Starships D20 / 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
Class: Starfighter
Size: Tiny (11.03 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 30 kg
Consumables: 2 days
Cost: Not for Sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 90 (DR 5)
Hull Points: 140 (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. 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
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 9d10x2
Range Modifiers: PB/S +0, M -2, L n/a

Head Missiles
Fire Arc: Varies*
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 2d10x2
Missil Quality: Good (+15)

Grappling Claws
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 6d10x2
Range: 1 square

*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.

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