



Starships D6 / Principality of Zeon MS-

Kampfer

The Kampfer is a high-performance machine designed to be the ultimate space combat weapon. Reverting back to the old style of suit building, rather than the new amphibious one, the Kampfer's designers created a masterpiece. Featuring powerful engines and stealthy exterior, the Kampfer is truly a powerful space suit.

Craft: Principality of Zeon MS-18E Kampfer Mobile Suit

Type: Space Combat Suit

Scale: Starfighter

Height: 14.01 meters

Skill: MS Piloting

Crew: 1

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

Cargo Capacity: 70 kg

Consumables: 4 days

Cost: Not for Sale

Hyperdrive: None

Nav Computer: No

Manueverability: 4D+2

Space: 13

Atmospheric: 450 (walking), 1,300 (jumping)

Hull: 3D

Shield: 3D

Sensors:

Passive: 25/0D

Search: 50/2D

Scan: 75/4D

Focus: 100/5D+2

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 10 seconds.

Customized Shotgun

Fire Arc: Front

Scale: Starfighter

Skill: MS Gunnery

Ammo: 10 round magazines, 4 spares

Fire Control: 3D+1

Space Range: 1-12/25/36

Atmospheric Range: 1-12km/25/36

Damage: 3D

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

Submachine Gun

Fire Arc: Front

Skill: MS Gunnery

Ammo: 50 round magazines, 5 spares

Fire Control: 3D

Space Range: 1-10/20/30

Atmospheric Range: 1-10km/20/30

Damage: 2D per burst

*This weapon has a very high rate of fire and is capable of burning through an entire magazine on full automatic in a round.

Always Equipped

Beam Saber

Fire Arc: Front

Skill: MS Fencing

Ammo: 3 hours combat use

Fire Control: 4D+2

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

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

Damage: 12D

Chain Main:

Fire Arc: Front

Skill: MS Gunnery

Ammo: 2 strings, 0 spares

Fire Control: 4D

Space Range: 1-2/4/7

Atmospheric Range: 1-2km/4/7

Damage: 7D

*This weapon is a string of flat explosive charges that wrap around the target and detonate on impact, setting off a chain reaction.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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