Starships D6 / Principality of Zeon MS-06 Zak

Zaku II
With more than 2,000 currently produced, and with at least a dozen varations and customizations, this is the most well-known of all the Zeon Mobile Suits. It forms the backbone of their forces, and is often called "the symbol of Zeon".

Craft: Principality of Zeon MS-06 Zaku II Mobile Suit
Type: All Purpose Mobile Suit
Scale: Starfighter
Height: 12.59 meters
Skill: Mobile Suit Piloting
Crew: 1
Crew Skills: Mobile Suit Piloting: 3D, Mobile Suit Gunnery: 3D, Mobile Suit, Shield: 3D, Mobile Suit Fencing: 3D
Cargo Capacity: 75 kg
Consumables: 4 days
Cost: 120,000 (new) 95,000 (used)
Hyperdrive: N/A
Nav Computer: No
Manueverability: 2D
Space: 7
Atmosphere: 382 meters (walking), 1142 meters (jumping)
Hull: 3D+1
Shield: 4D
Sensors:
- Passive: 20/0D
- Search: 35/1D
- Scan: 50/1D+2
- Focus: 65/2D+1

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 10 seconds.

Machine Gun
Fire Arc: Front
Scale: Starfighter
Ammo: 100 round magazine, two more in reserve.
Fire Control: 2D
Space Range: 1-5/12/25
Atmospheric Range: 1-5km/12/25
Damage: 1D per five 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

Magella Top Gun:
Fire Arc: Front
Skill: Mobile Suit Gunnery
Ammo: 15 round magazines, 3 extras
Fire Control: 2D
Space Range: 1-15/24/35
Atmospheric Range: 1-15km/24/35
Damage: 3D

"Firecracker"
Fire Arc: Front
Skill: Mobile Suit Gunnery
Ammo: 8
Fire Control: 3D+1
Space Range: 1-5/7/10
Atmospheric Range: 1-5km/7/10
Damage: 4D
(This is an explosive charge thrown by a mobile suit to to cause confusion. The damage is only if it hits directly. Otherwise, it is modified by proximity, with each unit of distance resulting in 1D less damage.)

90mm Submachine Gun
Fire Arc: Front
Skill: MS Gunnery
Ammo: 110 round magazines, 3 extras
Fire Control: 3D
Space Range: 1-10/30/45
Atmospheric Range: 1-10km/30/45
Damage: 3D per five round burst
*This weapon has a very high rate of fire and is capable of burning through an entire magazine on full automatic in a round.

Shotgun
Fire Arc: Front
Skill: MS Gunnery
Ammo: 9 round magazines, 2 spares
Fire Control: 3D
Space Range: 1-8/10/20
Atmospheric Range: 1-8km/10/20
Damage: 2D

Always Equipped:

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

Leg Missiles
Fire Arc: Front
Skill: MS Gunnery
Ammo: 3 missiles per pack, 0 spares
Fire Control: 3D+1
Space Range: 1-5/7/10
Atmospheric Range: 1-5km/7/10
Damage: 4D
(Attached to each leg, the Zaku has a pod of three missiles each. This is a one-shot weapon which can finish the fight if the opponent is down.)

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