



Starships D20 / Principality of Zeon MS-

Dom

Craft: Principality of Zeon MS-09 Dom

Class: Starfighter

Size: Tiny (13.39 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 120 kg

Consumables: 8 days

Cost: Not available for sale

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: 502 km/h (8 squares/action)(walking)

Atmospheric Speed: 1,323 km/h (22 squares/action)(jumping)

Crew: 1 (Skilled +4)

Initiative: +6 (+2 size, +4 crew)

Maneuver: +6 (+2 size, +4 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 130 (DR 5)

Hull Points: 90 (DR 5)

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 2 round.

Weapons:

Giant Bazooka

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 7d10x2

Range Modifiers: PB/S +0, M/L n/a

Mega Particle Cannon

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: 9d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Always Equipped:

Heat Sword

Fire Arc: Front

Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)

Damage: 12d10x2

Range Modifiers: PB -4, S/M/L n/a

"Blinder"

Fire Arc: Front

Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)

Damage: None

Range Modifiers: PB -4, S/M/L n/a

Notes: This is a flare shot, which blinds the enemy for 1d6 rounds.

The enemy can move and fire but can't see the effects of its fire.

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