Starships D6 / ZAFT GINN Long Range Recon



ZAFT GINN Long Range Reconnaissance Type

Craft: ZAFT ZGMF-LRR704B GINN Long Range Reconnaissance Type
Type: Long Range Reconnaissance Mobile Suit
Scale: Starfighter
Dimensions:
-Height: 21.43m
-Mass: 78.5 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: 78,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 2D+1 (all environments)
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh ("jumps" only)
-Ground (Walking): 30; 90kmh
Hull: 5D
-Strength: 3D
-Armor: 2D
Shields: N/A
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 5/4D

WEAPONS (Optional Hand-Held Armaments)
  Sniper Rifle:
    Location: Hand-held
    Fire Arc: "turret" (hand-held, aims like human arms)
    Crew: 1 (pilot)
    Skill: Mecha Gunnery (OR can use Starfighter/Aircraft Gunnery)
    Scale: Starfighter AND Capital
    Fire Control: 1D
    Space Range: 1-4/16/35
    Atmosphere Range: 75-400/1.6/3.5km
    Damage: 6D+2
    Ammo: 15-shot energy clip

Rate of Fire: 1 beam per attack

DESCRIPTION:

ZAFT GINN (Pronounced "Jin" or "Jen")

Throughout the war, ZAFT creates many variations of the standard ZGMF-1017 GINN mobile suit. One of these variations is the ZGMF-LRR704B GINN Long Range Reconnaissance Type. Unlike the standard GINN, the Recon Type is designed for long range reconnaissance and search missions. Because of its intended role, the Recon Type is lightly armed and carries one sniper rifle. In early February C.E. 71, a unit belonging to the Yun Law team is sent out to search for the passenger shuttle Silverwind, which disappears at the ruins of Junius Seven while preparing for a memorial service marking the first anniversary of the Bloody Valentine incident. However, the unit is destroyed in combat by Kira Yamato's GAT-X105+AQM/E-X01 Aile Strike Gundam.

---Radome: If the Radome is blown off of its left shoulder, the GINN's sensor range will go back to normal for standard GINNs, but the Sensor Dice will stay the same.

*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-LRR704B
-Code Name: GINN Long Range Reconnaissance Type
-Manufacturer: ZAFT (Zopdiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: Unknown
-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), Radome.
-Fixed Armaments: None.
-OPTIONAL Fixed Armaments: None.
-OPTIONAL Hand-Held Armaments: Sniper Rifle.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Hellstormer, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.