



**Mobile Suit Gundam SEED Mecha Files**



**Type:** ZGMF-1017 GINN

**Operator:** Zodiac Alliance of Freedom Treaty

**Cost:** 241.22 CP

**Weight:** 78.5 Tons

<b>Configuration</b>	<b>Max MR</b>	<b>Land MA</b>	<b>Flight MA</b>
Mobile Suit	4	3 Hexes	6 Hex Jump

**Servos and Armor**

<b>Servo</b>	<b>Kills</b>	<b>SP</b>	<b>DC</b>
<i>Head</i>	7	7	1
<i>Torso</i>	14	7	1
<i>R. Arm</i>	8	7	1
<i>L. Arm</i>	8	7	1
<i>R. Leg</i>	8	7	1
<i>L. Leg</i>	8	7	1
<i>R. Wing</i>	7	7	1
<i>L. Wing</i>	7	7	1

**Powerplant:**

Hot-charged Power Cell

Life: 12 hours

**Cockpit:**

Standard Cockpit in Torso

**Environmental Sealing:**

The ZGMF-1017 is sealed against vacuum. Other variants have different environmental seals, including desert (TMF/S-3 GINN Ocher Type) and marine (UWMF/S-1 GINN WASP Type).

**Sensors:**

The ZGMF-1017's sensor suite can track and attack targets up to 11 kilometers away (6.6 miles) and ID targets at a range of up to 1,300 kilometers (780 miles). Its sensor suite includes a sophisticated target analysis computer, and infrared floodlights for vision at nighttime or in space.

**Propulsion:****Thrusters:**

2 MA Torso, 3 MA per wing

**Thruster Output:**

12,712.5 kg x1,

19,068.75 kg x2

**Weapons:**

76mm Machine Gun x1: 2K, range 4, BV 8, 10 shots, 5 spaces, 6 CP, handheld

Armor Piercing Sword x1: 5K, 5 spaces, 5 CP, handheld

Weapon Mount x4: 1 on each arm and 1 on each leg



**Shield:**

None

**Overview:** The ZGMF-1017, ZAFT's primary mobile suit, was deployed early in CE 70, shortly before the beginning of the Bloody Valentine War, and was quickly adapted into the officer-variant ZGMF-515 CGUE. Tough and well-armed, the GINN has served ZAFT well, overpowering the Alliance's Mobius mobile armors. The GINN scored excellent kill ratios in combat against the Alliance through much of the war, until the introduction of the Alliance's GAT-01 Strike Dagger and Orb's MBF-M1 Astray in April of CE 71. After the deployment of mobile suits pilotable by Naturals, ZAFT forces deployed the ZGMF-600 GuAIZ in late April/early May, but the quality gap between the mobile weapons available to Earth and PLANT had been equalized, and Earth's superior economic base came to play, producing three Strike Daggers for every one GuAIZ. The GINN's weapons are relatively simple – a 76mm machine gun and a sword compose its basic weapons, and it has modular mount points for additional weapons. The GINN's machine gun, unfortunately for its pilots, proved largely ineffective against the armor of Alliance and Orb mobile suits in the latter parts of the war. The GINN has been adapted to use in multiple environments, including the desert-type TMF/S-3 GINN OCHER type and the underwater-type UWMF/S-1 GINN WASP type. By early June, the GINN was largely out of frontline service in favor of more advanced mobile suits.

**Above Table Notes:** After two and a half decades, the classic Zaku gets a makeover! The GINN is ZAFT's basic mobile suit for much of *Mobile Suit Gundam SEED*, and in that capacity it crosses swords with Kira Yamato's Strike Gundam and Mwu La Flaga's Mobius Zero a number of times. Durable, reliable and modular, the GINN is capable of pressing (but not seriously damaging) the Strike Gundam and its inexperienced pilot. ZAFT has little shortage of GINNs, but the mobile suit is badly outmatched by the Strike Dagger, and it's too sluggish for a hot pilot to fully demonstrate his skills in – ZAFT's aces typically are issued the much more powerful CGUE instead. Because of its sluggish responses and heavy armor, the GINN typically weathers most attacks rather than avoiding them. An experienced GINN ace is a dangerous person indeed, skilled at wringing every last bit of performance from his mobile suit.