

Starships D20 / 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

Class: Starfighter

Size: Tiny (14.01 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 70 kg

Consumables: 4 days

Cost: Not for Sale

Maximum Speed In Space: Ramming (12 squares/action)

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

Crew: 1 (Skilled +4)

Initiative: +6 (+2 size, +4 crew)

Maneuver: +6 (+2 size, +4 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 90 (DR 5)

Hull Points: 90 (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. This takes about 10 seconds.

Customized Shotgun

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 3d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Bazooka

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 5d10x2

Range Modifiers: PB/S/M +0, L n/a

Submachine Gun

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 2d10x2 per burst

Range Modifiers: PB/S +0, M/L n/a

*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

Attack Bonus: +9 (+2 size, +2 crew, +5 fire control)

Damage: 12d10x2

Range: 1 square

Chain Main

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 7d10x2

Range Modifiers: PB +0, S/M/L n/a

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

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