



Starships D6 / Principality of Zeon MS-

Zaku II

With more than 2,000 currently produced, and with at least a dozen variations 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.)

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Geoff DeWitt, OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).