Vehicles D6 / ZAFT GOOhN



ZAFT GOOhN
Craft: ZAFT UMF-4A GOOhN
Type: Mass production transformable amphibious mobile suit
Scale: Starfighter
Dimensions:
-Height: 20.71m (head height)
-Mass: 70.5 metric tons (max gross weight)
Skill: Mecha Piloting (OR can use Walker Operations and/or Seacraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: 80,000 ZAFT credits
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability:
-Water (mobile suit): 2D
-Water (swim mode): 3D
-Land/Walking: 1D
Speed:
-Water (mobile suit): 55; 160kmh (86.39kn)
-Water (swim mode): 210; 600kmh (323.97kn)
-Ground (Walking): 30; 90kmh
Hull: 6D+2
-Strength: 3D+2
-Armor: 3D
Shields: N/A
Sensors:
  Passive: 20/0D
  (Underwater Sonar): 30/1D+2
  Scan: 40/1D
  (Underwater Sonar): 60/2D+1
  Search: 60/2D
  (Underwater Sonar): 90/3D
  Focus: 3/3D
  (Underwater Sonar): 4/4D

WEAPONS (Fixed Armaments)
  2 Phonon Maser High Energy Cannons (fire-linked)
    Location: Mounted in head
    Fire Arc: front
    Crew: 1 (pilot)

Skill: Mecha Gunnery (OR can use Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-4/16/30
Atmosphere Range: 50-400/1.6/3km
Underwater Range: 50-400/1.6/3km
Damage: 12D
Ammo: Connected to energy battery (see below)
Rate of Fire: 1 fire-linked blast per attack

2 533mm 7-Barrel Torpedo Launchers (fire-link optional, used only in both modes, water or land)
Location: Mounted in forearms
Fire Arc: "turret" (aimed by arms)
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: N/A
Atmosphere Range: 40-100/300/600m, 600m per round, max range 3km
Underwater Range: 30-100/300/700m, 700m per round, max range 6km
Damage: 7D
Ammo: 2 torpedoes per launcher
Rate of Fire: 1 per attack; OR volleys up to 1 per launcher, per arm (7) or both arms (14 total)

1030mm Mk. 70 Supercavitating Missiles (used only in "swim" mode in atmosphere)
Location: Mounted in top of head/front of swim mode
Fire Arc: Front/Up
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Seacraft Gunnery)
Scale: Capital
Fire Control: 2D
Space Range: 1/3/7, 7 per round, max range 70
Atmosphere Range: 50-100/300/700km, 700 per round, max range 7km
Damage: 9D (each; can be fire0linked for 10D)
Ammo: 2 missiles
Rate of Fire: 1 missile per attack, or both in a volley attack

47mm Rifle Dart Launcher
Location: Mounted behind head
Fire Arc: Front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR use Starship/Seacraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space range: N/A
Atmosphere Range: 20-100/200/300m
Underwater Range: 40-300/1/2km
Damage: 5D
Ammo: 10 Darts
Rate of Fire: 1 dart per attack

DESCRIPTION:

ZAFT GOOhN (Pronounced "GOON")

With war coming to Earth, ZAFT designs various mobile suits to attain supremacy over the entire planet. The UMF-4A GOOhN is one of two suits designed specifically for amphibious combat,

along with the UMF-5 ZnO. As an aquatic unit, the GOOhN can transform into a 'swim mode' to travel at high speeds and ram enemy mobile suits or vessels. Aside from the main GOOhN, ZAFT also produces the experimental varian UTA/TE-6 GOOhN Underground Mobility Test Type. The GOOhN is more heavily armed than the ZnO, but it features the same main weapon: the phonon maser high-powered lasers that can travel through water. Other armaments include two 7-barrel missile launchers mounted on the forearms, along with a rifle dart launcher and supercavitating missile launcher. In combat, GOOhNs are usually deployed from Vosgulov class submarines and operate in conjunction with ZnOs and on occasion the UWMF-1/S GINN WASP Type. GOOhNs are widely used across Earth's oceans, and many units participate in Operation Spitbreak's unsuccessful attack on the Earth Alliance's Alaska Base.

-COMBAT ABILITIES

Since the GOOhN is designed mainly for underwater combat, the suit features two phonon maser high energy cannons, the energy weapon for underwater battle. These cannons are mounted in the head of the suit. Besides these masers, the suit is also equipped with two 1030mm Mk. 70 supercavitating missiles and a 47mm rifle dart launcher, which however can only be used in swim mode. Lastly, the GOOhN mounts two 533mm 7-barrel torpedo launchers, one in each hand, which are used for both underwater and land combat.

-SYSTEM FEATURES

Like the UMF-5 ZnO, the GOOhN can transform into a swim mode, which grants it superior speed underwater and allows it to ram enemy vessels. Although mainly designed for underwater combat, the suit can also be operated on land, although it lacks mobility there, making it an easy target for enemy fire. Therefore, this role is usally given to the ZnOs.

-HISTORY

The GOOhN is one of the two mass production amphibious mobile suits used by ZAFT during the Bloody Valentine War. The GOOhN was designed mainly to attack battleships and submarines in the ocean, and therefore has a strong pressure hull which allows it to dive deep underwater. GOOhNs are usually deployed from the underwater catapults of Vosgulov-class submarines.

During the first war, GOOhNs were deployed in mass numbers in the oceans on Earth to attack Earth Alliance units there. They were also part in the massive Operation Spit Break, ZAFT's attack on the EA military headquarter JOSH-A in Alaska. During the Second Bloody Valentine War, GOOhNs were still in service and used among others in the attack on the Orb Union, codename Operation Fury.

Besides the standard GOOhN, ZAFT also created the prototype UTA/TE-6 GOOhN Underground Mobility Test Type, which is capable of drilling into the ground. This suit is later put into limited mass production in form of the UTA/TE-6P Geo-GOOhN.

---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 GOOhN is starfighter scale, like most mecha, because of its size, capabilities, and similarity to a submarine. 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 GOOhN may still seem comparatively weak in may ways). The GOOhN does not fly at all, but is built for amphibious combat, able to swim underwater or on its surface, and join assaults that start in water and lead to land (or vice-versa). If combat is engaged against enemies that cannot enter water, the GOOhN and other amphibious vehicles and mecha have perfect cover, because many weapons cannot penetrate the depths of the ocean easily. Beam weaponry will will have half to a third of the range and be at half damage, with missiles will be about the same. All of these weapons will have no Fire Control unless they are equipped with sensors for that purpose. Railguns, however, will still retain full damage and range (if the range is hampered, it will not be too severe). Beam Sabers usually cannot be used underwater, but normal swords and other physical weapons always can (as when the Strike Gundam took the Sword Striker Pack and submerged itself to engage a group or GOOhNs and ZnOs underwater while the Archangel was on Earth during the first Bloody Valentine War).

OTHER SPECS:

-Model number: UMF-4A
-Code Name: GOOhN
-Unit type: mass production transformable amphibious mobile suit.
-Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
-Operators: ZAFT; civilians
-First Deployment: 25 May 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 phonon maser high energy cannon (mounted in head); 2 533mm 7-barrel torpedo launcher (mounted on forearms); 2 1030mm Mk. 70 Supercavitating Missiles (operable only in swim mode); 47mm Rifle Dart Launcher (mounted behind head, operable only in swim mode).
-OPTIONAL Fixed Armaments: none.
-OPTIONAL Hand-Held Armaments: none.
-Appearances: Mobile Suit Gundam SEED; Mobile Suit Gundam SEED ASTRAY; Mobile Suit Gundam SEED DESTINY; Mobile Suit Gundam SEED ASTRAY R; Mobile Suit Gundam SEED DESTINY ASTRAY; Mobile Suit Gundam SEED: Never-Ending Tomorrow; Mobile Suit Gundam SEED DESTINY ASTRAY (photonovel).

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