Vehicles D6 / ZAFT GINN Tactical Air Reconn

ZAFT GINN Tactical Air Reconnaissance Type



Craft: ZAFT ZGMF/TAR-X1 GINN Tactical Air Reconnaissance Type
Type: fighter and tactical air reconnaissance mobile suit
Scale: Starfighter
Dimensions:
-Height: 21.43m
-Mass: 78.5 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: 75,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 2D (all environments)
Speed:
-Space: 6
-Atmosphere: 330; 950kmh (fully flight capable)
-Ground (Walking): 30; 90kmh
Hull: 5D
-Strength: 3D
-Armor: 2D
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 no t 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 (Optional Hand-Held Armaments):
  JDP3-MMX50 close combat beam assault rifle (experimental)
    Location: Hand-held
    Fire Arc: "turret" (hand-held, aims like human arms)
    Crew: 1 (pilot)
    Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
    Scale: Starfighter

Fire Control: 1D
Space Range:
-Spike: Close Combat, 1/2/3
-Beam Rifle: 1-3/12/24
Atmosphere Range:
-Spike: Close Combat, 50-100/200/300m
-Beam Rifle: 50-300/1.2/2.4km
Damage:
-Spike: Str+3D (Close Combat); 5D (Launched)
-Beam Rifle: 6D
Ammo:
-Spike: 1
-Beam Rifle: 25 round energy clip
Rate of Fire:
-Spike: 1 attack per action
-Beam Rifle: 1 beam per attack

DESCRIPTION:
ZAFT GINN (Pronounced "Jin" or "Jen")
Throughout the course of the first Earth Alliance-ZAFT War, ZAFT creates several reconnaissance versions of the ZGMF-1017 GINN, including the ZGMF-LRR704B GINN Long Range Reconnaissance Type and the ZGMF/TAR-X! GINN Tactical Air Reconnaissance Type. Unlike the Long Range Recon Type, the Tactical Air Recon Type is designed as close-range stealth infiltration unit. Stealth infiltration is possible through the use of Mirage Colloid technology, which ZAFT reverse engineers from the stolen Alliance mobile suit GAT-X207 Blitz Gundam. However, unlike the Blitz Gundam, the Tactical Air Recon Type can only use Mirage Colloid when standing still. When in motion, brief glimpses of the suit can be seen by the naked eye.The Tactical Air Recon Type's sole armament includes an experimental close combat beam assault rifle, which is fitted with a long spike. At least one Tactical Air Recon Type participates in Operation Spit Break, the failed ZAFT attack on the Alliance's JOSH-A headquarters in Alaska. Another unit infiltrates the Junk Guild landship Lesseps to retrieve a rare metal ore, but it is destroyed by Lowe Guele's MBF-P02 Gundam Astray Red Frame.

---MIRAGE COLLOID: When using the Mirage Colloid, the GINN Tactical Air Reconnaissance Type becomes completely invisible to Sensors of all types. However, this version of the Mirage Colloid only fully works when this GINN is not moving at all (Heroic Perception check). If the GINN moves, it will still be invisible to most Sensors, but it will then be visible to the naked eye (or visual scopes and sensors), and requires a normal Perception check to notice it for something of its size.

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---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:

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/TAR-X1
-Code Name: GINN Tactical Air Reconnaissance 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); Mirage Colloid (see above)
-Fixed Armaments: none
-OPTIONAL Fixed Armaments:none
-OPTIONAL Hand-Held Armaments: JDP3-MMX50 close combat beam assault rifle (experimental).

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