



Starships D6 / Principality of Zeon MS-0

Z'Gok

Zeons second amphibious mobile suit. Widely regarded as the best yet amphibious design, this machine is heavily armored to withstand deep sea pressure, yet it is much more maneuverable than the Gogg. The Z'Gok has a great deal of firepower, with the weapons built right into the design. With a well-balanced long and short range design, it can also perform well in space.

Craft: Principality of Zeon MS-07 Z'Gok

Type: Amphibious Mobile Suit

Scale: Starfighter

Height: 11.03 meters

Skill: MS Piloting

Crew: 1

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

Cargo Capacity: 30 kg

Consumables: 2 days

Cost: Not for Sale

Hyperdrive: No

Nav Computer: No

Maneuverability: 2D

Space: 4

Atmospheric: 6

Hull: 4D+2

Shield: 3D

Sensors:

Passive: 15/0D

Search: 40/1D

Scan: 65/2D

Focus: 80/3D

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. However, the Z'Gok's weapons are built right into it, cutting the switch time of 10 seconds to a time of 2 seconds.

2 Mega Particle Cannons

Fire Arc: Front

Skill: MS Gunnery

Ammo: 6 shots, 11 extras/cannon

Fire Control: 3D+1

Space Range: 1-10/23/36

Atmospheric Range: 1-10km/23/36

Damage: 9D

Head Missiles

Fire Arc: Varies*

Skill: MS Gunnery

Ammo: 60 missiles, no spares

Fire Control: 2D+2

Space Range: 1-12/24/30

Atmospheric Range: 1-12km/24/30

Damage: 2D

*These missiles come out of the top of the suit's head, and can hence turn in any direction. They are launched from 6 tubes built into the suit's top, and each tube carries 10 missiles.

Grappling Claws

Fire Arc: Front

Skill: MS Fencing

Ammo: N/A

Fire Control: 3D

Space Range: N/A

Atmospheric Range: .1-.34/0/0

Damage: 6D

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