Vehicles D6 / ZAFT GINN WASP Type



ZAFT GINN WASP Type
Craft: ZAFT UWMF/S-1 GINN WASP Type
Type: Water Adapted Search & Patrol 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 or Seacraft Piloting)
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:
-Water: 2D+1
-Land/Walking: 2D
Speed:
-Water: 55; 160kmh
-Ground (Walking): 30; 90kmh
Hull: 5D
-Strength: 3D
-Armor: 2D
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D
Active/Passive Sonar Array (Underwater):
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 4/3D
Electric Field Sensors (aka "Lorenzini" Sensors):
  Passive: 30/0D+2
  Scan: 60/1D
  Search: 90/2D
  Focus: 5/3D
Towed Sonar Array Canister/Ultra-Long-Wave Data Communication System (Underwater)
  Passive: 40/1D
  Scan: 80/2D

Search: 120/3D
Focus: 6/4D
WEAPONS (Optional Hand-Held Armaments)
Rocket Dart Launcher
Location: Hand-held
Fire Arc: "turret" (hand-held, aims like human arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR can use Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-2/8/12
Atmosphere Range: 30-100/400/1.2km
Underwater Range: 30-200/800/1.8km
Damage: 6D+2
Ammo: 20 rocket darts per loadout
Rate of Fire: 1 per attack
MMI-TT04 405mm Mk-II Multipurpose Torpedo Launcher
Location: Hand-held
Fire Arc: "turret" (hand-held, aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Seacraft Gunnery)
Scale: Capital or Starfighter
Fire Control: 1D
Space Range: N/A
Atmosphere Range: N/A
Underwater Range: 1/3/6, 6 per round, max range 30
Damage: 8D (standard for anti-mecha/starfighter or anti-ship/capital warheads)
Ammo: 6 torpedoes per loadout
Rate of Fire: 1 per attack
Phonon Maser Cannon
Location: Hand-held
Fire Arc: Front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1-4/16/30
Atmosphere Range: 50-400/1.6/3km
Damage: 10D
Ammo: 15 blasts per energy cell
Rate of Fire: 1 blast per attack
DESCRIPTION:
ZAFT GINN (Pronounced "Jin" or "Jen")
During the course of the war, ZAFT creates many variants of their standard mobile suit ZGMF-1017 GINN for use in different environments. One such variation is the UWMF/S-1 GINN WASP (Water Adapted Search and Patrol) Type. Because most of the WASP's exterior is the same as the standard GINN, it is easy to convert a GINN to the WASP type. This unit is designed for use in aquatic environments, and although it usually pat rols areas with shallow water, it can operate at depths of up to 100 meters. The WASP is used to destroy enemy bases and ships near the shoreline, but it also serves as a support unit for amphibious suits such as the UMF-4A GOOhN and UMF-5 ZnO. The WASP's optional armament consists of a rocket dart launcher, a torpedo

launcher and the rare phonon maser cannon. For its search functions, the WASP type is outfitted with a large sensor unit and search light on its head, and it can also be equipped with an optional towed sonar array. This sonar array is also used by the Earth Alliance's GAT-X255 Forbidden Blue and GAT-706S Deep Forbidden underwater mobile suits. After the war, ZAFT produces the UWMF/S-1 GINN WASP Type Custom, which features improved Lorenzini sensors.

-COMBAT ABILITIES

Since it is designed mainly for underwater combat, the GINN WASP Type doesn't feature any beam weaponry and instead is equipped among others with a phonon maser cannon, used in many other underwater mobile suits. Further armament includes a rocket dart launcher and an MMI-TT04 405mm Mk-II multipurpose torpedo launcher. This armament stays the same for both the original WASP and the improved Custom type.

-SYSTEM FEATURES

Because the outward appearance between a standard ZGMF-1017 GINN and a GINN WASP Type is nearly the same, converting a GINN into a WASP Type is an easy task. The WASP differs from the standard unit in the fact, that it can operate in depths up to 100 meters. The biggest difference between the two designs however lies in its sensor capabilities. The WASP Type features three additional sensor units, which include an active/passive sonar array, granting it advanced sensor capabilities underwater, and electric field sensors, also known as Lorenzini sensors. Optionally the WASP Type can mount a towed sonar array canister and ultra-long-wave data communication system, which is also used in the Earth Alliance's GAT-X255 Forbidden Blue and GAT-706S Deep Forbidden.
The upgraded GINN WASP Type Custom features an improved set of Lorenzini sensors.

-HISTORY

During the Bloody Valentine War, ZAFT created several variants of its standard GINN mobile suit, among them variants for use in different terrains on Earth. One such variant is the GINN WASP Type (Water Adapted Search & Patrol), which was designed for underwater use, although most times it operates in shallow waters. Although it isn't as efficient in underwater battle as the amphibious UMF-4A GOOhN or UMF-5 ZnO, is is still a formidable enemy and used to attack bases and units near the shoreline.
After the first war ends, an improved version of the WASP Type is fielded, the GINN WASP Type Custom, which features improved sensors but is otherwise identically to the old unit. This Custom Type is used during the Second Bloody Valentine War in the attack on the Logos-controlled Heaven's Base.
---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 of 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 high-energy systems directly connected to it's power supply (Phase Shift Armor, Mirage Colloid, etc., by hand plugs), 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: UWMF/S-1
-Code Name: GINN WASP Type
-Unit type: Water Adapted Search & Patrol Type mobile suit
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT
-First Deployment: 3 November 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: active/passive sonar array; electric field sensors (AKA "Lorenzini sensors", range unknown); towed sonar array canister and ultra-long-wave data communication system.
-Fixed Armaments: none.
-OPTIONAL Fixed Armaments: none.
-OPTIONAL Hand-Held Armaments: Rocket dart launcher; MMI-TT04 405mm Mk-II multipurpose torpedo launcher; phonon maser cannon.
-Appearances: SEED-MSV (Gundam SEED Mobile Suit Variations); Mobile SUit Gundam SEED; Mobile Suit Gundam SEED ASTRAY (OVA); Mobile Suit Gundam SEED ASTRAY R.

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