

Starships D6 / ZAFT GINN Trainer

ZAFT GINN Trainer

Craft: ZAFT YMF-01B/ZGMT-01 GINN Trainer

Type: Combat training mobile suit

Scale: Starfighter

Dimensions:

-Height: 21.43m

-Mass: 78.5 metric tons (max gross weight)

Skill: Mecha Piloting (OR can use Walker Operations and/or Starfighter/Aircraft Piloting)

Crew: 1

Cargo Capacity: 10 kilograms (or less)

Consumables: 1 week (survival pack)

Cost: 35,000 ZAFT credits

Hyperdrive: N/A

Nav Computer: Yes (short-ranged, carrier-based)

Maneuverability: 1D (all environments)

Speed:

-Space: 5

-Atmosphere: 295; 850 kmh ("jumps" only)

-Ground (Walking): 30; 90kmh

Hull: 3D+2

-Strength: 3D

-Armor: +2

Shields: N/A

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D



*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 receive 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

---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 (600 for standard GINNs).

When mobile suit/mobile armor launches, it begins depleting its 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 its 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.

WEAPONS (Fixed Armaments): None

DESCRIPTION:

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

ZAFT revolutionizes modern warfare with the creation of the mobile suit. The YMF-01B Proto GINN is the prototype of the final production model, the ZGMF-1017 GINN. After production begins on the standard GINN, this crude mobile suit is re-designated as the ZGMT-01 GINN Trainer. In its new role, the GINN Trainer serves as the first mobile suit used by ZAFT pilot trainees.

While the GINN Trainer is not equipped with weapons and has reduced statistics, it could easily be modified to use the arsenal and equipment available to the standard GINN. Mecha Repair roll of Moderate to allow attachment of weapons and equipment, and a Computer Programming roll of Moderate to allow the Trainer's computer to use the software needed to interface with the weapons and gear and use it properly. After that, if the software, armor and thrusters are available, they can easily be attached, turning the GINN Trainer into a standard GINN with all of its combat abilities and stat dice!

If the software is not available, then a Computer Program roll of Difficult is needed to create the program from scratch, Very Difficult if doing so on the spot.

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 many 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: YMF-01B/ZGMT-01
 - Code Name: Proto GINN/GINN Trainer
 - Manufacturer: ZAFT (Zodiac Alliance of Freedom Treaty)
 - Operators: ZAFT (Zodiac Alliance of Freedom Treaty); civilians
 - First Deployment: Unknown
 - Accommodation: pilot only, in standard cockpit in torso
 - Armor Materials: unknown
 - Powerplant: Ultracompact energy battery, power output rating unknown
 - Equipment/Design Features: sensors (range unknown)
 - Fixed Armaments: None.
 - OPTIONAL Fixed Armaments: None.
 - OPTIONAL Hand-Held Armaments: None.
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