Starships D6 / Principality of Zeon MS-07 ZG

Z'Gok

Zeons second amphibious mobile suit. Widely regarded as the best yet amphibious design, this machine is heavily armored to withstand deep sea pressure, yet it is much more manueverable than the Gogg. The Z'Gok has a great deal of firepower, with the weapons built right into the design. With a well-balanced long and short range design, it can also perform well in space.

Craft: Principality of Zeon MS-07 Z'Gok
Type: Amphibious Mobile Suit
Scale: Starfighter
Height: 11.03 meters
Skill: MS Piloting
Crew: 1
Crew Skill: MS Piloting: 3D, MS Gunnery: 3D+1, MS Shield: 3D, MS Fencing: 3D
Cargo Capacity: 30 kg
Consumables: 2 days
Cost: Not for Sale
Hyperdrive: No
Nav Computer: No
Manueverability: 2D
Space: 4
Atmospheric: 6
Hull: 4D+2
Shield: 3D
Sensors:
Passive: 15/0D
Search: 40/1D
Scan: 65/2D
Focus: 80/3D
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 Z'Gok's weapons are built right into it, cutting the switch time of 10 seconds to a time of 2 seconds.

2 Mega Particle Cannons
Fire Arc: Front
Skill: MS Gunnery
Ammo: 6 shots, 11 extras/cannon
Fire Control: 3D+1
Space Range: 1-10/23/36
Atmospheric Range: 1-10km/23/36
Damage: 9D

Head Missiles
Fire Arc: Varies*

Skill: MS Gunnery
Ammo: 60 missiles, no spares
Fire Control: 2D+2
Space Range: 1-12/24/30
Atmospheric Range: 1-12km/24/30
Damage: 2D
*These missiles come out of the top of the suit's head, and can hence turn in any direction. They are launched from 6 tubes built into the suit's top, and each tube carries 10 missiles.

Grappling Claws
Fire Arc: Front
Skill: MS Fencing
Ammo: N/A
Fire Control: 3D
Space Range: N/A
Atmospheric Range: .1-.34/0/0
Damage: 6D

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