

Vehicles D6 / ZAFT BuCUE

ZAFT BuCUE

Craft: ZAFT TMF/A-802 BuCUE

Type: Mass production ground assault mobile suit.

Scale: Walker

Dimensions:

-Height: 11.07 m (base of turret, head height)

-Mass: 69.3 metric tons (max gross weight)

Skill: Mecha Piloting (OR can use Walker Operations and/or Ground Vehicle Operations)

Crew: 1

Cargo Capacity: 10 kilograms (or less)

Consumables: 1 week (survival pack)

Cost: 72,000 ZAFT credits

Nav Computer: Yes (short-ranged, ground-based)

Maneuverability:

-Mobile Suit Mode: 4D

-Tank Mode: 2D+1

-Space (both modes): +2

Speed:

-Ground (Walking): 70; 200kmh

-Ground (Tank): 90; 260kmh

-Atmosphere (Jumping Only): 225; 650kmh

Hull: 6D

-Strength: 5D

-Armor: 1D

Shields: N/A

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

WEAPONS (Fixed Armaments):

Double-edged Beam Saber

Location: Mounted on mouth



Fire Arc: Close Combat

Crew: 1 (pilot)

Skill: Mecha Combat

Scale: Walker

Fire Control: 1D

Space Range: Close Combat

Atmosphere Range: Close Combat

Damage: 5D

Ammo: connected to Power Battery (see below)

Rate of Fire: 1 strike per attack.

SPECIAL: Defender Hull Dice count as pips against Beam Sabers.

WEAPONS (Optional Fixed Armaments)

2-Barrel 450mm Railgun (fire-linked)

Location: mounted on back

Fire Arc: front

Crew: 1 (pilot)

Skill: Mecha Gunnery (OR can use Vehicle Gunnery)

Scale: Walker

Fire Control: 3D

Space Range: 1-3/15/30

Atmosphere Range: 50-300/1.5/3km

Damage: 7D (6D if not fire-linked)

Ammo: 30 slugs per gun (60 total)

Rate of Fire: 1 fire-linked shot per attack.

13-Tube 400mm Missile Launcher

Location: Mounted on back

Fire Arc: front

Crew: 1 (pilot)

Skill: Mecha Gunnery (OR can use Vehicle Gunnery)

Scale: Walker

Fire Control: 3D

Space Range: 1/3/6, 6 per round, max range 30

Atmosphere Range: 30-100/300/600, 600 per round, max range 3km.

Damage: 6D per missile

Ammo: 3 missiles per tube (39 total)

Rate of Fire: 1 missile per attack; OR volleys up to 13 missiles.

DESCRIPTION:

ZAFT BuCUE (pronounced "Buh-KOO")

As war begins, ZAFT produces specific mobile suits for certain environments. One such design is the

ground assault TMF/A-802 BuCUE. Unlike the humanoid ZGMF-1017 GINN, the BuCUE is a quadruped suit resembling a dog or cat. However, the BuCUE's unique design allows it to be faster and more maneuverable than a humanoid mobile suit on the Earth's surface. The BuCUE is capable of running or sliding across the ground with tank treads, and it can also jump across great distances. The BuCUE's armament consists of a double-edged beam saber mounted on the mouth, which is added to later models after ZAFT acquires beam saber technology from the stolen Gundams. The BuCUE's back can be fitted with either a 2-barrel railgun or a 13-tube missile launcher. BuCUEs are deployed all over Earth in ZAFT's campaigns of conquest. Aside from the main BuCUE model, ZAFT also produces the TMF-TR-2 BuCUE Tactical Reconnaissance Type. Another variant, the TMF/A-802 P-Mod. W Waltfeld Custom Type serves as the prototype for the upgraded TMF/a-803 LaGOWE. The BuCUE is the preferred mobile suit of North African commander Andrew 'Andy' Waltfeld (aka "Desert Tiger") for use by his forces operating in Libya. In Libya, the BuCUE's abilities are unchallenged until the arrival of the Earth Alliance battleship Archangel and the GAT-X105 Strike Gundam. BuCUEs are also utilized by ZAFT during Operation Spitbreak, a failed attempt to destroy the Earth Alliance's JOSH-A Alaska Base.

-COMBAT CAPABILITIES

The only fixed mounted armament of the BuCUE is a double-edged beam saber, which is mounted in the mouth of the suit, allowing it to charge at an enemy unit and cut it in half. This beam saber was added later to the production line after ZAFT acquired beam weapon technology from the stolen Earth Alliance G Project mobile suits.

Besides the beam saber, the BuCUE can mount either a 2-barrel 450mm railgun or a 13-tube 400mm missile launcher on its back for ranged combat. These weapons were the initial weapons of the suit before the introduction of beam sabers.

-SYSTEM FEATURES

The BuCUE has superior balance, running speed, and maneuverability, which gives it a distinct advantage over conventional bipedal mobile suits, particularly in rough terrain such as deserts. In addition to running and leaping, BuCUEs can also crouch down and drive using tank treads mounted on their legs.

-HISTORY

While invading Earth during the Bloody Valentine War, ZAFT created the BuCUE, a quadrupedal mobile suit used for ground combat. This suit became one of the key factors in planetary battle operations and were especially well-liked by ZAFT commander Andrew Waltfeld, who used them in his African campaign. After the Archangel descended down to Earth and landed in Africa, several BuCUEs attacked the ship and managed to bring it and its only mobile suit, the GAT-Z105 Strike in trouble, until Strike pilot Kira Yamato was able to adjust to the new terrain. BuCUEs were also deployed in large numbers during Operation Spit Break, the attack on the EA headquarter JOSH-A.

In CE 73, the BuCUE is still used in large numbers during the Second Bloody Valentine War, for example in battle against the massive EA mobile armor GFAS-X1 Destroy. During this time, a new and

more advanced version of the BuCUE is introduced, the TMF/A-802W2 Kerberos BuCUE Hound, which proves to be a formidable opponent even for ace pilots.

During the first war, ZAFT also created the TMF/A-802 P-Mod.W BuCUE Waltfeld Custom Type, which served as a testbed for the commander version TMF/A803 LaGOWE. Another variant produced was the TMF/TR-2 BuCUE Tactical Reconnaissance Type, which was used for recon missions.

---Ultracompact Energy Battery: In the Gundam SEED setting, ZAFT has dispersed many Neutron Jammers (N-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 on various compact energy batteries to power their mobile suits and other devices, as well as non-nuclear power generation for their ships and larger vehicles and devices.

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 of power in the battery system (600 for standard BuCUEs).

When the mobile suit/mobile armor launches, it begins depleting its battery by at least 1 per round. If it has energy weapons (i.e., beam sabers, beam rifles, etc.) or other advanced energy weapon systems directly connected to its power supply (Phase Shift Armor, Mirage Colloid, etc.), then these will draw more power from the battery when activated. Energy weapons draw power points equal to their Damage Dice every time they are used. Equipment like Phase Shift Armor or Mirage Colloid draw power points equal to the mobile suit's Hull Dice while activated, until shot off or power is used up. All of this is per round of activation.

Mobile Suits like most Gundams and modified models like the CGUE DEEP Arms, have weapons directly connected to their energy batteries, or can be hand-held to draw their power the same way through "hand plugs" and will deplete their energy this way. However, because of the advantages these mobile weapons bring to the battlefield, this is seen as an acceptable trade-off, as they may bring about a swift victory for which side uses them.

NOTE!: When Gundams or other such Mobile Weapons run out of energy, they cannot use energy weapons (beam rifles, beam sabers, etc.) or Phase Shift Armor, but can still move and fly, as these either generate their own power or have a separate power supply.

*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 receive 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 BuCUE is Walker scale, like many other mecha, because it is ground-based and not meant for flight (though it can jump very well, and could possibly be modified for use in space). I have chosen

most of the dice codes for it based on its size (which is similar to many Walkers in Star Wars D6), and the fact that it is an early model (other, more improved models follow later with improved statistics, which is why the BuCUE may still seem comparatively weak in many ways). The BuCUE cannot fly and is not meant for such mobility, but might be light enough to be modified in such a way (unless using it in Star Wars, in which Repulsorlift technology can go a long way).

OTHER SPECS:

- Model number: TMF/A-802
- Code Name: BuCUE (pronounced "Buh-KOO")
- Unit Type: mass production ground assault mobile suit.
- Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
- Operators: ZAFT
- First Deployment: C.E. 70
- Accommodation: pilot only, in standard cockpit in torso
- Armor Materials: unknown
- Powerplant: Ultracompact energy battery, power output rating unknown
- Equipment/Design Features: sensors (range unknown)
- Fixed Armaments: double-edged beam saber (mounted on mouth).
- OPTIONAL Fixed Armaments: 2-barrel 450mm railgun (mounted on back); 13-tube 400mm missile launcher (mounted on back).
- OPTIONAL Hand-Held Armaments: none.
- Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam Seed ASTRAY; Mobile Suit Gundam SEED Astray R; Mobile Suit Gundam SEED DESTINY; Mobile Suit Gundam SEED C.E. 73 Stargazer; Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-ending Tomorrow.

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