Starships D6 / ZAFT GINN High Maneuver Typ



ZAFT GINN High Maneuver Type

Craft: ZAFT ZGMF-1017M GINN High Maneuver Type
Type: Combat High Maneuver Mobile Suit
Scale: Starfighter
Dimensions:
-Height: 21.13m
-Mass: 80.41 metric tons (max gross weight)
Skill: Mecha Piloting (OR can use Walker Operations and/or Starfighter/Aircraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 85,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 4D (all environments)
Speed:
-Space: 9
-Atmosphere: 400; 1,150kmh ("jumps" only)
-Ground (Walking): 30; 90kmh
Hull: 5D+1
-Strength: 3D
-Armor: 2D+1
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D

*Natural Pilots: If a ZAFT mobile suit is ever piloted by a Natural human, all Difficulty Levels for piloting will be increased by one Level. If this roll is not made, the pilot will recieve no bonus dice from Maneuverability or Fire Control of Weapons. Also, if a proper Operating System is not installed for natural pilots, then these bonuses will be -1D

WEAPONS (Hand-Held Armaments):
  JDP2-MMX22 27mm Armor Assault Rifle
    Location: Hand-held
    Fire Arc: "turret" (hand-held)
    Crew: 1 (pilot)
    Skill: Mecha Gunnery
    Scale: Starfighter
    Fire Control: 2D

Space Range: 1-3/15/30
Atmorphere Range: 25-300/1.5/3km
Damage: 6D; OR Autofire Bonus Dice (see D6 Firearms elsewhere on the site)
Ammo: 30
Rate of Fire: 1 round per attack
Special: Mounts MA-M3 Heavy Sword as a bayonet (see below)

MA-M3 Heavy Sword (GINN Sword)
Location: Stored on waist, hand-held in use.
Fire Arc: Melee Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 1D
Space Range: N/A (Close Combat, under "1")
Atmosphere Range: N/A (Close Combat, under 50m)
Damage: Str+2D+2 (6D+2 for standard GINN); Str+3D if ramming (7D)
Ammo: N/A
Rate of Fire: N/A

DESCRIPTION:
ZAFT GINN (Pronounced "Jin" or "Jen")
Throughout the course of the war, ZAFT creates several variants of its main mass production mobile suit, the ZGMF-1017 GINN. One such variant is the ZGMF-1017M GINN High Maneuver Type. The GINN HM Type is equipped with a new engine in its wings similar to the ones used in the METEOR combat support unit. It's also equipped with additional thrusters across its body for high maneuverability. The GINN HM Type is armed with an experimental armor assault rifle, which mounts a heavy sword on its end to serve as a bayonet. Several GINN HM Types are assigned to noted ZAFT aces, including Rau Le Creuset and Mikhail Coast. After the war, ZAFT produces an improved model, the ZGMF-1017M2 GINN High Maneuver Type II.

*Natural Pilots: If a ZAFT mobile suit is ever piloted by a Natural human, all Difficulty Levels for piloting will be increased by one Level. If this roll is not made, the pilot will recieve no bonus dice from Maneuverability or Fire Control of Weapons. Also, if a proper Operating System is not installed for natural pilots, then these bonuses will be -1D

---Ultracompact Energy Battery: in the Gundam SEED setting, ZAFT has dispersed many Neutron Jammers across Earth and uses them extensively in space. This means nuclear power and weapons systems are impossible to use and forces both sides to rely in various compact energy batteries to power their ships and mobile suits.
Because of this, when using any of these machines in the Gundam SEED setting, take the unit's Hull Dice number, multiply it by 100 (add 25 per pip), and this is the amount if power in the battery system (600 for standard GINNs).
When mobile suit/mobile armor launches, it begins depleting it's battery by at least 1 per round. If it has energy weapons (I.e., beam sabers, beam rifles, etc.) or other advanced high-energy systems directly connected to it's power supply (Phase Shift Armor, Mirage Colloid, etc.), then these will draw more power from the battery. Energy weapons draw power points equal to their Damage Dice. Equipment like Phase Shift Armor or Mirage Colloid draw power points equal to the mobile suit's Hull Dice. All of this is per round of activation.

WRITE-UP NOTES:

Because the GINN Sword is mounted as a bayonet on the Armor Assault Rifle, +2 pips were added to the damage since more power can be put into an attack with it. If a Charge Attack is made to ram a target, it is +1D to damage.

The ZAFT GINN is starfighter scale, like most mecha, because it is space and flight capable. I have chosen most of the dice codes for it based on its size (which is similar to a space transport in Star Wars D6, and lack energy shields), and the fact that it is an early model (other more improved models follow later with improved statistics, which is why the GINN may still seem comparatively weak in may ways). The Ginn and most standard mobile suits do not actually "fly" in an atmosphere, but can jump with their equipped thrusters. Their space speed may seem slow when compared to other starfighters from Star Wars D6, but these are earlier models (later designs are much faster), and what amounted to "starfighters" (mobile armors) in the Gundam SEED setting were not so fast anyways.

OTHER SPECS:
-Model number: ZGMF-1017M
-Code Name: GINN High Maneuver Type
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: C.E. 71
-Accomodation: pilot only, in standard cockpit in torso
-Armor Materials: unknown
-Powerplant: Ultracompact energy battery, power output rating unknown
-Equipmentt/Design Features: sensors (range unknown)
-Fixed Armaments: None.
-OPTIONAL Hand-Held Armaments: JDP2-MMX22 27mm Armor Assault Rifle (experimental, mounts MA-M3 heavy sword as bayonet)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Hellstormer, 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.