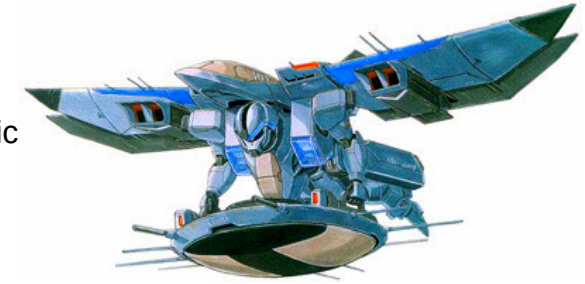
Vehicles D6 / ZAFT DINN Special Electronic I



ZAFT DINN Special Electronic Installation Type

Craft: ZAFT AME-WAC01 DINN Special Electronic Installation Type
Type: Aerial early warning and control mobile suit
Scale: Starfighter
Dimensions:
-Height: 18.93m
-Mass: 37.33 metric tons (max gross weight, more with radome)
Skill: Mecha Piloting (OR can use Walker Operations and/or Starfighter/Aircraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost:
-Mobile Suit: 83,000 ZAFT credits
-Radome: 5,000 Credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability:
-Atmosphere: 3D (2D with radome)
-Space: 1D (+1 with radome)
Speed:
-Space: 2
-Atmosphere: 350; 1,000kmh (completely flight capable!)
-Ground (Walking): 30; 90kmh
Hull: 4D
-Strength: 3D
-Armor: 1D
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D
Sensors (Radome)
  Passive: 45/1D
  Scan: 85/2D
  Search: 130/3D
  Focus: 6/4D
*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 pilot will recieve no bonus dice from Maneuverability or Fire Control of Weapons. Also, if a proper Operating System is not installed for natural pilots, then these bonuses will be -1D
WEAPONS (Fixed Armaments):

4 6-tube Multipurpose Launcher
Location: Mounted on chest
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/6, 6 per round, max range 30
Atmosphere Range: 50-100/300/600, 600 per round, max range 3km
Damage: 7D (standard, varies by war head/missile type)
Ammo: 1 missile per tube; 24 total
Rate of Fire: 1 missile per attack; OR volleys of max payload per launcher; OR volleys of total payload
WEAPONS (Optional Hand-Held Armaments):
MMI-M7S 76mm Heavy Assault Machine Gun
Location: Holster-mounted on right hip, hand-held in use
Fire Arc: "turret" (hand-held, aims like human arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-4/11/22
Atmosphere Range: 50-400/1.1/2.2km
Damage: 5D+1 (OR Autofire Bonus Damage Dice)
Ammo: 40 round magazine
Rate of Fire: 1 round per attack; OR Autofire (see D6 Firearms elsewhere on the site)
MMI-M100 190mm Anti-aircraft Shotgun.
Location: Holster-mounted on left hip, hand-held in use
Fire Arc: "turret" (hand-held, aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D/2D/3D (short, medium and long ranges)
& nb sp; Space Range: 1-2/8/24
Atmosphere Range: 50-200/800/2.4km
Damage: 8D/6D/4D (short, medium and long ranges)
Ammo: 10 shells
Rate of Fire: 1 shell per attack
DESCRIPTION:
ZAFT DINN (Pronounced "Din" or "Den")
The AMF-101 DINN is a mobile suit designed for sustained aerial combat on Earth. The DINN's design is similar to the ZGMF-1017 GINN, with the exception of the extendable wings used for flight and a helmet-like attachment used to increase the suit's aerodynamics. The DINN's basic armaments consist of an anti-aircraft shotgun and an assault machine gun also used by the ZGMF-515 CGUE. The DINN is also equipped with four multipurpose launchers in the chest which can be fitted with missiles. DINNs are deployed all across the Earth, and many units participate in ZAFT's Operation Spitbreak, a failed attempt to destroy the Earth Alliance's A laska Base. During Spitbreak, a silver commander's unit is used by ace pilot Rau Le Creuset to infiltrate the Alaska Base. In addition to the standard DINN model, ZAFT also produces several variations, including the AME-WAC01 DINN Special Electronic Installation Type, AMRF-101C AWACS DINN and AMF-103A DINN RAVEN.

The Special Electronic Installation Type is meant as an early warning and control model, used for patroling ZAFT borders on Earth and spying where possible on Earth Alliance communications. It has all the standard equipment for a DINN, and has also been upgraded with extra propulsion units attached to its wings to aid when it carries its radome. the radome itself is a seperate device, almost as large as the DINN unit itself. Though not very heavy, the radome is still large and unwieldly, and the DINN suffers some maneuverability loss when it is carried (hence the enhanced propulsion). But if combat ensues, the DINN can simply drop the radome and make whatever decision it needs to in combat. Though it has all the combat capability of the standard DINN, it is usually on information gathering missions or border patrols, and if not escorted by other mobile suits, fleeing is the best course of action. WIth its enhanced engines and thristers, it stands a good chance of getting away, too.

This DINN has all the standard sensors of the normal model. Any enhanced sensor ability is from the radome itself.

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---Ultracompact Energy Battery: in the Gundam SEED setting, ZAFT has dispersed many Neutron Jammers across Earth and uses them extensively in space. This means nuclear power and weapons systems are impossible to use and forces both sides to rely in various compact energy batteries to power their ships and mobile suits.

Because of this, when using any of these machines in the Gundam SEED setting, take the unit's Hull Dice number, multiply it by 100 (add 25 per pip), and this is the amount if power in the battery system (600 for standard GINNs).

When mobile suit/mobile armor launches, it begins depleting it's battery by at least 1 per round. If it has energy weapons (I.e., beam sabers, beam rifles, etc.) or other advanced high-energy systems directly connected to it's power supply (Phase Shift Armor, Mirage Colloid, etc.), then these will draw more power from the battery. Energy weapons draw power points equal to their Damage Dice. Equipment like Phase Shift Armor or Mirage Colloid draw power points equal to the mobile suit's Hull Dice. All of this is per round of activation.

WRITE-UP NOTES:

The ZAFT DINN 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 DINN may still seem comparatively weak in may ways). Unlike the ZAFT GINN, the DINN can actually fly in atmosphere, because that is what it was designed for.

The assault rifle is similar in stats to the GINN version, but better as it is used by the later improved CGUE models. The Shotgun I have written up to work somewhat like a real shotgun, with massive damage at very close ranges, but less damage as the shot gets further away, and in this way it also works womewhat like an anti-aircraft flak gun. The missile launchers have a standard wahead listed for damage (7D), but other missile types would be available since it says it is a multipurpose weapon. Such warheads may be Light Explosive (6D), Heavy Explosive (8D), Long Ranged (double the range), anti-radiation jamming (7D jamming against all sensors and fire controls, -1D per round), and even fire retardant and smoke.

OTHER SPECS:

-Model number: AME-WAC01
-Code Name: DINN
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: 20 May C.E. 70

-Accomodation: pilot only, in standard cockpit in torso
-Armor Materials: unknown
-Powerplant: Ultracompact energy battery, power output rating unknown
-Equipmentt/Design Features: sensors (range unknown)
-Fixed Armaments: 4 6-tube Multipurpose Launcher (mounted on chest).
-OPTIONAL Hand-Held Armaments: MMI-M7S 76mm heavy assault machine gun, MMI-M100 190mm anti-aircraft shotgun.

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