Vehicles D6 / ZAFT GINN OCHER Type



ZAFT GINN OCHER Type

Craft: ZAFT TMF/S-3 GINN OCHER Type
Type: Operation Commando Hard Environment Reinforced Type mobile suit
Scale: Starfighter
Dimensions:
-Height: 21.43m
-Mass: 78.5 metric tons (max gross weight)
Skill: Mecha Piloting (OR can use Walker Operations)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 74,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 2D (on ground; 0D all other environments)
Speed:
-Ground (Walking): 30; 90kmh
Hull: 5D+2
-Strength: 4D
-Armor: 1D+2
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus (Tight-Beam Ultrasonic Scanner): 6/4D
Sensors/Pulse Compression Subsurface Radar (Underground):
  Passive: 20/1D
  Scan: 40/1D+1
  Search: 60/2D+2

WEAPONS (Fixed Armaments):
  Heavy Axe
    Location: Stored on back, hand-held in use.
    Fire Arc: Melee Combat
    Crew: 1 (pilot)
    Skill: Mecha Combat
    Scale: Starfighter
    Fire Control: 1D
    Space Range: Close Combat
    Atmosphere Range: Close Combat

Damage: Str+3D (7D for standard GINN)
Ammo: N/A
Rate of Fire: N/A

WEAPONS (Optional Hand-Held Armaments)
MMI-M8A3 76mm Heavy Assault Machine Gun
Location: Stored on rear waist, hand-held in use
Fire Arc: "turret" (hand held, aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 50-300/1/2km
Damage: 5D
Ammo: 50
Rate of Fire: 1 round per attack (semiautomatic); OR Autofire.
MMI-XM17 37.5mm Hyper-Velocity Rifle (experimental)
Location: Hand-held
Fire Arc: "turret" (hand-held, aims like human arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Vehicle Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-4/15/30
Atmosphere Range: 20-400/1.5/3km
Damage: 6D+1
Ammo: 25 round magazine, exchangeable.
Rate of Fire: 1 shot per attack

DESCRIPTION:

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

With the outbreak of war, ZAFT begins a full-scale invasion of Earth. To meet the needs required by certain environments, ZAFT creates many variants of their standard mobile suit ZGMF-1017 GINN. One such variation is the TMF/S-3 GINN OCHER (Operation Commando Hard Environment Reinforced) Type. This particular variant is specifically designed for use in harsh desert environments and features parts designed to keep it from overheating or being clogged with sand. The OCHER Type's armament consists of a machine gun, rifle, heavy axe and a trio of smoke dispensers. The OCHER Type is used by Andrew Waltfeld's forces in Africa as support units as well as for patrolling and defending occupied territories, such as the city of Banadiya.

-COMBAT ABILITIES

The standard armament of a GINN OCHER Type consists of three smoke dispensers, mounted on the right shoulder of the suit, which are capable of releasing smoke to cover the area around the suit. For close combat, the suit mounts a heavy axe. Besides these fixed weaponry, the GINN OCHER Type can also use an MMI-XM17 experimental 37.5mm hyper-velocity rifle and a heavy assault machine gun.

-SYSTEM FEATURES

Since the GINN OCHER Type was created for use in desert environment, its body is designed to prevent overheating as well as sand from clogging its interior. It also feature special equipment in form of a ight-beam ultrasonic scanner and a pulse compression subsurface radar, granting it enhanced scanning abilities.

-HISTORY

During the Bloody Valentine War, ZAFT created several variants of its standard ZGMF-1017 GINN mobile suit, among them variants for use in different terrains on Earth. One such variant is the GINN OCHER Type (Operation Commando Hard Environment Reinforced), which was designed to be used in harsh desert environment.

One person who used these suits was ZAFT commander Andrew Waltfeld, who was the commander of the ZAFT-controlled territory in Africa. The GINN OCHER Type was used besides such units as TMF/A-802 BuCUEs and TFA-2 ZuOOTs for defending areas, patrolling or simple support.

---3 Smoke Dispensers: The GINN OCHER Type has three smoke dispensers mounted on its right shoulder. When used, they obscure the GINN and make it harder to see on the battlefield, obscuring the area around it (ranges 1/2/3, -3D/-2D/-1D per dispenser to see or hit the GINN, can fire all three to fire-link effect for +1D for 2 or +2D for all three). The smoke lasts 1D+1 rounds, +1 per extra dispenser launched, but the effect will be shorter if there is a strong wind.

---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.
*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 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: TMF/S-3
-Code name: GINN OCHER Type
-Unit type: Operation Commando Hard Environment Reinforced Type mobile suit
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operator: ZAFT
-First deployment: C.E. 70
-Accommodation: pilot only, in standard cockpit in torso
-Dimensions: unknown
-Weight: unknown
-Armor materials: unknown
-Powerplant: ultracompact energy battery, power output rating unknown
-Equipment and design features: tight-beam ultrasonic scanner (range unknown); pulse compression subsurface radar (range unknown).
-Fixed armaments: 3 smoke dispenser (mounted on right shoulder); heavy axe .
-Optional hand armaments: MMI-XM17 37.5mm hyper-velocity rifle (experimental); heavy assault machine gun.
-Appearances: SEED-MSV (Gundam SED Mobile Suit Variations); Mobile Suit Gundam SEED; Mobile Suit Gundam SEED ASTRAY (OVA); Mobile Suit Gundam SEED DESTINY; Mobile Suit Gundam SEED ASTRAY R; Gundam Evolve.

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.