Kampfer

The Kampfer is a high-performance machine designed to be the ultimate
space combat weapon. Reverting back to the old style of suit
building, rather
than the new amphibious one, the Kampfer's
designers created a masterpiece. Featuring powerful engines and
stealthy exterior, the Kampfer is truly a powerful space suit.

Craft: Principality of Zeon MS-18E Kampfer Mobile Suit
Class: Starfighter
Size: Tiny (14.01 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 70 kg
Consumables: 4 days
Cost: Not for Sale
Maximum Speed In Space: Ramming (12 squares/action)
Atmospheric Speed: 450 m (walking), 1,300 (jumping)
Crew: 1 (Skiled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 90 (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 about 10 seconds.

  Customized Shotgun
    Fire Arc: Front
    Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
    Damage: 3d10x2
    Range Modifiers: PB/S +0, M -2, L n/a
  Bazooka
    Fire Arc: Front
    Attack Bonus: +7 (+2 size, +2 crew, +3 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S/M +0, L n/a
  Submachine Gun

Fire Arc: Front

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

Damage: 2d10x2 per burst

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

*This weapon has a very high rate of fire and is capable of burning through
an entire magazine on full automatic in a round.

Always Equipped:

Beam Saber

Fire Arc: Front

Attack Bonus: +9 (+2 size, +2 crew, +5 fire control)

Damage: 12d10x2

Range: 1 square

Chain Main

Fire Arc: Front

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

Damage: 7d10x2

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

*This weapon is a string of flat explosive charges that wrap around the
target and detonate on impact, setting off a chain reaction.