Vehicles D6 / ZAFT LaGOWE



Mobile Suit Gundam SEED
ZAFT LaGOWE
Craft: ZAFT TMF/A-803 LaGOWE
Type: commander type ground assault mobile suit.
Scale: Walker
Dimensions:
-Height: 11.49 m (base of turret, head height)
-Mass: 70.18 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: 77,500 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: 7D
-Strength: 6D
-Armor: 1D
Shields: N/A
Sensors:
  Passive: 25/1D
  Scan: 50/1D+1
  Search: 70/2D+2
  Focus: 4/3D+2
WEAPONS (Fixed Armaments):
  Double-edged Beam Saber
    Location: Mounted on mouth
    Fire Arc: Close Combat
    Crew: 1 (pilot)
    Skill: Mecha Combat
    Scale: Walker
    Fire Control: 1D
    Space Range: Close Combat
    Atmosphere Range: Close Combat
    Damage: 5D

Ammo: connected to Power Battery (see below)
Rate of Fire: 1 strike per attack.
SPECIAL: Defender Hull Dice count as pips against Beam Sabers.
2-Barrel Beam Cannon (fire-linked)
Location: mounted on back
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Blasters)
Scale: Walker
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 7D+2 (6D+2 if not fire-linked)
Ammo: connected to Power Battery (see below)
Rate of Fire: 1 fire-linked beam per attack.

DESCRIPTION:

ZAFT LaGOWE (pronounced "Lah-GOW")

The commander's type TMF/A-803 LaGOWE is based on the TMF/a-802 P-Mod.W BuCUE Waltfeld Custom Type. The LaGOWE features the same double-edged beam saber as the BuCUE, but unlike the BuCUE its other fixed armament is a 2-barrel beam cannon mounted on the back. It is unknown how many LaGOWE units are constructed, but one is used in Africa by Andrew Waltfeld (aka "Desert Tiger") and his lover Aisha. The LaGOWE is destroyed in battle with Kira Yamato's GAT-X105 Strike Gundam, leaving Andy with a single eye and missing several appendages.

-COMBAT CAPABILITIES

The armament of the LaGOWE is based upon the one used on the mass-produced TMF/A-802 BuCUE. As a result if features a double-edged beam saber in its mouth (though of a slightly different design), which is used to cut enemies apart in close combat, but instead of a missile launcher or railguns, it mounts a pair of powerful beam cannons on its back turret, which is used for ranged combat. Lastly the suit also mounts two "leg spike" claws on each foot.

-SYSTEM FEATURES

The LaGOWE 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, LaGOWEs can also crouch down and drive using tank treads mounted on their legs.

-HISTORY

The LaGOWE is a quadrupedal commander-type mobile suit used by ZAFT and designed for ground combat. It is based upon the TMF/A-802 P-Mod.W BuCE Waltfeld Custom Type and generally similar to the original BuCUE, but is slightly larger and is equipped with a two-seat cockpit for both a pilot and a gunner. The first LaGOWE was assigned to "Desert Tiger" Andrew Waltfeld, whose lover Aisha served as his gunner. It engaged in battle with the GAT-X105 Strike, but was defeated. Waltfeld did survive, but not without the cost of his left arm and eye, while Aisha died in the battle. Later into the war, three LaGOWE's engaged Rena Imelia's GAT/A-01E2 Buster Dagger, which was receiving support from Edward Harrelson's GAT-333 Raider Full Spec. All three LaGOWE units were destroyed by Imelia.

--Game Notes--

*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 LaGOWE 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 LaGOWE may still seem comparatively weak in may ways). The LaGOWE 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-803
-Code Name: LaGOWE (pronounced "Lah-GOW")
-Unit Type: commander type ground assault mobile suit.
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: C.E. 71
-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: Doubled-Edged Beam Saber (mounted on mouth); 2-Barrel Beam Cannon (mounted on back).
-OPTIONAL Fixed Armaments: none.
-OPTIONAL Hand-Held Armaments: none.
-Appearances: Mobile Suit gundam SEED; Mobile Suit Gundam Seed ASTRAY R; Mobile Suit Gundam SEED X ASTRAY; Battle Assault 3 featuring Gundam SEED; Mobile Suit Gundam SEED: Never-Ending Tomorrow.

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