Vehicles D6 / ZAFT BuCUE Waltfeld Custom T



Mobile Suit Gundam SEED
ZAFT BuCUE Waltfeld Custom Type
Craft: ZAFT TMF/A-802 P-Mod.W BuCUE Waltfeld Custom Type
Type: Commander's custom ground assault mobile suit.
Scale: Walker
Dimensions:
-Height: 11.07 m (base of turret, head height)
-Mass: 69.3 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: 74,000 ZAFT credits
Nav Computer: Yes (short-ranged, ground-based)
Maneuverability:
-Mobile Suit Mode: 4D+2
-Tank Mode: 2D+2
-Space (both modes): +2
Speed:
-Ground (Walking): 70; 200kmh
-Ground (Tank): 90; 260kmh
-Atmosphere (Jumping Only): 225; 650kmh
Hull: 6D+1
-Strength: 5D+1
-Armor: 1D
Shields: N/A
Sensors:
  Passive: 25/1D
  Scan: 50/1D+1
  Search: 70/2D+2
  Focus: 4/3D+2
WEAPONS (Fixed Armaments):
  2 Cutters
    Location: Mounted on mouth
    Fire Arc: Close Combat
    Crew: 1 (pilot)
    Skill: Mecha Combat
    Scale: Walker
    Fire Control: 2D
    Spac range: Close Combat
    Atmosphere Range: Close Combat
    Damage: Str+3D

Ammo: N/A
Rate of Fire: 1 strike per attack
Special: Enemy Hull Dice -1D pip per round of continous cutting.

2 Head Spikes
Location: Mounted on head
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Walker
Fire Control: 2D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage: Str+2D
Ammo: connected to Power Battery (see below)
Rate of Fire: 1 strike per attack.
SPECIAL:

4 Foreleg Spikes
Location: mounted on forelegs
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Walker
Fire Control: 2D
Space Range: Close Combat
Atmosphere Range: Close Combat
Damage: Str+1D+1 (Str+2D+2 "MAUL")
Ammo: N/A
Rate of Fire: 1 strike per attack
SPECIAL: Can "MAUL" with forelegs (Str+2D+2)

13-Tube 400mm Missile Launcher
Location: Mounted on back
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Walker
Fire Control: 3D
Space Range: 1/3/6, 6 per round, max range 30
Atmosphere Range: 30-100/300/600, 600 per round, max range 3km.
Damage: 6D per missile
Ammo: 3 missiles per tube (39 total)
Rate of Fire: 1 missile per attack; OR volleys up to 13 missiles.

DESCRIPTION:

ZAFT BuCUE (pronounced "Buh-KOO")

The TMF/A-802 BuCUE serves as one of ZAFT's ground assault models during the war, and several variants of it are produced. One is the TMF/A-802 P-Mod.W BuCUE Waltfeld Custom Type. This particular variant is produced solely for North African commander Andrew "Andy" Waltfeld (aka "Desert Tiger"). Andy's custom BuCUE is most easily identified by the orange tiger motif similar to his tiger-colored normal suit. Because ZAFT lacks beam saber technology at the time, Andy's custom unit is equipped with two long fangs, and it also has claws mounted on the feet. Waltfeld's custom BuCUE also serves as the prototype for his later unit TMF/A-803 LaGOWE, which also features claws and a similar color scheme. The custom BuCUE functions as Andy's

personal unit until the LaGOWE is completed and rolled out onto the battlefield. After Andy is critically injured in a battle with Kira Yamato's GAT-X105 Strike Gundam, his custom BuCUE is left behind and eventually falls into the hands of Junk Guild member Kisato Yamabuki.

-COMBAT CAPABILITIES

The armament of the BuCUE Waltfeld Custom Type is derived from the original TMF/A-802 BuCUE. The suit features the same back-mounted 13-tube 400mm missile launcher as the original unit, which is the only ranged weapon mounted on the suit. Other weaponry installed on the BuCUE Waltfeld Custom Type is intended solely for close combat and included two head spikes, which are mounted on the mouth, giving the suit the appearance of a saber-toothed cat. Other weapons mounted on the suit are four foreleg spike, with two mounted on each foreleg foot and lastly two cutters. Although ZAFT was already studying beam weaponry at this time, this BuCUE variation doesn't feature any.

-SYSTEM FEATURES

The BuCUE has superior balance, running speed, and maneuverability, which gives it a distinct advantage over conventional bipedal mobile suits, particularly in rough terrain such as deserts. In addition to running and leaping, BuCUEs can also crouch down and drive using tank treads mounted on their legs.

-HISTORY

During the first Bloody Valentine War, ZAFT built several mobile suits intended for use on Earth. One such unit was the fore-legged BuCUE, which was the most favorite suit of ZAFT commander Andrew Waltfeld, who was also known as the "Desert Tiger". As a result, ZAFT created a single BuCUE variation called the BuCUE Waltfeld Custom Type. As its name implies, the suit was built solely for Waltfeld and was even painted in his trademark desert tiger colors. This BuCUE variation eventually served as a testbed for the later produced commander-type TMF/A-803 LaGOWE, which features a similar color scheme and weaponry, including the foreleg spikes. After Waltfeld had received his TMF/A-803 LaGOWE, the BuCUE Waltfeld Custom was put into storage, then later acquired by the Junk Guild, who replaced the missile launcher with manipulator arms for scavenging work. This new version would be piloted by Kisato Yamabuki, and stored on the ReHOME. She among others used the suit in space to assist Lowe Guele and his MBF-P02 Astray Red Frame in a battle against Rondo Ghina Sahaku in his MBF-P01-Re Astray Gold Frame Amatu. Kisato got assistance from the holographic George Glenn, but due to the fact that the BuCUE was poorly outfitted for space use, it was easily defeated by Rondo, although Kisato was able to cause minor damage to the Coordinator's suit.

---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 and other devices, as well as non-nuclear power generation for their ships and larger vehicles and devices.

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 BuCUEs).

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 when activated. Energy weapons draw power points equal to their Damage Dice every time they are used. Equipment like Phase Shift Armor or Mirage Colloid draw power points equal to the mobile suit's Hull Dice while activated, until shot off or power is used up. 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 through "hand plugs" and will deplete their energy this way. However, because of the advantages

these mobile weapons bring to the battlefield, this is seen as an acceptable trade-off, as they may bring about a swift victory for which side uses them.

NOTE!: When Gundams or other such Mobile Weapons run out of energy, they cannot use energy weapons (beam rifles, beam sabers, etc.) or Phase Shift Armor, but can still move and fly, as these either generate ther own power or have a seperate power supply.

*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 BuCUE is Walker scale, like many other mecha, because it is ground-based and not meant for flight (though it can jump very well, and 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 BuCUE may still seem comparatively weak in may ways). The BuCUE cannot fly and is not meant for such mobility, but might be light enough 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: TMF/A-802 P-Mod.W
-Code Name: BuCUE Waltfeld Custom Type (pronounced "Buh-KOO")
-Unit Type: commander's custom ground assault mobile suit.
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT; Junk Guild; Serpent Tail
-First Deployment: C.E. 70
-Accomodation: 2 pilots, in standard cockpit in torso
-Armor Materials: unknown
-Powerplant: Ultracompact energy battery, power output rating unknown
-Equipmentt/Design Features: sensors (range unknown)
-Fixed Armaments: 13-tube 400mm missile launcher, mounted on back; 2 x head spike; 4 x foreleg spike; 2 x cutter.
-OPTIONAL Fixed Armaments: none.
-OPTIONAL Hand-Held Armaments: none.
-Appearances: SEED-MSV (Gundam SEED Mobile Suit Variation); Mobile Suit Gundam SEED ASTRAY R; Mobile Suit Gundam SEED ATRAY; Mobile Suit Gundam SEED X ASTRAY

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.