Starships D20 / Principality of Zeon MS-05 Za

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
Class: Starfighter
Size: Tiny (12.58 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 70 kg
Consumables: 4 days
Cost: 70,000 (used)
Atmospheric Speed: 340 squares/action walking
Atmospheric Speed: 1,092 squares/action jumping
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 120 (DR 5)
Hull Points: 60 (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 switch takes about ten seconds.
  Machine Gun
    Fire Arc: Front
    Attack Bonus: +4 (+2 size, +2 fire control)
    Damage: 1d10x2 per 5 round burst
    Range Modifiers: PB/S +0, M/L n/a
  Bazooka
    Fire Arc: Front
    Attack Bonus: +5 (+2 size, +3 fire control)
    Damage: 5d10x2
    Missil Quality: Good (+15)
Always Carried
  Heat Hawk
    Fire Arc: Front

Attack Bonus: +6 (+2 size, +4 fire control)
Damage: 10d10x2
Range: 1 square

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