Vehicles D6 / Zaft ZnO



ZAFT ZnO
Craft: ZAFT UMF-5 ZnO
Type: Mass production transformable amphibious mobile suit
Scale: Starfighter
Dimensions:
-Height: 21.37m (head height)
-Mass: 69.42 metric tons (max gross weight)
Skill: Mecha Piloting (OR can use Walker Operations and/or Seacraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 82,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability:
-Water (mobile suit): 2D+2
-Water (swim mode): 3D+2
-Land/Walking: 2D
Speed:
-Water (mobile suit): 55; 160kmh (86.39kn)
-Water (swim mode): 220; 650kmh (350.97kn)
-Ground (Walking): 30; 90kmh
Hull: 7D
-Strength: 4D
-Armor: 3D
Shields: N/A
Sensors:
  Passive: 20/0D
  (Underwater Sonar): 30/1D+2
  Scan: 40/1D
  (Underwater Sonar): 60/2D+1
  Search: 60/2D
  (Underwater Sonar): 90/3D
  Focus: 3/3D
  (Underwater Sonar): 4/4D

WEAPONS (Fixed Armaments)
  2 Phonon Maser High Energy Cannons (fire-link optional)
    Location: Mounted in hands
    Fire Arc: "turret" (aims by arms)
    Crew: 1 (pilot)

Skill: Mecha Gunnery (OR can use Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-4/16/30
Atmosphere Range: 50-400/1.6/3km
Underwater Range: 50-400/1.6/3km
Damage: 11D (12D if fire-linked)
Ammo: Connected to energy battery (see below)
Rate of Fire: 1 blast per attack; OR 1 fire-linked blast per attack

2 533mm 6-Tube Missile Launchers
Location: Mounted on chest
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7, 7 per round, max range 70
Atmosphere Range: 40-100/300/700m, 700m per round, max range 7km
Damage: 7D
Ammo: 3missiles per launcher
Rate of Fire: 1 per attack; OR volleys up to 1 per tube per launcher (6) or both launchers (12 total)

DESCRIPTION:

ZAFT ZnO (Pronounced "Zoh-Noh", or "ZOH-a-Noh")

With war coming to Earth, ZAFT designs various mobile suits to attain supremacy over the entire planet. The UMF-5 ZnO is one of two suits designed specifically for amphibious combat, along with the UMF-4A GOOhN. As an aquatic unit, the ZnO specializes in high-speed maneuverability and can transform into a swim mode to travel at high speeds and ram enemy mobile suits or vessels. The ZnO's armament consists of hand-mounted phonon maser cannons, which are high-powered lasers that can travel through water. Other armaments include two 6-tube missile launchers mounted down the ZnO's chest. In combat, ZnOs are usually deployed from Vosgulov class submarines and operate in conjunction with GOOhNs and on occasion the UWMF-1/S GINN WASP Type. ZnOs are widely used across Earth's oceans, and many units participate in ZAFT's unsuccessful attack on the Earth Alliance's Alaska Base.

-COMBAT and TECHNOLOGICAL INFORMATIONS

Similar to theUMF-4A GOOhN, the ZnO is capable of switching between its normal mode, where its close combat abilities can be used at their fullest extent, and its high mobility swim mode, which allows it to perform powerful ramming attacks. For close combat, the hands of the suit are actually powerful grappling claws, capable of destroying a tank with a single strike. For underwater combat the ZnO, like many other amphibious mobile suits, is equipped with two phonon maser high energy cannons, one in each hand. The positioning of the phonon masers on the arms allows for greater accuracy than the GOOhN's body-mounted cannons. Lastly the suit features two 533mm 6-tube missile launchers in its chest for use not only under water but also above.

-SYSTEM FEATURES

Like the UMF-4A GOOhN, the ZnO can transform into a swim mode, which grants it superior speed underwater and allows it to ram enemy vessels. Unlike the GOOhN, the ZnO is designed to handle well in both water and land assaults, and loses little, if any, mobility when walking on land. Even if they asaault on land, GOOhNs may still aid in the assault from the rear or from the

cover of water behind the advancing ZnOs.

-HISTORY

The ZnO is a one of the two mass production amphibious mobile suit models used by ZAFT during the Bloody Valentine War. The suit was designed to attack battleships and submarines in the ocean like GOOhN but was also designed to attack shores by giving it better mobility while on land and greater close combat abilities than the GOOhN, its heaviliy armed counterpart. Usually, the ZnO is deployed from the underwater catapults of Vosgulov-class submarines.

During the first war, the ZnO is used extensively by ZAFT to attack enemy units in Earth's oceans and many of them take part in the massive Operation Spitbreak, an attack on the Earth Alliance headquarter JOSH-A in Alaska. The suit remains in active service even in the Second Bloody Valentine War, during which these suits are used in the ZAFT attack on Heaven's Base.

---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 of power in the battery system (500 for standard GINNs).

When the 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., by hand plugs), 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.

*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 ZnO is starfighter scale, like most mecha, because of its size, capabilities, and similarity to a submarine. 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 ZnO may still seem comparatively weak in may ways). The ZnO does not fly at all, but is built for amphibious combat, able to swim underwater or on its surface, and join assaults that start in water and lead to land (or vice-versa). If combat is engaged against enemies that cannot enter water, the ZnO and other amphibious vehicles and mecha have perfect cover, because many weapons cannot penetrate the depths of the ocean easily. Beam weaponry will will have half to a third of the range and be at half damage, with missiles will be about the same. All of these weapons will have no Fire Control unless they are equipped with sensors for that purpose. Railguns, however, will still retain full damage and range (if the range is hampered, it will not be too severe). Beam Sabers usually cannot be used underwater, but normal swords and other physical weapons always can (as when the Strike Gundam took the Sword Striker Pack and submerged itself to engage a group of GOOhNs and ZnOs underwater while the Archangel was on Earth during the first Bloody Valentine War).

OTHER SPECS:

-Model number: UMF-5

-Code Name: ZnO

-Unit type: mass production transformable amphibious mobile suit.

-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)

-Operators: ZAFT
-First Deployment: C.E. 70
-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: 2 Phonon Maser High Energy Cannons (mounted on hands); 2 533mm 6-Tube Missile Launchers (mounted on chest).
-OPTIONAL Fixed Armaments: none.
-OPTIONAL Hand-Held Armaments: none.
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED ASTRAY R; Mobile Suit Gundam SEED DESTINY; Battle Assault 3 Featuring Gundam SEED; Mobile Suit Gundam SEED ASTRAY: Never-Ending Tomorrow; Mobile Suit Gundam SEED ASTRAY.

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