Starships D20 / Principality of Zeon MS-06 Za

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
Class: Starfighter
Size: Tiny (12.59 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 75 kg
Consumables: 4 days
Cost: 120,000 (new) 95,000 (used)
Maximum Speed In Space: Attack (7 squares/action)
Atmospheric Speed: 382 squares/action walking
Atmospheric Speed: 1142 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: 100 (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 10 seconds.
  Machine Gun
    Fire Arc: Front
    Attack Bonus: +4 (+2 size, +2 fire control)
    Damage: 1d10x2 per five 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)
  Magella Top Gun
    Fire Arc: Front
    Attack Bonus: +4 (+2 size, +2 fire control)
    Damage: 3d10x2
    Range Modifiers: PB/S +0, M -2, L n/a
  "Firecracker"
    Fire Arc: Front
    Attack Bonus: +5 (+2 size, +3 fire control)
    Damage: 4d10x2

Missil Quality: Ordinary (+10)
90mm Submachine Gun
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 3d10x2 per five round burst
Range Modifiers: PB/S +0, M -2, L n/a
Shotgun
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 2d10x2
Range Modifiers: PB/S +0, M/L n/a
Heat Hawk
Fire Arc: Front
Attack Bonus: +6 (+2 size, +4 fire control)
Damage: 10d10x2
Range: 1 square
Leg Missiles
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 4d10x2
Missil Quality: Poor (+5)
(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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