Starships D6 / Principality of Zaku II MS-07 G

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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