Vehicles D6 / ZAFT AWACS DINN

ZAFT AWACS DINN



Craft: ZAFT AMRF-101C AWACS DINN
Type: Airborne Warning and Control Mobile Suit
Scale: Starfighter
Dimensions:
-Height: 18.93m
-Mass: 37.33 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:
-Atmosphere: 2D+2
-Space: +2
Speed:
-Space: 2
-Atmosphere: 350; 1,00 0kmh (completely flight capable!)
-Ground (Walking): 30; 90kmh
Hull: 4D
-Strength: 3D
-Armor: 1D
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D
Sensors (Radome)
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 6/4D
Sensors (Head Mount)
  Focus: 8/4D+1

*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.

WEAPONS (Optional Hand-Held Armaments):

MMI-M7S 76mm Heavy Assault Machine Gun
Location: Holster-mounted on right hip, hand-held in use
Fire Arc: "turret" (hand-held, aims like human arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-4/11/22
Atmosphere Range: 50-400/1.1/2.2km
Damage: 5D+1 (OR Autofire Bonus Damage Dice)
Ammo: 40 round magazine
Rate of Fire: 1 round per attack; OR Autofire (see D6 Firearms elsewhere on the site)

MMI-M100 190mm Anti-aircraft Shotgun.
Location: Holster-mounted on left hip, hand-held in use
Fire Arc: "turret" (hand-held, aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D/2D/3D (short, medium and long ranges)
Space Range: 1-2/8/24
Atmosphere Range: 50-200/800/2.4km
Damage: 8D/6D/4D (short, medium and long ranges)
Ammo: 10 shells
Rate of Fire: 1 shell per attack

DESCRIPTION:

ZAFT DINN (Pronounced "Din" or "Den")

In C.E. 70, ZAFT introduces its first aerial combat mobile suit, the AMF-101 DINN. In later years, ZAFT creates several reconnaissance variations, including the AME-WAC01 DINN Special Electronic Installation Type and AMF-103A DINN RAVEN. In addition to those two, ZAFT also produces the AMRF-101C AWACS DINN. The AWACS DINN replaces the chest missile launchers with searchlights. The back is equipped with a sensor radome, and the flight mode's "helmet" has been modified to include ad d itional sensor equipment. As a reconnaissance unit, the AWACS DINN is armed only with machine gun and anti-aircraft shotgun used by the standard DINN. Several AWACS DINN units are used to locate the rogue battleship Archangel after ZAFT initiates

Operation Angel Down.
*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

WRITE-UP NOTES:

The ZAFT DINN 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 DINN may still seem comparatively weak in may ways). Unlike the ZAFT GINN, the DINN can actually fly in atmosphere, because that is what it was designed for.

The assault rifle is similar in stats to the GINN version, but better as it is used by the later improved CGUE models. The Shotgun I have written up to work somewhat like a real shotgun, with massive damage at very close ranges, but less damage as the shot gets further away, and in this way it also works womewhat like an anti-aircraft flak gun. The missile launchers have a standard wahead listed for damage (7D), but other missile types would be available since it says it is a multipurpose weapon. Such warheads may be Light Explosive (6D), Heavy Explosive (8D), Long Ranged (double the range), anti-radiation jamming (7D jamming against all sensors and fire controls, -1D per round), and even fire retardant and smoke.

If the AWACS DINN ever has its Radome or Head Flight Armor destroyed, it will lose the Sensor systems and related statistics and dice modifiers for those systems. If it loses both, it will have the Sensor abilities of an ordinary DINN or GINN. Since its Missile Launchers have been replaced by Searchlights, it recieves +2D to search visually (Perception checks) at night or in dark or unlit environments. If these are destroyed (They have Hull 2D) then this bonus is lost.

OTHER SPECS:
-Model number: AMRF-101C
-Code Name: AWACS DINN
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: unknown
-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: MMI-M7S 76mm heavy assault machine gun, MMI-M100 190mm anti-aircraft shotgun.

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