# Starships D6 / ZAFT GuAIZ R



ZAFT GuAIZ R
Craft: ZAFT ZGMF-601R GuAIZ R
Type: Mass production combat mobile suit
Scale: Starfighter
Dimensions:
-Height: 20.24m (head height)
-Mass: 80.2 metric tons (max gross weight)
Skill: Mecha Piloting (OR Walker Operations and/or Starfighter/Aircraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 86,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 2D+2 (all environments)
Speed:
-Space: 6
-Atmosphere: 330; 950kmh ("jumps" only)
-Ground (Walking): 40; 1,100kmh
Hull: 5D+2
-Strength: 3D+2
-Armor: 2D
-Shield: 3D (mounted on left arm)
Shields: N/A
Sensors:
  Passive: 25/1D
  Scan: 50/1D+2
  Search: 70/2D
  Focus: 4/3D
WEAPONS (Fixed Armaments):
  2 MMI-GAU2 "Picus" 76mm CIWS (fire-linked)
    Location: Mounted in head.
    Fire Arc: "turret" (aimed by turning of head)
    Crew: 1 (pilot)
    Skill: Mecha Combat
    Scale: Starfighter
    Fire Control: 1D
    Space Range: 1-2/8/16
    Atmosphere Range: 30-200/800/1.6km
    Damage: 3D
    Ammo: 500 round drum magazine (internal)
    Rate of Fire: Burst of bullets per attack (Ammo Depletion 1Dx10 per burst)

Beam Saber
Location: Mounted in MA-MV05 Composite Shield on left arm
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 1D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage: 5D
Ammo: connected to battery (see below)
Rate of Fire: One attack per action.
2 MMI-M20S "Pollux IX" Railguns
Location: Folded underneath hips, spread out forwards in use.
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 7D (6D if not fire-linked)
Ammo: 30 solid rounds per gun.
Rate of Fire: 1 fire-linked slug per attack.
WEAPONS (Optional Hand-Held Armaments)
MA-M21G Beam Rifle
Location: Stored on waist, hand-held in use.
Fire Arc: "turret" (aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-3/12/24
Atmosphere Range: 50-100/1.2/2.4km
Damage: 6D
Ammo: Connected to battery (see below)
Rate of Fire: 1 beam per attack.
DESCRIPTION:
(pronounced "gates" in Japanese and "gwaze" in English)
An upgraded version of the ZGMF-600 GuAIZ, the ZGMF-601R GuAIZ R serves as ZAFT's main mass production mobile suit in the postwar period and during the early stages of the second Earth Alliance/ZAFT war. While the basic design is the same as the original, several improvements have been made to its armaments. The head vulcans, composite shield and beam rifle of the original remain, although the extensional arrestor has been removed. In addition, some of the backpack thrusters have been removed. The GuAIZ R's hips now feature a pair of "Pollux IX" railguns that function in a similar manner to the "Xiphias" rail cannons used by the ZGMF-X10A Freedom Gundam. At the outbreak of war in October C.E. 73, ZAFT is in the process of replacing the GuAIZ R with its latest mass production design, the ZGMF-1000 ZAKU Warrior.
-TECHNOLOGICAL AND COMBAT INFORMATION
The successor of the old ZGMF-600 GuAIZ, the GuAIZ R's armament consists of a pair of two hip-mounted folding MMI-M20S "Pollux IX" railguns, which replace the original extensional

arrestors. Also an advanced version of the composite shield is mounted on the suit's left arm, which replaces the original dual beam claw with a single beam saber. Besides these changes, the GuAIZ R, like its successor, mounts two head-mounted CIWS and carries a single beam rifle.
Beside the change in armament, the additional thrusters on the original unit were removed, allowing less experienced pilots to use them. Though more heavily armed than the original GuAIZ, the removal of the additional thrusters on its shoulders reduced it's overall speed, but made them more efficient ground units.
-HISTORY

After the end of the Bloody Valentine War, a new variant of the original GuAIZ was designed, with the result being the GuAIZ R. Although its introduction date is unknown, in the second half of CE 73 they are slowly replaced by the more powerful and versatile ZAKU series (especially ZAKUs equipped with the high-performance Blaze or Slash packs). Since this replacement took some time, many GuAIZ R units were used in the Second Bloody Valentine War. During the prelude of the war, several GuAIZ R models were used against renegade ZGMF-1017M2 GINN High Maneuver Type IIs in the Battle of Junius Seven, aginst whom they fared poorly. It is however unclear whether this was a sign of inferiority on the part of the GuAIZ R, or merely on the part of the ZAFT pilots.
*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 mobile suit will not move, and the pilot will recieve bonus dice from Maneuverability or Fire Control of Weapons. If these difficulties are made, the mobile suit will move, but the pilot will still not recieve bonus dice from Maneuverability or Fire Control. If a proper Operating System is installed for Natural pilots, THEN they will recieve these bonus dice to their skill rolls. If the OS is not available, then one can be improvised with a Very Difficult Computer Programming roll (requiring several days, maybe even a week or longer), or a Heroic Difficulty if time is an issue. If the programmer has about a month to creat the OS, then the Difficulty is Difficult. The OS for Natural MS piloting was not officially created until late in the Bloody Valentine War. The Orb Union's Erica Simmons created one for use with their M1 Astrays with help by Kira Yamato, while the Earth Alliance created one for their Strike Daggers at roughly the same time (a little later).
**Ultracompact Energy Battery: In the Gundam SEED setting, nuclear power has been rendered near useless by use of Neutron Jammers (N-Jammers). ZAFT attempted to prevent the use of nuclear weapons after the "Bloody Valentine" incident, where Junius Seven of the PLANTs was destroyed by a nuclear attack by Naturals. Using N-Jammers extensively with their ships, as well as deploying them all over the Earth deep underground, use of nuclear reactors is all but impossible until the development of the Neutron Jammer Cancelers. Therefor, most technological devices use alternate means of power sources. Most mobile suits and mobile armors use ultracompact energy batteries. While their operation time may be limited, most of these vehicles still have plenty of time to complete their sortie missions before having to return to base.

To represent this, take a mobile suit/mobile armor/ship's Hull Dice and multiply the number by a hundred (100), adding 25 per pip (550 for the GuAIZ here). This is the Battery's power. Decrease by one point per round of combat while the mobile vehicle is active after launch. Any energy weapons directly connected to the battery drain it by a number equal to the Damage Dice they inflict, per use (such as beam rifles, beam cannons or beam sabers, etc.). Any special equipment that shield or help the mobile vehicle (such as energy shields, Phase Shift armor or Mirage Colloid) deplete the battery by a number equal to it's Hull Dice. Any other variants will list any differences in their entries.
WRITE-UP NOTES:

The ZAFT GuAIZ 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 GuAIZ may still seem comparatively weak in may ways). The GuAIZ 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-601R
Code name: GuAIZ R
Unit type: mass production general purpose mobile suit
Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
Operator: ZAFT
First deployment: unknown
Accommodation: pilot only, in standard cockpit in torso
Dimensions: overall height 20.24 meters
Weight: max gross weight 80.2 metric tons
Armor materials: unknown
Powerplant: ultracompact energy battery (power output rating unknown).
Equipment and design features: sensors (range unknown).
Fixed armaments: 2 x MMI-M20S "Pollux IX" railgun (folded underneath hips, spread out in use); 2 x MMI-GAU2 "Picus" 76mm CIWS (fire-linked, mounted in head); MA-MV05 composite shield (features beam saber on tip, mounted on left arm).
Optional hand armaments: MA-M21G beam rifle (power rating unknown).
-Appearances: Mobile Suit Gundam SEED DSTINY; Mobile Suit Gundam SEED DESTINY ASTRAY; Mobile Suit Gundam SEED DESTINY ASTRAY (photonovel).

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