Starships D6 / ZAFT GuAIZ Experimental Fire



ZAFT GuAIZ Experimental Firearms Type
Craft: ZAFT YFX-600R GuAIZ Experimental Firearms Type
Type: Experimental mobile suit
Scale: Starfighter
Dimensions:
-Height: 20.24m (head height)
Skill: Mecha Piloting (OR Walker Operations and/or Starfighter/Aircraft Piloting)
Crew: 1
Cargo Capacity: 10 kilograms (or less)
Consumables: 1 week (survival pack)
Cost: N/A (prototype, costs MUCH more than a "standard" unit)
Hyperdrive: N/A
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability:
-Mobile Suit: 2D (all environments)
-With backpack/subflight lifter: 3D/4D
Speed:
-Space: 6
-Space (with backpack.subflight lifter): 10
-Atmosphere: 330; 950kmh
-Atmosphere (with backpack/subflight lifter): 415; 1,200kmh
-Ground (Walking): 40; 1,100kmh
Hull: 5D+2 (Phase Shift armor, see below)
-Strength: 3D+2
-Armor: 2D
Defenses:
-Combat Shield: 3D (mounted on left arm)
Shields: N/A
Sensors:
  Passive: 25/1D
  Scan: 50/1D+2
  Search: 70/2D
  Focus: 4/3D

BACKPACK/SUBFLIGHT LIFTER
Maneuverability:
-Independant Flight/Attached: 4D
-Subflight Lifter: 3D
Speed:
-Space: 10
-Atmosphere: 415; 1,200kmh

Hull (Strength): 4D
-Damage (Ramming): Str+1D (5D)

WEAPONS (Fixed Armaments):
2 MA-M01 "Lacerta" Beam Sabers
Location: Mounted on hips, hand-held in use.
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 1D
Space: Close Combat
Atmosphere: Close Combat
Damage: 6D (Armor Dice count as pips)
Ammo: Connected to battery (see below)
Rate of fire: 1 strike per attack.

2 MMI-GAU2 "Picus" 76mm CIWS (fire-linked)
Location: Mounted in head.
Fire Arc: "turret" (aimed by turning of head)
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Starfighter
Fire Control: 1D
Space Range: 1-2/8/16
Atmosphere Range: 30-200/800/1.6km
Damage: 3D
Ammo: 500 round drum magazine (internal)
Rate of Fire: Burst of bullets per attack (Ammo Depletion 1Dx10 per burst)

2 MMI-M15 "Xiphias" Rail Cannon (fire-linked)
Location: Folded underneath hips, spread out forwards in use.
Fire Arc: Front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 3D
Space Range: 1-4/16/32
Atmosphere Range: 50-400/1.6/3.2km
Damage: 7D (6D if not fire-linked)
Ammo: 30 solid rounds per cannon
Rate of Fire: One fire-linked shot per attack.

WEAPONS (Backpack/Subflight Lifter)
2 Beam Cannons
Location: Mounted over shoulders when fired
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starship/Aircraft Gunnery)
Scale: Starfighter

Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 7D (6D if not fire-linked)
Ammo: connected to battery (see below)
Rate of Fire: 1 fire-linked beam per attack

4 Machine Guns (fire-linked)
Location: Mounted on backpack/subflight lifter
Fire Arc: front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Starfighter/Aircraft Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-2/8/16
Atmosphere Range: 50-200/800/1.6km
Damage: 6D (3D if not fire-linked)
Ammo: 500 round internal magazines
Rate of Fire: Burst of bullets per gun, per attack (Ammo Depletion 1Dx10 per gun)

DESCRIPTION:

(pronounced "gates" in Japanese and "gwaze" in English)

The YFX-600R GuAIZ Experimental Firearms Type serves as a testbed for new weapons designed for inclusion in the ZGMF-X09A Justice Gundam and ZGMF-X10A Freedom Gundam. Using a ZGMF-600 GuAIZ frame, the backpack thrusters have been replaced with a backpack/subflight lifter similar to the the Justice Gundam's Fatum-00. The subflight lifter has several built in armaments, including two beam cannons and several machine guns. The GuAIZ Firearms Type's hips are equipped with the same "Xiphias" rail cannons used in the Freedom Gundam. The GuAIZ Firearms Type is also armed with CIWS vulcan guns and carries the same beam saber as the Freedom Gundam and Justice Gundam. Because the GuAIZ Firearms Type is not a nuclear-powered unit, its weapons and Phase Shift armor are a massive drain on the battery reactor. Because of the power drain, the GuAIZ Firearms Type is connected to a power generator when in use. A GuAIZ Firearms Type participates in the last battle of the war at Jachin Due on September 26, C.E. 71, but it is destroyed by Athrun Zala's Justice Gundam.

COMBAT ABILITIES

As its name suggests, the GuAIZ Experimental Firearms Type was designed to serve as a testbed for several new mobile suit weapons designed by ZAFT, especially weapons and technology later used in the ZGMF-X09A Justice and ZGMF-X10A Freedom. Among the weapons is a Fatum-00 backpack/subflight lifter, similar to the one later used by the Justice, which replace the backpack thrusters mounted on the standard GuAIZ. Like the Justice' version this backpack mounts two beam cannons (which like its successors can be fired over the shoulder when mounted one the GuAIZ' back) and four machine cannons. The MMI-M15 "Xiphias" rail cannons mounted on the hips of this model are the same used by the Freedom, while both the two MA-M01 "Lacerta" beam sabers and the optional MA-M20 "Lupus" beam rifle are the same models later used on both Gundams. Lastly the GuAIZ Experimental Firearms Type mounts two MMI-GAU2 "Picus" 76mm CIWS vulcan guns on its head.

HISTORY

A specialized variant of the original ZGMF-600 GuAIZ, the YFX-600R GuAIZ Experimental

Firearms Type was created by ZAFT before the end of the Bloody Valentine War. Since it was designed as a testbed mobile suit, it never entered mass production, although at least three units were produced, with both of them fighting at the last battle of the war.
One unit tethered to an external generator on Jachin Due and fought as a fix turret of sorts, since it lacked a nuclear reactor, causing its strong weapons to expend the suits battery power very quickly. This unit was destroyed by Athrun Zala in the Justice. Another unit was piloted by Heine Westenfluss, who fought against Morgan Chevalier's GAT-01A1+AQM/E-X04 Gunbarrel Dagger at the battle of Jachin Due, eventually overloading his machine and crippling it.

--Game Notes--

*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 mobile suit will not move, and the pilot will recieve bonus dice from Maneuverability or Fire Control of Weapons. If these difficulties are made, the mobile suit will move, but the pilot will still not recieve bonus dice from Maneuverability or Fire Control. If a proper Operating System is installed for Natural pilots, THEN they will recieve these bonus dice to their skill rolls. If the OS is not available, then one can be improvised with a Very Difficult Computer Programming roll (requiring several days, maybe even a week or longer), or a Heroic Difficulty if time is an issue. If the programmer has about a month to creat the OS, then the Difficulty is Difficult. The OS for Natural MS piloting was not officially created until late in the Bloody Valentine War. The Orb Union's Erica Simmons created one for use with their M1 Astrays with help by Kira Yamato, while the Earth Alliance created one for their Strike Daggers at roughly the same time (a little later).

*Ultracompact Energy Battery: In the Gundam SEED setting, nuclear power has been rendered near useless by use of Neutron Jammers (N-Jammers). ZAFT attempted to prevent the use of nuclear weapons after the "Bloody Valentine" incident, where Junius Seven of the PLANTs was destroyed by a nuclear attack by Naturals. Using N-Jammers extensively with their ships, as well as deploying them all over the Earth deep underground, use of nuclear reactors is all but impossible until the development of the Neutron Jammer Cancelers. Therefor, most technological devices use alternate means of power sources. Most mobile suits and mobile armors use ultracompact energy batteries. While their operation time may be limited, most of these vehicles still have plenty of time to complete their sortie missions before having to return to base.
To represent this, take a mobile suit/mobile armor/ship's Hull Dice and multiply the number by a hundred (100), adding 25 per pip (550 for the GuAIZ here). This is the Battery's power. Decrease by one point per round of combat while the mobile vehicle is active after launch. Any energy weapons directly connected to the battery drain it by a number equal to the Damage Dice they inflict, per use (such as beam rifles, beam cannons or beam sabers, etc.). Any special equipment that shield or help the mobile vehicle (such as energy shields, Phase Shift armor or Mirage Colloid) deplete the battery by a number equal to it's Hull Dice. Any other variants will list any differences in their entries.

*Phase Shift (PS) Armor: This defensive system was developed by the Earth Alliance in their G Project for their own mobile suits to combat the ZAFT forces. It alters the hull of the unit it is installed in to become virtually impervious to conventional weapons of ballistic and explosive types of all kinds. Bullets, missiles and melee weapons have no affect. Beam weaponry, such as beam rifles, cannons and beam sabers, still deal amage as per usual. However, some rare versions of PS armor are able to utilize so much energy that they are impervious to even beam weaponry (such as the GENESIS weapon from Mobile Suit Gundam SEED). The GuAIZ has the normal version.
When activated, the GuAIZ Experimental Firearms Type becomes immune to ballistic

weapons. The energy depletion from the battery is equal to the Hull Dice (5), per round, and also depletes itself by the number of Damage Dice of every ballistic attack it is hit by during combat.

ALTERNATE PS ARMOR RULES:

If the GM/Players wish to make the PS armor less draining on the Ultracompact Energy Battery, they can have it deplete the battery only by one point per round, instead of the number of Hull Dice. Alternatively, they could also deplete it only by one point for every hit it takes in combat. The side effect is that the PS armor will probably not deplete fast enough to risk losing a battle during gameplay, which happened frequently during Gundam SEED.

WRITE-UP NOTES:

The ZAFT G uAIZ 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 GuAIZ may still seem comparatively weak in may ways). The GuAIZ 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: YFX-600R
Code name: GuAIZ Experimental Firearms Type
Unit type: experimental mobile suit
Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
Operator: ZAFT
First deployment: C.E. 71
Accommodation: pilot only, in standard cockpit in torso.
Dimensions: unknown (probably similar to the standard GuAIZ).
Weight: unknown
Armor materials: unknown
Powerplant: ultracompact energy battery (power output rating unknown).
Equipment and design features: sensors (range unknown); Phase Shift (PS) armor
Armament: 2 x MA-M01 "Lacerta" beam saber (stored in hips, hand-carried in use); 2 x MMI-GAU2 "Picus" 76mm CIWS (fire-linked, mounted in head); 2 x MMI-M15 "Xiphias" rail cannon (folded underneath hips, spread out in use); backpack/subflight lifter: 2 x beam cannon (mounted over shoulders when fired); 4 x machine gun.
Optional hand armaments: MA-M20 "Lupus" beam rifle (power rating unknown).
-Appearances: SEED-MSV (Gundam SEED Mobile Suit Variations); Mobile Suit Gundam SEED.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, 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.