



Starships D6 / Principality of Zeon MS-0

Dom

Craft: Principality of Zeon MS-09 Dom

Type: Space Combat MS

Scale: Starfighter

Height: 13.39 meters

Skill: MS Piloting

Crew: 1

Crew Skill: MS Piloting: 4D, MS Gunnery: 3D+2, MS Shield: 3D, MS Fencing: 4D+1

Cargo Capacity: 120 kg

Consumables: 8 days

Cost: Not for Sale

Hyperdrive: N/A

Nav Computer: No

Manueverability: 4D+1

Space: 9

Atmospheric: 502 (walking), 1,323 (jumping)

Hull: 3D

Shield: 4D+1

Sensors:

Passive: 25/0D

Search: 50/1D+2

Scan: 75/3D+1

Focus: 100/5D

Weapons: Mobile Suits can carry a variety of weapons, but can only use one at a time, so they must switch between the two optional weapons they carry. This takes about 10 seconds.

Giant Bazooka

Fire Arc: Front

Scale: Starfighter

Skill: MS Gunnery

Ammo: 6 round magazines, 3 extras

Fire Control: 3D+2

Space Range: 1-12/20/26

Atmospheric Range: 1-12km/20/26

Damage: 6D+2

Mega Particle Cannon

Fire Arc: Front

Skill: MS Gunnery

Ammo: 6 shots, 11 extras

Fire Control: 3D+1

Space Range: 1-10/23/36

Atmospheric Range: 1-10km/23/36

Damage: 9D

Always Equipped:

Heat Sword

Fire Arc: Front

Skill: MS Fencing

Ammo: 3 hours

Fire Control: 4D+1

Space Range: .1-.3/0/0

Atmospheric Range: .1-.3km/0/0

Damage: 12D

"Blinder"

Fire Arc: Front

Skill: MS Gunnery

Ammo: 14 shots, 0 extras

Fire Control: 2D+2

Space Range: Effects reach out to 1-3/5/7

Atmospheric Range: 1-3/5/7

Damage: 0D

(This is a flare shot, which blinds the enemy for 1D rounds. The enemy can move and fire but can't see the effects of its fire.)

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Geoff DeWitt, OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).