Starships D6 / Principality of Zeon MS-05 Zak

The Zeons were the first to introduce the concept of mobile suits. Though the Earth Federation quickly followed, their suits were no match for the suits produced by the Zeons and the Zeon pilots. Eventually, the Zeons couldn't keep up the flow of supplies to their armies, and they fell. Zeon mobile suits are very diverse, and are designed for different reasons, like space superiority, or land combat superiority. Some are even designed to be amphibious!

Zaku I
This will be remembered as the first combat-ready mobile suit in the history of warfare. Though retired from frontline service with the advent of the newer and more versatile Zaku II, the original remains in service with rear, and support units.

Craft: Principality of Zeon MS-05 Zaku I Mobile Suit
Type: Prototype Mobile Suit
Scale: Starfighter
Height: 12.58 meters
Skill: Mobile Suit Piloting: Zaku I
Crew: 1
Crew Skills: Mobile Suit Piloting: 3D, Mobile Suit Gunnery: 3D, Mobile Suit Shields: 3D, Mobile Suit Fencing: 4D
Cargo Capacity: 70 kg
Consumables: 4 days
Cost: 70,000 (used)
Hyperdrive: No hyperdrive
Nav Computer: No
Manueverability: 1D+2
Space: 4
Atmosphere: 340 meters (walking), 1,092 (jumping)
Hull: 2D
Shield: 4D
Sensors:
- Passive: 25/0D
- Search: 40/1D
- Scan: 55/2D
- Focus: 70/3D

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. This switch takes about ten seconds.

Machine Gun:
Fire Arc: Front
Skill: Mobile Suit Gunnery
Ammo: 100 round drum magazine, 2 extras
Fire Control: 2D
Space Range: 10/15/30

Atmospheric Range: 10km/15/30
Damage: 1D per 5 round burst

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 Carried

Heat Hawk:
Fire Arc: Front
Skill: Mobile Suit Fencing
Ammo: 3 hours of combat usage
Fire Control: 4D
Space Range: .1-.12/0/0
Atmospheric: .1-.12m/0/0
Damage: 10D

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