Starships D6 / ZAFT CGUE



ZAFT CGUE

Craft: ZAFT ZGMF-515 CGUE
Type: Commander type mobile suit
Scale: Starfighter
Dimensions:
-Height: 21.43m (head height)
-Mass: 80.22 metric tons (max gross weight)
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: 82,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 3D (all environments)
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh ("jumps" only)
-Ground (Walking): 35; 100kmh
Hull: 5D+1
-Strength: 3D+1
-Armor: 2D
Shields: N/A
Sensors:
  Passive: 25/1D
  Scan: 50/1D+1
  Search: 70/2D+2
  Focus: 4/3D

*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):
  MA-M4A Heavy Sword (CGUE Sword)
    Location: Stored on back, hand-held in use.
    Fire Arc: Close Combat
    Crew: 1 (pilot)
    Skill: Mecha Combat
    Scale: Starfighter
    Fire Control: 1D

Space Range: N/A (Close Combat, under "1")
Atmosphere Range: N/A (Close Combat, under 50m)
Damage: Str+2D+1 (6D+1 for standard CGUE)
Ammo: N/A
Rate of Fire: N/A

28mm Vulcan G un System
Location: Stored in M7070 Shield, aimed and fired like a gun.
Fire Arc: "turret" (hand held, aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-2/10/20
Atmosphere Range: 50-200/1/2km
Damage: 4D
Ammo: 500 round magazine
Rate of Fire: Burst per attack (-1Dx10 Ammo Depletion); OR Autofire.

WEAPONS (Optional Hand-Held Armaments)
MMI-M7S 76mm Heavy Assault Machine Gun
Location: Hand-held
Fire Arc: "turret" (hand-held, aims like human arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-3/11/22
Atmosphere Range: 30-300/1.1/2.2km
Damage: 5D+1
Ammo: 40 round magazine.
Rate of Fire: 1 per attack, OR Autofire (see D6 Firearms elsewhere on the site)

DESCRIPTION:
ZAFT CGUE (Pronounced "Seh-GOO")
ZAFT's ZGMF-515 CGUE is an improved version of their standard ZGMF-1017 GINN and is designed for use by commanders and ace pilots such as Rau Le Creuset. The CGUE is faster and more maneuverable than a standard GINN, and their armament differs somewhat. The CGUE is armed with a heavy assault machine gun and heavy sword similar to that of the GINN, but it can also be equipped with a combination shield and vulcan gun system on its left arm. In addition to the standard CGUE, ZAFT also creates the experimental design YFX-200 CGUE DEEP Arms. During the war, one unit is used by ace pilot Rau in many duels with famous enemy ace Mu La Flaga. However, after the attack on Heliopolis, Rau usually stays behind on the battleship Vesalius and lets his subordinates do most of the fighting with their four stolen Gundams.

---M7070 Shield (+2D): When a Mobile Suit (or mecha in general) is equipped with a shield, they can use this to defend against incoming attacks, both ranged and close combat. They must declare a Mecha Parry, just like using the Melee Parry or Dodge skills. The SHield is placed between the Mecha and the attack and used to absorb the damage. The Shield's dice are rolled at the same time as the Hull Dice of the mecha, but kept seperate (perhaps use different color dice?). When the damage total is added up compare to the total of the Parry Dice. As usual, if the

defender wins, there is no damage. But, if the damage rolls higher than the normal Shield dice, then the Shield takes damage like a normal Vehicle or Starfighter (see Star Wars D6 RPG for rules). So, if the Shield is ionized, it becomes unuseable for as long as that takes to work out because it was hit so hard. If Damage would decrease the Hull Dice, then the Shield loses these dice as it is damaged from the attack. If it would be "stunned", then it works the same way. If the damage would destroy the shield, then it has either been blown or cut in half or blown away by the attack. Shields are an effective yet cheap way to grant protection from extreme attacks without giving actual energy shields to a mecha.

*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

---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 GINN 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 GINN may still seem comparatively weak in may ways). The Ginn and most standard mobile suits do not actually "fly" in an atmosphere, but can jump with their equipped thrusters. Their space speed may seem slow when compared to other starfighters from Star Wars D6, but these are earlier models (later designs are much faster), and what amounted to "starfighters" (mobile armors) in the Gundam Seed setting were not so fast anyways.

OTHER SPECS:

-Model number: ZGMF-515
-Code Name: CGUE
-Manufacturer: ZAFT (Zodiac Alliance of Freedom treaty)
-Operators: ZAFT; Serpent Tail
-First Deployment: 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: MA-M4A heavy sword, stored on back, hand-carried in use; M7070 shield-plus-28mm vulcan system, mounted on left arm.

-OPTIONAL Fixed Armaments: none
-OPTIONAL Hand-Held Armaments: MMI-M7S 76mm heavy assault machine gun.

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