Vehicles D6 / ZAFT ZuOOT



ZAFT ZuOOT

Craft: ZAFT TFA-2 ZuOOT
Type: Mass production transformable artillery mobile suit.
Scale: Walker
Dimensions:
-Height: 17.86 m (mobile suit mode, head height)
-Height: 13.57 m (tank mode)
-Mass: 83.59 metric tons (max gross weight)
Skill: Mecha Piloting (OR can use Walker Operations and/or Ground Vehicle Operations)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 78,000 ZAFT credits
Nav Computer: Yes (short-ranged, ground-based)
Maneuverability:
-Mobile Suit Mode: 1D
-Tank Mode: 0D
Speed:
-Ground (Walking): 21; 60kmh
-Ground (Tank): 35; 100kmh
Hull: 8D
-Strength: 6D
-Armor: 2D
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D

WEAPONS (Fixed Armaments):
  2 Heavy 2-Barrel Cannons
    Location: Mounted on shoulders
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Mecha Gunnery (OR Vehicle Gunnery)
    Scale: Walker
    Fire Control: 2D
    Space Range: 1-10/30/60
    Atmosphere Range: 100-1/3/6km
    Damage: 7D (or fire-link damage up to 10D)
    Ammo: 20 shells per cannon (80 total)

Rate of Fire: 1 shell per attack; 1 fire-linked barrage per attack; 2 firelinked barrages per attack; OR barrage ov 4 shells per attack.

4 Vulcan Guns (fire-linked)
Location: mounted on head
Fire Arc: turret
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Walker
Fire Control: 2D
Space Range: 1-2/6/12
Atmosphere Range: 30-200/600/1.2km
Damage: 6D (3D if not fire-linked)
Ammo: 500 rounds per gun (but all ire as 1 gun)
Rate of Fire: Burst per attack (D6x10 Ammo Depletion); OR Autofire.

Light 2-Barrel Cannon
Location: Mounted on Left Arm
Fire Arc: "turret" (arms moves like human arm)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Walker
Fire Control: 1D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 6D (7D if fire-linked)
Ammo: 30 light shells per cannon (60 total)
Rate of Fire: 1 shell per attack; or barrage of 2 fire-linked shells.

WEAPONS (Optional Hand-Held Armaments)
Heavy Assault Machine Gun
Location: Hand-held
Fire Arc: "turret"
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Walker
Fire Control: 1D
Space Range: 1-3/8/16
Atmosphere Range: 30-300/800.1.6km
Damage: 5D (OR Autofire Bonud Damage Dice)
Ammo: 50 round magazine (reloadable)
Rate of Fire: Single shot per attack; OR Autofire

DESCRIPTION:

ZAFT ZuOOT (pronounced "Zuh-OOT", "ZOOT", or "ZWOOT")

For the invasion of Earth, ZAFT creates various models of mobile suits following the production of the ZGMF-1017 GINN. The TFA-2 ZuOOT is a transforming ground assault artillery unit. Throughout the war, ZAFT deploys ZuOOTs across the world from North Africa to the failed Operation Spit Break in Alaska. In the designated tank mode, the ZuOOT can speed across land

with its tank treads, but it is no more maneuverable than the standard tank used by the Earth Alliance. Because of this poor maneuverability, ZuOOTs often operated in conjunction with the highly maneuverable quadruped TMF/A-802 BuCUE. The ZuOOT's main armament includes twin shoulder-mounted cannons, but it is also equipped with vulcan guns, an arm-mounted cannon and a handheld machine gun. Despite its relatively poor performance, ZAFT creates an upgraded model after the war, the TFA-4DE GAZuOOT.

-COMBAT CAPABILITIES

Designed for heavy ground attack, the ZuOOT is heavily armed, but far less agile than the TMF/A-802 BuCUE. The suit is able to transform into a tank-like mode, which allows it to move on tank treads, granting it stability and making it a highly accurate artillery platform.

Weapons wise the ZuOOT is only mounted with shell firing weapons, which consist of two shoulder mounted 2-barrel cannons, four head mounted vulcan guns and a 2-barrel cannon, mounted on the left arm of the suit. If necessary, the ZuOOT can carry a heavy assault machine gun in its hand.

-HISTORY

The TFA-2 ZuOOT is an early-model mobile suit designed for ground combat during the invasion of Earth by ZAFT. However due to its poor agility it is quickly relegated to a second-line artillery use in ZAFT's terrestrial arsenal, and are sometimes positioned on the outer decks of land battleships to serve as extra gun turrets. At El Alamein on May 30 of CE 70, a ZuOOT was piloted by Andrew Waltfeld's lieutenant Martin DaCosta in the Suez battle against a massive Earth Alliance tank corps. Also several ZuOOT's fell into the hands of civilians.

After the end of the Bloody Valentine War an upgraded variant of the ZuOOT was created, called the TFA-4DE CAZuOOT, which is equipped with more advanced weaponry.

---Ultracompact Energy Battery: In the Gundam SEED setting, ZAFT has dispersed many Neutron Jammers (N-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 on various compact energy batteries to power their 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 (500 for standard GINNs).

When the 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 energy weapon 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.

Mobile Suits like most Gundams and modified models like the CGUE DEEP Arms, have weapons directly connected to their energy batteries (or can be hand-held to draw their power the same way) and will deplete their energy this way. However, because of the advantages these mobile weapons bring to the battlefield, this is seen as an exceptable trade-off, as they may bring about a swift victory for which side uses them.

*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.

WRITE-UP NOTES:

The ZAFT ZuOOT is Walker scale, like many other mecha, because it is ground-based and not meant for flight (though could possibly be modified for use in space). I have chosen most of the dice codes for it based on its size (which is similar to many Walkers in Star Wars D6), and the fact that it is an early model (other, more improved models follow later with improved statistics, which is why the ZuOOT may still seem comparatively weak in may ways). The ZuOOT cannot fly and is not meant for such mobility, and is more than likely too heavy to be modified in such a way (unless using it in Star Wars, in which Repulsorlift technology can go a long way).

OTHER SPECS:
-Model number: TFA-2
-Code Name: ZuOOT (pronounced "Zuh-OOT", "ZOOT", or "ZWOOT")
-Unit Type: Mass production transformable artillery mobile suit.
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-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: 2 2-barrel cannons, mounted on shoulders; 4 vulcan gun, mounted on head; 2-barrel cannon, mounted on left arm
-OPTIONAL Fixed Armaments:none.
-OPTIONAL Hand-Held Armaments: Heavy assault machine gun.

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