extra

Fire Control: 1D+2

Space Range: 1-5/10/20

Atmospheric Range: 1-5km/10/20

Damage: 2D

Bazooka:

Fire Arc: Front

Skill: Mobile Suit Gunnery

Ammo: 8 round magazines, 4 extras

Fire Control: 2D+2

Space Range: 1-12/20/40

Atmospheric Range: 1-12km/20/40

Damage: 5D

Always Equipped:

Heat Saber

Fire Arc: Front

Skill: MS Fencing

Ammo: 4 hours combat use

Fire Control: 4D+1

Space Range: .1-.32/0/0

Atmospheric Range: .1-.32km/0/0

Damage: 15D

Heat Rod

Fire Arc: Front

Skill: MS Gunnery

Ammo: 12 shots, no extras

Fire Control: 2D

Space Range: .5-1.2/0/0

Atmospheric Range: .5-1.2km/0/0

Damage: 4D

(The Heat Rod is a flexible, whip-like weapon used to overload the circuitry in another suit, or, if used in space, on a particular installation, like a turbolaser battery. It acts in the same manner as an ion cannon, but with less lasting effects. The opponent is stunned for 1D rounds.)

Shoulder Missiles

Fire Arc: Front

Skill: MS Gunnery

Ammo: 2 missiles per volley, 2 extra volleys

Fire Control: 3D

Space Range: 1-3/5/7

Atmospheric Range: 1-3km/5/7

Damage: 3D

(These missiles are carried in launchers concealed in the "collar" of the suit, where a man would have his coat collar pulled up against the breeze.

They fire in volleys, with there being three volleys in all.)

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