

MOBILE SOLDIER - IN ACTION (Ver. 1.1)

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Introduction & Background

Welcome to Mobile Soldier - In Action (Version 1.1). This is the newest set of rules in my Mobile Soldier line of games, which I started making back in '95. In this most recent version, I made some rules clarifications with a bit of rewording, changed a few things, added some new things, and added more units and their corresponding weapons - the majority of the rules have not changed. Mobile Soldier is based on the Japanese anime phenomenon "Kidou Senshi Gundam" - or as it is known over here, "Mobile Suit Gundam". The words "kidou senshi" literally mean "mobile warrior", but could also be translated as "mobile soldier".

The story takes place in Earth's future, where much of mankind lives in colony cylinders surrounding the Earth and Moon. When the Earth became overpopulated, the plan to migrate into space was put in motion, and there was a mass exodus into space. Humanity also changed its calendar over to the Universal Century (U.C.), with 0001 marking the beginning of Man's migration into space.

The space colonies were organized into Sides; groups of about 35-40 colonies with a government structure similar to that of a State. Most of Humanity's elite remained on the Earth (with most of the political power), and were looked upon with contempt by the "spacenoids", who felt that the colonies should be independent from the Earth.

In U.C. 0052, a man named Zeon Zum Daikun came to Side 3 and began preaching the concept that the Earth was a holy place and that all of mankind should emigrate into space so that the Earth could heal itself unhindered by Man's waste and pollution. He also supported colonial independence, and "Contolism" soon gained a huge following.

Then, in 0062, Daikun declared Side 3 an independent Republic, and was elected Prime Minister. Over the next few years, the Earth Federation put political and military pressure on Side 3, and both sides began a military build-up. But in 0068, Daikun died mysteriously, and Degin Zabi became the next P.M. A year later, Zabi declared Side 3 a sovereign state with himself as Duke, and exiled all of the remaining Zeon party members (although still holding power under the guise of Contolism).

The arms race then began in earnest. Within a few years, the Zeons developed ship-based beam weapons and the first mobile suit prototypes, and by 0078, they were mass producing the MS-06 Zaku. But the Federation scientists and engineers were able to catch up to the Zeons in record time.

Then, on Jan. 3, 0079, the Zeon Dukedom declared war on the Earth Federation. The Zeons struck first, attacking Sides 1, 2, and 4 simultaneously, and by dropping a colony on the Earth. During the first week of the war, both sides lost 50% of their populations and Side 5 was almost completely destroyed. At the end of the first month, the South Pole Pact was signed by both sides, banning the use of all NBC weapons.

The Dice

This game uses regular six-sided dice (d6). However, there are two different ways that the dice can be read. If the rules call for a roll of "nd6", the dice are rolled and read normally (adding the results of all dice rolled and using the total for whatever was specified in the rules).

If the rules call for a roll of "nd" (i.e. most combat rolls), each die is rolled and read separately in the following way; a roll of 1-3 equals a *failure* or a *miss*, a roll of 4-5 equals a *success* or a *hit*, and a roll of 6 equals a *critical success* or a *critical hit* (and counts as two "hits"). The total of all "hits" rolled determines how successful the overall roll was. It is recommended that the players have at least ten six-sided dice available for any given game.

Time & Scale

This game is played in a series of rounds, each being equal to about 5 seconds of real time. The scale is one hex equals about 25 meters (25m). The actual "size" of each hex varies depending on what type of playing pieces you plan on using.

If using 1/100 scale models, the size of one hex is twelve inches (12"). If using 1/144 scale models or the Mobile Suit In Action figures, the size of one hex is six inches (6"). If using 1/220 scale models or the Micro Gundam figures, one hex is four inches (4"). If just using counters, the size can be whatever you want - usually one inch (1").

Pilots

There are three pilot levels in this game; Grunt, Veteran, and Ace. The following table lists the pilot's level, rank (typical for commissioned and non-commissioned officers), the number of dice rolled for each pilot level, and the cost for a pilot of that level.

<u>Level</u>	<u>Rank (CO/NCO)</u>	<u>Pilot Dice</u>	<u>Cost</u>
Grunt	Lieutenant (LT)/Corporal (CPL)	1	1
Veteran	Captain (CPT)/Sergeant (SGT)	2	3
Ace	Major (MAJ)/Sergeant First Class (SFC)	3	6

Sequence of Play (Turns & Rounds)

When a player performs actions with one of his units, he is taking that unit's *turn*. When all of the units on the table have taken a turn, that *round* of combat is over and another one begins. A player must declare that he is finished with his unit's turn before any other unit can take its turn. The following is an example of the sequence of play:

All units roll for initiative.

The unit with the highest initiative roll acts first.

The initiative winner resolves all movement/combat.

The initiative winner declares that he is finished.

The unit with the second highest initiative roll acts (etc...).

(this continues until all units have acted)

A new round begins.

Initiative

All units should roll for initiative at the beginning of each round. Each unit should roll as many d6 as its pilot dice, and add its Reaction Modifier (explained later) to the result to yield the unit's initiative score. All units act and take their turns in order of their initiative, with the highest initiative score acting first. Units with tied initiative scores should have a tie-breaking roll among themselves using 2d6.

Turns & Actions

All units initially have two (2) actions that they can perform during their turn. The following is a list of the possible actions that a unit can take during its turn.

Walk/Drive Slow: the unit may move up to half (½) of its ground MA at no action cost (but only once per round).

Run/Drive Fast: the unit may move up to its full ground MA for one action (this may be done only once per round).

Skim (hover): the unit may move up to its full thrust MA for one action (this may be done only once per round).

Fly (in space): the unit may move up to its full thrust MA for one action (this may be done only once per round). Most mobile suits can only fly while in space or in a colony cylinder - NOT while in the Earth's atmosphere (of course, there are exceptions).

Jump: the unit may jump up to its full thrust MA for one action, but it must make a successful piloting roll with a +1d modifier in order to land safely (this also can only be done once per round). See "Falling" later in the rules for more details on a failed landing roll.

Get Up: the unit may get up from a fall, and change it's facing to whatever direction the player wants for one action (this may only be done while on the ground - not while in space).

Shoot: the unit may fire one ranged weapon (or one set of linked weapons) once for one action.

Throw: the unit may throw one object (like a grenade or an empty weapon) for one action.

Aim: the unit spends an action aiming so that it may add a +1d modifier to the ranged attack immediately following the aim action - but the attack must be made in the same turn that the aim action was taken.

Strike: the unit may attack with a melee weapon once for one action.

Fight: the unit may attack without weapons (punch, claw, kick, etc.) twice for one action.

Dodge or Parry: the unit can dodge or parry any and every incoming attack at no action cost (this type of action is free).

Stow or Draw (a weapon): the unit may put away one weapon currently in use for one action. The unit can choose to just drop the weapon at no action cost and retrieve it later (for one action). Drawing a weapon that is not currently in use can be done at no action cost.

Reload (a weapon): the unit may reload one reloadable weapon for one action (if it has ammo for that weapon).

Other: any action that would take about 2-3 seconds to perform (up to the discretion of the players and/or the referee).

The combination of actions that a unit takes during its turn is up to the player, but each unit must finish all of its actions before another unit can act. Once the unit has declared that it has finished its turn, it can no longer act during the current round (except to make an *emergency reaction*, explained later). At the discretion of the players/referee, a unit may attempt to perform actions other than those listed here as part of its turn, making piloting rolls where appropriate.

Optional Rule: Extra Actions

Although all units initially have two actions, a unit may sacrifice one of its pilot dice to gain an extra action (for the current round only). For example; a veteran pilot with two pilot dice may spend one or both of those dice to gain additional actions for the current round. However, that unit will not be able to add the spent pilot dice to any rolls that allow or require the use of pilot dice (this includes initiative rolls).

A unit that spends all of its pilot dice on extra actions may still act in the current round (move, make attacks, etc.), but it will automatically take its turn last (since it has no dice to roll for initiative - treat all units with no initiative as if they had tied initiative scores of "zero"). Also, any action that requires a piloting roll will automatically fail unless the action allows for the addition of extra dice to the roll (i.e. jumping).

MOVEMENT RULES

Movement Allowance (MA)

All units move around the playing surface using their Movement Allowance (MA). Normally, one point of MA will allow a unit to move one hex - but this may vary with the terrain type or the type of movement being performed.

The two basic types of MA are Ground MA and Thrust MA. Ground MA is how fast a unit can move while on the ground, and includes the use of legs, wheels and caterpillar tracks. Thrust MA is how powerful a unit's thrusters are, and is primarily used for making rocket-assisted jumps - but it can also be used for movement in space, and for some units, hovering and skimming. However, thrust MA cannot be used for flight by most mobile suits - they can only "fly" while in space or in a colony cylinder, not while in the Earth's atmosphere (of course, there are always exceptions).

Moving in a forward direction (into any of the three hexes to the unit's front) costs 1 MA to move one hex. Moving in a rearward direction (into any of the three hexes to the unit's rear) costs 2 MA to move one hex using ground MA, and 3 MA to move one hex using thrust MA.

A unit on the ground can move into a hex with rough or difficult terrain in it, but at double the MA cost for that hex. Examples of difficult terrain would be mud, rubble, foliage, streams, loose sand, etc. A unit with at least three of its limbs still functioning (not including the head) can climb up onto a piece of terrain that is no more than one half of a hex level in height - or climb down off of a piece of terrain that is no more than a full hex level in height. However, climbing (up or down) adds one point to the MA cost of the hex moved into.

A unit using its thrusters to jump has to pay the MA cost for each hex moved over or through or into (ignoring terrain costs), and an additional MA for each hex of altitude gained. However, only linear and upward movement must be paid for; downward movement is free. The minimum height for a jump is one hex, but no matter how high a unit jumps, it will always end its turn on the ground. A jumping mobile suit cannot remain airborne from round to round - gravity will always bring it down at the end of its turn. Also, when a unit jumps, it must make a successful piloting roll (with a +1d modifier) in order to land safely (see Falling later in the rules for more details).

When a unit uses its thrusters to skim or hoverglide across the landscape (if the unit even has the ability to skim), it only has to pay the MA cost of each hex moved into - terrain costs are ignored. A skimming unit can only clear obstacles about 5m in height, or about 1/6 of a hex level (1/100 scale=2", 1/144 scale=1", 1/220 scale=1/2"). Also, any unit may fly or skim while in a colony cylinder due to the lower gravity (this is an exception to the normal rules).

Unlike movement on the ground, units moving in space may not go "over" or "onto" a piece of terrain - they must go around it. Also, a unit may not ascend or descend levels of altitude while in space (this is purely for the sake of simplicity, since the record keeping for three dimensional space battles is difficult and time consuming, and goes against the original spirit of these rules - but if you must add a third dimension to your space battles, go right ahead).

More than one unit can occupy a single hex; up to two opposing units or up to three friendly units (a piece of terrain counts as a friendly unit). Entering an occupied hex incurs the normal MA cost for that hex, but moving through an occupied hex costs one additional point of MA for each unit that is already in the hex. In addition, a unit moving through an occupied hex must make a successful piloting roll (with a +1d modifier) for each unit or piece of terrain (tree, asteroid, debris, etc.) in the hex to avoid colliding with it (collisions are explained later in the rules in their own section).

Facing

A unit must always face toward a hex side - never towards one of the hex's corners. A unit may change its facing two or three times for only one MA, but a facing change of only one hex side is free (provided that there is at least one hex of movement between each free facing change, or if the free facing change is the only movement that the unit performs in the current turn).

Optional Rule: Kneeling

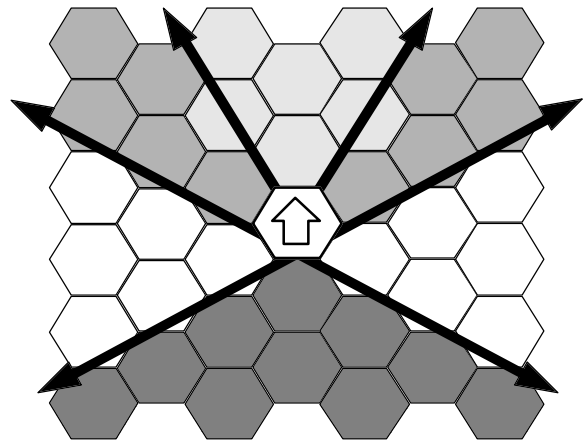
When a unit wants to take cover behind a low piece of terrain, or clear the line of fire for a friendly unit (and reduce its chance of being hit by friendly fire - explained later), it may kneel.

This type of movement may only be performed by units on the ground - not while in space. Kneeling is not an action in itself, but it does cost 1 MA to perform (from the unit's Ground MA). Getting up from a kneeling position costs 2 MA (again, from the unit's Ground MA).

Field Of Vision (FOV) & Firing Arcs/Arc Of Fire (AOF)

All units have a field of vision (FOV) of 240° to the unit's front. Anything behind the unit in the remaining 120° is in its "blind" side and may be difficult to see (or defend against). There are two possible firing arcs a unit's weapons can cover, depending on the type of weapon and where it is located.

Most weapons cover the Forward Fire Arc - this includes hand-held weapons and weapons mounted in the unit's head and on the unit's arms. The only weapons that don't cover the entire Forward Fire Arc are torso mounted weapons (this includes weapons mounted on the unit's backpack and/or thruster unit) - weapons mounted in these locations only cover the Restricted Fire Arc. The following diagram shows a unit's FOV, firing arcs, and blind side.



The entire shaded area to the front of the unit shows the Forward Fire Arc. The more lightly shaded part of the Forward Fire Arc indicates the Restricted Fire Arc. The white areas to the sides of the unit are part of the unit's FOV (the FOV also includes the entire Forward Fire Arc). The darkly shaded area behind the unit indicates its "blind" side.

Line of Sight (LOS)

The line of sight (LOS) is an imaginary line drawn between the attacker and the target. A unit should have a clear LOS to the target in order to attack it (i.e. free of obstructions). If the target is partially obscured by some form of cover, it can still be attacked, but there is a chance that the cover will be hit instead of the target.

Cover

When a unit is 1/2 to 3/4 behind some kind of cover, it is in *partial cover* - if the unit is more than 3/4 behind the cover, it is in *full cover*. A unit that is in partial cover may make ranged attacks from behind the cover without penalties. In the event that the LOS to the target unit is clear, but the target is directly adjacent to a piece of terrain, the unit may receive partial cover from that terrain if the players/referee agree (use your best judgment - if all else fails, just roll a die).

A unit may not make attacks while it is behind full cover, but this also prevents the unit from being attacked, as it is not presenting itself as a target. A unit that is behind full cover may expose itself and declare only partial cover - this allows the unit to make attacks, but also exposes itself to attacks as well.

When a unit that is behind cover is successfully hit by an attack, but the hit location that was rolled is behind the cover, the cover is hit instead and could possibly be damaged (see Cover Damage later in the rules for more details). If the attack missed the target altogether (if all of the attack dice roll a "miss"), the miss is considered "clean" and neither the cover nor the target are hit.

Friendly Fire

Friendly fire occurs when an allied or friendly unit comes between the attacking unit and the target. In such a case, the attacker can still make the attack, but there is a chance that the friendly unit will be hit instead of the intended target.

If the attacker is firing through a hex containing friendly units (even if they aren't blocking the LOS to the target), roll 1d6 for each unit in the hex, starting with the unit closest to the attacker; the first unit to roll a 1 or 2 is hit by the attack (make the attack and defense rolls normally), but if a unit is kneeling, it is only hit on a roll of 1. If a friendly unit is hit by the attack, it may attempt to make an emergency reaction roll (explained later). If none of the friendly units are hit, the attack continues on to its intended target.

If the attacker is firing into a hex containing a friendly unit (i.e. the friendly unit is in the same hex as the intended target), the same roll is made as above, but only if the friendly unit is between the attacker and the target (this applies even if the friendly unit isn't actually blocking the LOS to the target). If the friendly unit is to the side of or behind the target, it only has a chance of being hit by friendly fire if the attack misses the intended target altogether (if all of the attack dice roll a "miss"). In such a case, the friendly unit has a 50/50 chance of being hit by the attack (a roll of 1-3 on 1d6).

If there are friendly units in an adjacent hex to the target that would be in the line of fire of the attack if not for the actual target, they also have a chance of being hit by friendly fire - but only if the attack misses the target (and if no friendly unit in the same hex as the target was hit by the attack). The normal friendly fire roll as stated above is used for these units (1d6; friendly unit hit on a roll of 1-2)

The rules for friendly fire are meant to be used for ground battles - not for space battles (except for the rule about firing into a hex containing a friendly unit, which is always used).

Range & Ranged Attacks

All ranged weapons can be used to attack up to their maximum range without any penalties based on distance. A weapon can be used to attack beyond its maximum range, but there is a -1d attack modifier for each "extended" hex beyond the weapon's maximum range. Ranged attacks are considered to be made from a distance of 1 hex or more - any closer than 1 hex and the targeting sensors can't get a proper lock.

Using a ranged weapon to attack a target within the same hex as the attacker (i.e. at a range of "zero") incurs a -1d attack modifier. There are certain weapons that are exempt from this rule, and they will have a note explaining this in their weapon description.

Hand-To-Hand & Melee Attacks

Hand-to-hand or unarmed attacks (punches, kicks, etc.) can only be made at a range of zero hexes (within the same hex), and only to the attacking unit's front (the Forward Fire Arc); this also applies to most melee weapon attacks. However, some melee weapons can be used to attack targets in an adjacent hex (depending on the weapon). In either case, all close combat attacks are automatically "called shots" (head, torso, or limbs only), but suffer no penalties for being such. Please note that a thrown melee weapon no longer counts as a close combat attack, and is considered to be a ranged attack.

Attack Rolls

To make an attack, roll the attacker's pilot dice and the damage dice for the weapon being used, as well as any situational modifiers (explained below); the number of successes or "hits" rolled is how much damage is done to the target. As stated before, each roll of 1-3 counts as a *miss*, each roll of 4-5 counts as a *hit*, and each roll of 6 counts as a *critical hit* (or as two hits).

Situational Modifiers

Even though this game uses a slightly unusual dice system, the modifiers to rolls made with this system are very simple. A positive modifier of "+1d" in this game adds an additional die to the total number of dice to be rolled, and a negative modifier of "-1d" subtracts one die from the total to be rolled. Also, all situational modifiers are applied before any dice are actually rolled. The following is a list of the most common situational modifiers you will encounter during the game.

Attack Roll Modifiers

aiming (for 1 action; must fire in the same turn)	+1d
attacking the target's blind side	+1d
extended range (beyond the weapon's max)	-1d/hex
using a ranged weapon in melee (same hex)	-1d
attacking from a fallen position (ranged/melee)	-1d/-2d
no sensors (blind)	-2d
called shot - torso/limb/head	-1d
called shot - cockpit (cockpit shot) †	-2d

† if the target takes any damage from a cockpit shot, the pilot is killed - but the powerplant does not explode (regardless of the damage done).

Defense Rolls

When a unit is attacked, it gets to make a defense roll. A defense roll consists of rolling the pilot dice and the armor dice for the defending unit (armor is explained below). In addition, if the unit has a shield, and the attack came from within the shield's defensive arc, the unit's shield dice are also added to the roll (shields are also explained later).

The number of "hits" rolled is how much damage from the attack is nullified (stopped by armor and/or evaded by dodging).

Note: all ground vehicles (cars, trucks, hovercraft, tanks, etc.) have a -1d modifier applied to their defense rolls, effectively lowering the pilot's skill by one level, but not the unit's armor. This rule also applies to mobile units such as the Guntank (because it's kind of difficult for a tank to "dodge" an attack).

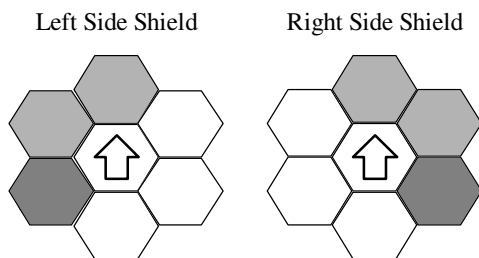
Armor

Some of the dice a unit rolls for its defense roll are its armor dice, and the number of dice rolled depends on the type of armor the unit has. The table below lists the different armor types and the number of dice rolled for that armor. Armor is never reduced because of damage, and it protects the unit until it is destroyed. The cost is for reference only.

<u>Armor Type</u>	<u>Armor Dice</u>	<u>Cost</u>
Light Armor	1d	2pts
Standard Armor	2d	4pts
Improved Armor	3d	6pts
Heavy Improved Armor	4d	8pts

Shields

A unit can only roll its shield dice as part of its defense roll if the attack came from within the shield's defensive arc (assuming that the unit even has a shield). The defensive arc for a shield depends on the shield's placement; either mounted on the unit's left or right side. The following diagram shows the different shield arcs (the shaded areas) based on the placement of the unit's shield.



The more darkly shaded area to the rear of the shield arc indicates that although a shield may be used to cover that part of the arc, it may be more difficult to successfully stop an attack coming from that direction. Therefore, a modifier of -1d is applied to the defense roll when defending against attacks coming from that portion of the shield arc.

However, in the case of a shoulder mounted shield (like the one on the Zaku II series of mobile suits), this -1d modifier does not apply, and the unit's full defense roll is used for the entire shield arc (the shoulder mount allows for more coverage of the rear quarter, and makes up for the overall lack of defensive capability for a shoulder mounted shield). The following is a list of the various shield types, including the number of dice rolled and the cost for that type of shield.

<u>Shield Type</u>	<u>Shield Dice</u>	<u>Cost</u>
Shoulder Shield	1d	3pts
Small Shield	2d	4pts
Standard Shield	3d	6pts
Large Shield	4d	8pts

Parrying With A Melee Weapon

A unit may choose to parry with a melee weapon instead of using its shield (or in place of a shield if it doesn't have one), but only hand-to-hand and melee attacks can be parried in this way. The defensive arc for a melee weapon is the same as if it were going to be used to attack with (the front three hexes), and only one additional die is added to the defense roll to represent the weapon (instead of the unit's shield dice).

If the parry is successful (if the defense roll stops at least one "hit", assuming the attack roll did not completely "miss"), the Parry Result Table should be consulted to determine the effect of the parry on the attacking and/or defending object.

Parry Result Table (1D6)

<u>Objects Involved</u>	<u>Result of Parry</u>
Beam Blade vs Heat Blade	Heat Blade destroyed on a 1-4
Beam Blade vs any other object	object destroyed on a 1-5
Heat Blade vs any other object	object destroyed on a 1-4
Blade/Claw vs Club/Punch	club/hand destroyed on a 1-3
any object vs same kind of object	either object destroyed on a 1

Only the "weaker" object involved in a parry (on the right side of the *objects involved* column) is rolled for on the Parry Result Table - the "stronger" object is unaffected. The only exception to this is in the case of similar objects (i.e. Heat Blade vs Heat Blade or Club vs Club), where both objects involved must be rolled for. Please note that Beam Blades are never damaged due to a parry result of "destroyed", only overloaded and deactivated for the remainder of the round. The following round they re-activate and are treated as if they were never damaged.

Also note that the loss of a hand (as noted on the table) is not the same as losing an arm. Losing a hand prevents the unit from using hand-held weapons or making punch attacks with that arm for the rest of the game; arm-mounted weapons (if any) are unaffected.

Any hand-held ranged weapon that is used to parry with (and survives) will be damaged and will not be usable again as a ranged weapon - although it can continue to be used as a club (note that this also applies to any hand-held ranged weapon that is initially used as a club).

Optional Rule: Parrying With A Limb

In the event that a unit does not have a shield or a melee weapon to parry an attack with, it may declare that it is going to use one of its arms instead (or if in space, one of its legs). In such a case, no additional dice are added to the defense roll, but if successful (stopping at least one "hit" - see above), the pilot will ensure that only the specified limb is hit instead of a more vital location. Any attack may be parried in this way.

Linked Weapons

When two or more separate weapons can fire with a single attack (using only one action to fire any/all weapons in the group), they are considered to be "linked". There are no modifiers for firing linked weapons, but the pilot dice are only added to the attack roll once - not once for each weapon.

Autofire Weapons

Autofire weapons fire a burst of several shots instead of a single shot like most weapons. When an autofire weapon is used to attack the target, each "hit" that exceeded the target's defense roll hits a different part of the target unit. Roll hit location separately for each "hit" (or in this case, each point of damage) that was inflicted.

Blast Weapons, Blast Damage & Deviation

Weapons that explode or have explosive effects are called blast weapons. When a blast weapon directly hits a unit, the target is attacked normally with the weapon's damage dice (plus the attacking pilot's dice, and any situational modifiers). However, nearby units may take indirect damage from the explosion called "blast damage".

Blast damage effects all units within the blast radius of the explosion - this includes the hex where the attack impacted (either on a unit or on a piece of terrain), and usually (depending on the type of weapon used) any adjacent hex within LOS of the impact point (i.e. if a unit was behind some debris - or even behind another unit - and the debris or the intervening unit was hit by a blast weapon, the concealed unit would be unaffected by the blast damage).

There are two levels of blast damage for weapons. Level one (noted as a "b" on the weapon list) does one die of damage at a range of zero hexes (in the same hex as the impact point). Level two (noted as a "B" on the weapon list) does two dice of damage at a range of zero, and one die of damage at a range of one hex (in any hex adjacent to the impact point). In either case, the attacking pilot's dice are not added to the roll for the blast damage.

Only a single hit location is attacked on a unit that is hit by a blast, and the blast damage cannot be dodged (the pilot dice are not rolled for defense). However, the blast can be stopped by armor or with a shield - but not with a limb. If the unit is in the same hex as the explosion, it can only roll its armor dice for defense; if it is in an adjacent hex, it may also roll its shield dice for defense (provided the center of the explosion is within the shield's defensive arc). Please note that if the original target of the attack is hit with the initial attack roll (if at least one attack die rolls a "hit"), it is immune to the additional effects of the blast damage, as they are assumed to be already included in the weapon's base damage.

If a blast weapon misses the target due to a failed attack roll (if all of the attack dice roll a "miss"), the shot will land in a hex adjacent to the original target's hex. Roll 1d6 for deviation; a roll of 1 being the hex to the target unit's front, and 2-6 being the hexes around the unit going clockwise from its front.

Hit Location

When an attack is successful (when at least one "hit" exceeds the defense roll), the attacker should roll one six-sided die (1d6) and consult the Hit Location Table to determine which part of the target was struck by the attack. An attacking unit can choose to make a called shot to a specific location on the target unit before the attack roll is made, but the attack roll will have a modifier based on where the attack is targeted (see the Attack Roll Modifier list).

As stated before, hand-to-hand and melee weapon attacks are automatically called shots, and suffer no penalty as such, but the player may still roll randomly for hit location in the hopes of getting a "special" result.

Hit Location Table (1d6)

<u>Roll</u>	<u>Location</u>
1	Head
2	Arm *
3-4	Torso
5	Leg *
6	Special †

* 1-4 = nearer, 5-6 = farther (relative to the weapon making the attack)

† roll on the Special Hit Location Table -OR- choose a hit location; Head, Arm (R/L), Torso, or Leg (R/L)

Special Hit Location Table (2d6)

Roll Location

2	cockpit destroyed (pilot killed)
3	shield destroyed -or- one weapon destroyed (attacker's choice of which)
4	shield damaged; if no shield, then nearest mounted weapon is destroyed
5	shield damaged; if no shield, then nearest hand-held weapon is destroyed
6-7	sensors destroyed; -2d to attack rolls and -1d to piloting and defense rolls
8-9	torso thrusters damaged; MA from the torso is halved (round down)
10	nearer leg thrusters damaged; MA from this leg is halved (round down)
11	farther leg thrusters damaged; MA from this leg is halved (round down)
12	powerplant hit (make a powerplant check)

Note: any hit location roll of a previously destroyed body location (i.e. head, arm or leg) will automatically go to the target unit's torso. Also, regardless of the damage done by the attack roll, all special hit locations take no actual damage; only the effects of the special hit are applied. In the event that the special hit location that was rolled does not apply, roll for another special hit location (repeat as necessary).

Damage & Damage Effects

After the hit location has been determined, apply the amount of damage done by the attack (the number of "hits" that exceeded the defense roll) to the specified hit location on the unit (fill in the circles of the corresponding hit location on the unit's data card). Blank data cards found on page 26.

When there are no circles remaining, the location has no structure left and it is disabled (the location still exists and is still targetable, but it is no longer usable). If the location takes more damage than it has structure points (called "overkill"), the location is completely destroyed (blown off and/or apart).

Torso Damage: if a unit's torso is disabled, the unit shuts down and is out for the rest of the game. If a unit's torso is destroyed, the pilot is automatically killed and the unit must make a powerplant check (explained later).

Head Damage: if a unit's head is disabled or destroyed, its sensors and any weapons located in the head are lost. A unit with no sensors has a -2d modifier to all attack rolls, and a -1d modifier to all defense rolls and piloting rolls.

Arm Damage: when a unit's arm is disabled or destroyed, it can no longer use that arm to make any attacks or to defend with. Any hand-held weapon or weapons mounted on the arm are also rendered useless - although a hand-held weapon is not automatically "destroyed" even if the arm is. Roll 1d6; a roll of 4-6 means the weapon survived the attack. A surviving hand weapon may be recovered and used by another unit (or by the same unit if it still has a functioning arm).

Leg Damage: when a unit's leg is disabled, any thrusters located there are rendered useless (subtract that leg's thrust MA from the unit's overall thrust MA). Any weapons located on the leg are lost as well. The unit may no longer use its ground movement to move, and it must immediately make a piloting roll or fall over. In addition, each time the unit is hit by an attack (i.e. if at least one of the attack dice scores a "hit"), even if the unit takes no damage, another piloting roll is required just to remain standing.

Even with one of its legs is disabled, a unit can still change its facing by one hex side for one action. A successful piloting roll is required to perform this action, and if unsuccessful, the unit falls over. This applies only if one leg is disabled (not destroyed) and the other leg is still functioning. If both of a unit's legs are disabled, or if just one of its legs is destroyed, the unit automatically falls over (see Falling later in the rules for more details), and it cannot get up for the rest of the game - but it may still crawl with a ground MA of 1 (one hex). A unit must have at least two functioning limbs remaining (any two, not including the head) in order for it to be able to crawl.

Sensor Damage: A unit with no sensors has a -2d modifier to all attack rolls, and a -1d modifier to all defense rolls and piloting rolls for the remainder of the game. The unit is still able to function due to various back-up cameras, but the main targeting and information sensors are destroyed.

Thruster Damage (torso/leg): if one of a unit's locations takes thruster damage, the thrust MA from that location is halved (round down). A unit with no thrust MA remaining resulting from thruster damage still has a total thrust MA of 1 due to various maneuvering vernier located on the unit's body, but this MA can only be used to maneuver in space.

Shield Damage: if a unit's shield is damaged, it must make a damage save to see if the shield is destroyed. To make a shield damage save, roll 1d6; if the total of this roll is greater than the amount of damage done to the shield by the attack (i.e. the number of "hits" that exceeded the defense roll), the save is successful, and the shield remains intact and continues to function. If the save is unsuccessful, the shield is destroyed.

Even if the shield survives the attack, the damage done to the shield by the attack is cumulative, so subsequent shield damage save attempts will have to roll higher than the previous damage plus the damage from the current attack.

Powerplant Checks: if a unit's torso is destroyed, or if the unit takes a special hit location roll of "powerplant", a powerplant check must be made. Roll 1d6 and consult the following table.

Powerplant Check Table (1d6)

<u>Roll</u>	<u>Result</u>
1-2	No Effect
3	Power Loss - lose 1 action for the rest of the game
4-5	Shut Down - unit is out for the rest of the game
6-7	Reactor Explosion - Rng = 0/1/2, Dam = 3/2/1
8	Fuel Tank Explosion (B) - Rng = 0/1, Dam = 2/1
9	Minor Explosion (b) - Rng = 0, Dam = 1

If the attack was from a beam weapon, add +1 to the roll. If the unit's torso was destroyed by the attack, add +2 to the roll. Damage from a "reactor explosion" individually attacks every hit location on any unit within the blast radius (regardless of LOS to the blast point - see Blast Weapons for details). A "fuel tank explosion" or a "minor explosion" only attacks one hit location on any unit within the blast radius (treat these as normal Blast Damage). None of this damage may be dodged, but protection from armor still applies (and possibly from a shield - again, see Blast Weapons for details).

Falling

If a unit fails the piloting roll for a jump, or if one of its legs is destroyed or if both of its legs are disabled, it will fall. If the unit is on the ground, the fall is from a height of zero hexes (ground level), and the damage done to the unit is one die (1d). If the unit falls from a height greater than ground level, an additional die is added to the damage roll for each hex level fallen (in the case of a failed jump roll, the distance fallen is counted from the apex of the jump).

Any damage resulting from a fall goes directly to the unit's torso, and no defense roll is permitted (not even armor). Also, when a unit falls, the controlling player should roll 1d6 and consult the following table to determine the unit's orientation after the fall.

Fall Orientation Table (1d6)

<u>Roll</u>	<u>Orientation</u>	<u>Effect</u>
1	face down	use of only one arm for the rest of the turn
2-4	on the damaged leg's side	no use of the arm on the downed side
5	on the undamaged leg's side	no use of the arm on the downed side
6	on the unit's back	may use both arms

In addition to the listed effect, a downed unit has a -1d modifier applied to all ranged attacks, a -2d modifier for all melee attacks, and the unit may not roll its pilot dice as part of its defense roll - it may only roll its armor and shield dice (with a -1d modifier applied to the shield dice). When a fallen unit is attacked, the attacker receives no additional attack modifiers due to the target being "downed", but the attack is automatically considered a "called shot". In addition, the modifier for using a ranged weapon in melee combat does not apply when attacking a fallen unit.

Collisions & Ramming

A unit may run into or collide with another unit either by accident (due to a failed piloting roll) or on purpose (from a ramming attack). The damage from a collision is determined by how far the unit moved before colliding with the other unit. The damage for a collision is one die per hex traveled in the current round (not one die per point of MA spent). The base damage for a ram is one die plus the attacking unit's pilot dice, and an additional die per hex traveled in the current round (again, not from the MA spent).

If a unit wants to ram another unit, the attacker must move into the same hex as the target of the ram and then make an attack roll; the target may make a defense roll as normal. If the ram is successful (if the attack scores any "hits", even if no damage is done), the target is displaced one hex (the target is moved out of the hex where the ram occurred and in the same general direction as the attacker's movement). Roll 1d6; if the roll is 1-2, the target is displaced to the left of the ram. On a roll of 3-4, the target is displaced in the same direction as the ram. If the roll is 5-6, the target is displaced to the right of the ram. Collisions, on the other hand, do not cause displacement.

Damage from a collision or ram always goes to the torso, unless the units involved blocked the impact with a shield, in which case the damage goes to the arm with the shield first, and any residual (overkill) damage is then applied to the torso. In the case of the attacking (ramming) unit, it also takes damage to the torso, but the damage is only that of the distance traveled (exactly the same as for a collision); the pilot dice and the one additional damage die are not added to its own damage. If a unit rams with its shield, no additional damage is done to the target, but the ramming unit gains the benefit of the shield's defense. Defense rolls for both units involved are made normally.

If the ramming unit misses the target (if all of the attack dice roll a "miss"), the attacker overshoots the target $\frac{1}{2}$ of the distance that it previously moved (round down), and in a straight line based on its current facing. This may cause the unit to collide with something else, but the additional movement for overshooting the target should not be used in determining the damage for the new collision.

Optional Damage Rule: Knockback

If a unit takes enough damage from a single attack, it may take *knockback*. Determine the amount of damage done by the attack (the number of "hits" that exceeded the defense roll) and look at the following chart. These effects occur after all other normal damage effects have been applied.

Damage Knockback Effect

1	no effect
2	make a successful piloting roll or lose 1 action
3	lose 1 action; knocked back 1 hex *
4+	lose 2 actions; knocked back 1 hex *

* make a successful piloting roll or fall over (used for ground battles only)

Piloting Rolls

Sometimes the rules call for a unit to make a piloting roll; this is done by simply rolling the unit's pilot dice the same as you would for an attack or defense roll. In some cases, an additional die is added to this roll (for simpler more run-of-the-mill tasks). The number of "hits" required to make the attempted action succeed depends on the difficulty of the action the unit is attempting.

A "moderate" task (those tasks previously mentioned in these rules requiring a piloting roll) requires only a single "hit" for the action to be successful. A "difficult" task would require at least two "hits" to be successful, and an "impossible" task would require at least three or more "hits" to succeed. This is a very basic rule, and it may be modified as needed by the players or the referee.

Emergency Reactions

Most tactical games share a common flaw; they allow an attacker to come up behind the target to receive some kind of bonus for attacking the target's blind side, and there isn't anything the target can do about it. This game offers a possible solution to this problem.

If a unit is about to be attacked from its blind side, the pilot can make an unmodified piloting roll to see if he can react to the threat and turn to face it (possibly giving better shield coverage, and definitely negating the modifier for having his blind side attacked). If successful, the unit may change its facing up to two hex facings for free (at no MA cost).

The defending unit may attempt this each time it is attacked, but for each attempt after the first in the same round, the "difficulty" level increases by one level (as previously described in the Piloting Rolls section). If the unit fails this reaction roll, it may not react to the attack, and it may not attempt to react again until the next time it is attacked (i.e. the next time another unit spends an action to attack it).

Cover Damage

When a unit is $\frac{1}{2}$ to $\frac{3}{4}$ behind some kind of object, it receives cover from that object. However, in the event that the cover is hit, there is a chance that the cover itself will be damaged or destroyed. Make a defense roll for the cover based on the type of cover it is (see below) and apply damage to it normally - if it is destroyed, any "overkill" damage from the cover will go to the target unit (to the hit location that originally would have been hit if not for the cover). Please note that unlike a character unit in the game, cover is completely destroyed when it reaches zero hits.

<u>Cover Type</u>	<u>Defense Dice</u>	<u>Hits</u>
small trees	-	1
medium trees	-	2
<u>large trees</u>	-	<u>3</u>
small buildings	-	2
medium buildings	1	3
large buildings	2	4
- weak buildings (warehouse)	+0	-1
<u>- strong buildings (bunker)</u>	<u>+1</u>	<u>+1</u>
small rocks (boulders)	1	2
medium rocks (hills)	2	4
large rocks (mountains)	3	6

Aircraft Hit Location Table (1d6)

<u>Roll</u>	<u>Location</u>
1	Nose (cockpit)
2	Wing *
3-4	Fuselage
5	Wing *
6	Special †

* 1-4 = nearer, 5-6 = farther (relative to the weapon making the attack)

† roll on the Special Hit Location Table -OR- choose hit location; Nose, Wing (R/L), or Fuselage

Optional Rule: Playing Without A Hexmap

Although these rules were written to be used with a hexmap, not everyone is going to have the time or patience to make a giant hexmap with six-inch or twelve-inch hexes. In such a case, it is recommended that you at least make a single hex template out of cardboard or plastic in the scale that you plan to use (either six inches or twelve inches across; measured from two opposing "sides", not from the "corners"). This can then be used to simulate the facing changes made in a hex-based system. As for measurement, just use a ruler or a tape measure marked in inches, and measure from the center of the unit's overall "footprint" to the desired distance.

Optional Rules: Atmospheric Fighter Aircraft

The movement rules for atmospheric fighter aircraft such as the Dopp and Core Fighter are a bit different than those for normal units (i.e. mobile suits). First off, fighter aircraft must always move as their first action (before attacking), and since they only have thrust MA (and no ground MA), they must always spend at least 3 MA on movement each round to be considered moving fast enough to remain airborne (i.e. above "stall" speed). Moving in a forward direction is the same as for any other unit, but moving in a rearward direction is not allowed - EVER! (there is no "reverse" on an aircraft).

An aircraft may change its hex facing one hex side for free as per the normal movement rules (i.e. there must be at least one hex of movement between each facing change; turn one hex side, move one hex, turn one hex side, move one hex, etc.). However, an atmospheric fighter aircraft may not change its facing more than one hex-side at a time. Climbing or descending one hex level of altitude costs 1 MA (it is recommended that you keep some six-sided dice on the playing surface next to the airborne unit to record its current altitude).

When determining the range for an attack involving airborne units, the linear distance between the opponents is counted normally, and the difference in altitude is also added to this distance to yield the overall range for the attack (not the most accurate method, but it's easy to remember).

When a fighter aircraft is attacked, it gets to make a normal defense roll like any other unit, but an additional die is also added to the roll due to the aircraft's high maneuverability (this only applies to atmospheric flight - not to space flight). However, fighter aircraft cannot make "emergency reaction" rolls as described previously. Damage and hit location are also a bit different for fighter aircraft, as they only have three hit locations; Nose, Wing and Fuselage.

Aircraft Special Hit Location Table (1d6)

Roll Location

- 1 canopy destroyed (pilot killed)
- 2 one weapon destroyed (attacker's choice of which)
- 3 nearest weapon destroyed
- 4 sensors destroyed; -2 to all attack rolls for the remainder of the game
- 5 thrusters damaged; MA is halved (round down)
- 6 powerplant hit (make a powerplant check)

Note: regardless of the damage done by the attack roll, all special hit locations take no actual damage; only the effects of the special hit are applied. In the event that the special hit location that was rolled does not apply, roll for another special hit location (repeat as necessary).

If an aircraft's nose, fuselage or both of its wings become disabled, or if just one of its wings is destroyed, it will immediately crash. To determine where the crash will take place, roll two dice; the first die determines how many hexes along the aircraft's current facing the crash will occur, and the second die indicates the aircraft's possible course deviation (1-2 = no deviation, 3 = one hex to the left, 4 = one hex to the right, 5 = two hexes to the left, 6 = two hexes to the right).

If an aircraft crashes into an occupied hex, the unit (or units) already in the hex must make a piloting roll to avoid a direct collision with the crashing aircraft. If the piloting roll is successful, the only damage done to the unit in the hex is the same as for a "fuel tank explosion" (see Powerplant Checks in the Damage section for details).

If the piloting roll fails, the unit is hit by the crashing aircraft just like a collision (see Collisions & Ramming for details), but causing a damage of 2 dice, plus an additional die per hex traveled during the crash (including altitude).

If an aircraft's nose or fuselage is destroyed, the unit immediately breaks apart in mid-air, doing no damage to units on the ground. If only one of an aircraft's wings is disabled, it must immediately make a piloting roll to remain airborne - otherwise it will crash as described previously. When it is the aircraft's turn to act, it must again make a piloting roll after its movement is finished to remain in flight. If successful, the unit may attack as normal, but if unsuccessful, the unit immediately crashes.

Remember, these rules are for atmospheric combat only. If something like the Core Booster were to lose a wing while fighting in space (or take some other form of damage that would normally cause it to crash), those "crash" effects would be ignored.

Optional Rule: Newtypes

Newtypes are the next stage in human evolution. They are semi-telepathic, and have enhanced awareness and reflexes. This makes them perfect mobile suit pilots. Anyone can manifest newtype abilities, but it is not currently known at what rate newtypes are appearing in the human strain. To see if any of your pilots is a NT, roll five six-sided dice for each unit in play; if the total is 25 or more, that pilot is a newtype.

In game terms, being a newtype raises the pilot's skill level by one level (adding an additional die to the pilot's dice). A newtype can also perform an additional action every round - for a total of three actions, instead of two actions like all other units. Because of their "esper-like" awareness, newtypes are rarely surprised in combat. This means that the +1d attack modifier for attacking a target's blind side is never applied when attacking a NT pilot. Additionally, the NT pilot is still entitled to the emergency reaction roll for being attacked from the blind side.

The roll for newtypes should only be made just before play begins - after it has already been decided what units will be used for the current game, and the pilot types for those units.

Optional Rule: Increased Success (or, "The Most Optional Of Optional Rules")

If you and your gaming group feel that your attack and defense rolls are "missing" too often, there is a very simple rule "tweak" that will increase the success level of your rolls. If using this optional rule, a roll of 1-2 equals a "miss", a roll of 3-5 equals a "hit", and a roll of 6 still equals a "critical hit" (and counts as two "hits"). Use at your own risk.

The Mobile Suit Lists & Mobile Suit Stats

On the following pages you will find the master mobile suit lists, listing all of the units covered by these rules, as well as their primary stats and their point value (used only for comparative purposes, and not meant for competitive use). Detailed information on any particular unit's weapons or any special rules will be noted in the "Mobile Suit Descriptions" section following the lists.

Number & Name: the production number and common name of the listed unit.

RM (Reaction Modifier): used to indicate the unit's reaction speed and overall maneuverability.

GMA (Ground Movement Allowance): indicates how far the unit can move while on the ground.

TMA (Thrust Movement Allowance): indicates how far the unit can move or jump using its thrusters or engines.

Thrusters: indicates how many points of thrust (TMA) the unit has in its various locations. A single number indicates that all of the unit's main thrusters are located in the torso or fuselage. Numbers noted as "n/n/n" indicate thrusters located in the "torso / right leg / left leg".

Jump/Skim: indicates if the unit has jump or skim/hover capabilities.

Armor: indicates the unit's armor type.

Shield Type: indicates the unit's shield type.

Cost: indicates the unit's point value.

Mobile Suit Descriptions

The mobile suits listed in these rules are, for the most part, available from Bandai as 1/144 scale model kits or as 1/170 scale (approx.) Mobile Suit in Action figures (the two preferred scales for this game). The main focus of this game is the One Year War era, with mobile suits from Gundam 0079, Gundam 0080: War In the Pocket, and The 08th MS Team. Additional units from Gundam 0083: Stardust Memory are also included. Mobile Armors and starships were not included, as they were not considered within the scope of these rules.

Unless otherwise noted, all mobile suits have five (5) damage points in the torso, two (2) in the head, three (3) in each arm, and four (4) in each leg. The damage points of units with non-humanoid hit locations will be specified in that unit's "notes" section.

Note: when a weapon's location is listed in parenthesis "()", it means that it is actually a hand-held weapon, and the location listed is simply where it is normally stored.

MOBILE SUIT LIST (Earth Federation)

<u>Number</u>	<u>Name</u>	<u>RM</u>	<u>GMA</u>	<u>TMA</u>	<u>Thrusters</u>	<u>Jump/Skim</u>	<u>Armor</u>	<u>Shield Type</u>	<u>Cost</u>
RX-78	Gundam	+1	5	9	9	yes/no	Imp (3d)	Std (3d)	70
FA-78-1	Gundam - Full Armor Type	+0	4	8	8	yes/no	Hvy (4d)	none	86
RX-78NT1	Gundam NT-1 (normal)	+2	5	11	9/1/1	yes/no	Imp (3d)	Std (3d)	89
RX-78NT1-FA	Gundam NT-1 (Full Armor)	+0	4	8	6/1/1	yes/no	Hvy (4d)	Std (3d)	97
RX-79(G)	Gundam - Ground Type	+1	4	7	7	yes/no	Imp (3d)	Sml (2d)	73
RX-79(G) EZ8	Gundam EZ8 (Ground Type)	+1	4	7	7	yes/no	Imp (3d)	Sml (2d)	66
RX-78 GP01	Gundam (Zephyranthes)	+2	5	13	13	yes/no	Imp (3d)	Std (3d)	91
RX-78 GP01Fb	Gundam (Zephyranthes) Full Burniern	+2	5	16	16	-	Imp (3d)	Std (3d)	94
RX-77	Guncannon	+0	3	7	7	yes/no	Imp (3d)	none	77
RX-77D	Guncannon - Mass Production Type	+0	3	10	10	yes/no	Imp (3d)	none	63
RX-75	Guntank	-1	3	-	-	no/no	Imp (3d)	-	63
RGM-79	GM	+0	4	9	9	yes/no	Std (2d)	Std (3d)	58
RGM-79C	GM - Upgrade	+0	4	9	9	yes/no	Std (2d)	Std (3d)	55
RGM-79D	GM - Harsh Environment Type	+0	4	10	10	yes/no	Std (2d)	Std (3d)	55
RGM-79(G)	GM - Ground Type	+0	4	7	7	yes/no	Imp (3d)	Sml (3d)	59
RGM-79G/GS	GM Commando (Colony/Space Type)	+0	4	10	10	-	Std (2d)	Std (3d)	61
RGM-79N	GM Custom	+1	5	11	11	yes/no	Imp (3d)	Std (3d)	66
RGM-79SP	GM Sniper II	+0	4	12	10/1/1	yes/no	Std (2d)	Std (3d)	69
RGC-80	GM Cannon	+0	4	9	9	yes/no	Std (2d)	none	63
RGC-83	GM Cannon II	+0	3	9	9	yes/no	Hvy (4d)	none	83
RB-79	Ball	-1	-	9	9	-	Lt (1d)	-	30
FF-X7	Core Fighter	+0	-	18	18	-	Lt (1d)	-	37
FF-X7-Bst	Core Booster	+0	-	22	22	-	Std (2d)	-	90
FF-X(7) II	Core Fighter II	+1	-	20	20	-	Lt (1d)	-	53
FF-X(7) II-Fb	Core Fighter II Full Burniern	+1	-	20	16/2/2	-	Lt (1d)	-	54
JCB-Ez	Jet Core Booster - "Core Easy"	+0	-	22	22	-	Lt (1d)	-	47
Type 61	Main Battle Tank	-2	3	-	-	-	Std (2d)	-	31
Type 74	Hover Truck/APC	-1	-	6	6	no/yes	Lt (1d)	-	16

MOBILE SUIT LIST (Principality of Zeon)

<u>Number</u>	<u>Name</u>	<u>RM</u>	<u>GMA</u>	<u>TMA</u>	<u>Thrusters</u>	<u>Jump/Skim</u>	<u>Armor</u>	<u>Shield Type</u>	<u>Cost</u>
MS-05B	Zaku	-2	4	5	5	yes/no	Std (2d)	none	39
MS-06F/J	Zaku II (General Use/Ground Type)	-1	4	6	6	yes/no	Std (2d)	Shldr (1d)	46
MS-06F2	Zaku II (F2 Type)	+0	4	7	7	yes/no	Std (2d)	Shldr (1d)	48
MS-06FZ	Zaku II - Upgrade	+0	4	9	7/1/1	yes/no	Std (2d)	Shldr (1d)	60
MS-06K	Zaku Cannon	-1	4	5	5	yes/no	Std (2d)	Shldr (1d)	46
MS-06S	Zaku II - Leader Type	+0	4	7	7	yes/no	Std (2d)	Shldr (1d)	48
MS-06R-1	Zaku II - High Maneuverability Type	+0	4	9	7/1/1	yes/no	Std (2d)	Shldr (1d)	50
MS-07B	Gouf	+0	5	6	6	yes/no	Std (2d)	Std (3d)	54
MS-07B3	Gouf Custom	+1	5	7	7	yes/no	Std (2d)	Std (3d)	49
MS-07H8	Gouf Flight Type	+0	4	13	7/3/3	yes/yes	Std (2d)	Std (3d)	47
MS-09	Dom	+0	4	11	7/2/2	half/yes	Imp (3d)	none	63
MS-09F/TROP	Dom Tropaen	+0	4	12	8/2/2	half/yes	Imp (3d)	none	64
MS-09R	Rick Dom	+0	4	11	7/2/2	half/no	Imp (3d)	none	61
MS-09R II	Rick Dom II	+0	4	12	8/2/2	half/no	Imp (3d)	none	62
MS-14A/S	Gelgoog (Standard/Leader Type)	+1 (+2)	5	9	7/1/1	yes/no	Std (2d)	Std (3d)	59/60
MS-14B	Gelgoog - High Maneuverability Type	+2	5	10	8/1/1	-	Std (2d)	Std (3d)	61
MS-14C	Gelgoog Cannon	+1	5	9	7/1/1	yes/no	Std (2d)	none	53
MS-14F	Gelgoog M (Marine)	+1	5	9	7/1/1	yes/no	Std (2d)	Sml (2d)	68
MS-14JG	Gelgoog J (Jager)	+1	5	13	11/1/1	yes/no	Std (2d)	none	69
YMS-15	Gyan	+1	5	9	9	yes/no	Std (2d)	Std (3d)	59
MS-18E	Kampfer	+1	5	13	11/1/1	yes/no	Std (2d)	none	65
MSN-02	Zeong	+1	-	11	11	-	Imp (3d)	-	115
MSM-03	Gogg	-1	3	6	4/1/1	yes/no	Imp (3d)	-	72
MSM-03/C	Hygog	+0	3	9	7/1/1	yes/no	Std (2d)	-	88
MSM-04	Acguy	+0	4	7	5/1/1	yes/no	Std (2d)	-	62
MSM-07 (S)	Zugock (Standard/Leader Type)	+0 (+1)	5	8	6/1/1	yes/no	Std (2d)	-	103/104
MSM-07/E	Zugock-E	+0	5	9	7/1/1	yes/no	Std (2d)	-	104
MSM-10	Zock	-1	3	9	5/2/2	no/yes	Imp (3d)	-	106
Magella Attack Tank		-2	3	-	-	-	Std (2d)	-	35
Magella Top (turret)		-1	-	9	9	-	Std (2d)	-	-
Dopp Fighter		+0	-	18	18	-	Lt (1d)	-	38
Dodai YS		-1 (-2)	-	14 (10)	14	-	Lt (1d)	-	40
Dodai II		+0 (-1)	-	15 (11)	15	-	Std (2d)	-	32

Federation Mobile Units

Unit Type: RX-78 Gundam

Reaction Modifier: +1

Ground MA: 5

Thrust MA: 9

Thrusters: 9 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

Beam Rifle - hand held/torso mounted

Beam Saber (Beam Javelin) x2 - (torso mounted)

Options: 380mm Hyper Bazooka - hand held/torso mounted

Notes: each of the Gundam's beam sabers can convert into a Beam Javelin (at no action cost). The beam javelin can be used in normal melee combat (hand-held; range of zero), or it can be thrown up to three hexes away. The damage is the same as for a beam saber, but the target location's damage points cannot be reduced to below zero from a beam javelin attack (a hit location cannot be "destroyed" by a beam javelin, only "disabled", since the javelin only does piercing damage and not slashing damage).

Cost: 70pts (without options)

Unit Type: FA-78-1 Gundam - Full Armor Type

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 8

Thrusters: 8 (torso)

Thrust Mode: Jump

Armor: Heavy (4d)

Shield Type: none

Weapons: 60mm Dual Vulcans - head mounted

RX Dual Beam Gun - arm mounted

Rocket Cannon - torso mounted

Micro Missile Launcher x2 - torso mounted

Micro Missile Launcher x2 - leg mounted (one each)

Notes: The Rocket Cannon has the same weapon profile as the 380mm Hyper Bazooka. The Micro Missile Launchers are all linked, and can be fired individually or all at once (the normal rules for linked weapons still apply).

Cost: 86pts

Unit Type: RX-78NT1(-FA) Gundam NT-1 (Full "Chobham" Armor)

Reaction Modifier: +2 (+0 with Full Armor in place)

Ground MA: 5 (4)

Thrust MA: 11 (8)

Thrusters: 9 (6) (torso), 1 (right leg), 1 (left leg)

Thrust Mode: Jump

Armor: Improved (3d) / Heavy (4d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

90mm Autocannon x2 - arm mounted (one each)

Beam Rifle - hand held

Beam Saber x2 - (torso mounted)

Notes: the "Newtype" Gundam's 90mm Autocannons may not be fired while the unit's Full Armor is in place. The Full Armor (also called "Chobham" armor) is somewhat ablative (i.e. comes off with excessive damage) and should be treated like a shield; make a shield damage save for hits to all locations except the head. If the save is unsuccessful, the Full Armor for that location becomes useless - the armor value is reduced to the unit's normal armor type, but the Full Armor still remains in place (keeping the unit's RM and MA at the lower values). Ejecting the unit's Full Armor takes 1 action, but ejects ALL of the Full Armor.

Cost: 89pts (without Full Armor); 97pts with Full Armor

Unit Type: RX-79(G) Gundam - Ground Type

Reaction Modifier: +1

Ground MA: 4

Thrust MA: 7

Thrusters: 7 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Small (2d)

Weapons: 60mm Vulcan - torso mounted

Multi-Launcher - torso mounted

100mm Machinegun - hand held

100mm Reload x2 - (torso mounted)

Beam Saber x2 - (leg mounted - one each)

Options: 60mm Vulcan - head mounted

180mm Long Rifle - hand held

Rocket Launcher (Land Bazooka) - hand held

Missile Launcher - hand held

Beam Rifle - hand held

Notes: this unit's Small Shield is specifically designed for melee combat, causing two dice (2d) of damage when used as a weapon instead of only one die (and also costing 5pts instead of 4pts).

Cost: 73pts (without options)

Unit Type: RX-79(G) EZ8 Gundam EZ8 (Ground Type)

Reaction Modifier: +1

Ground MA: 4

Thrust MA: 7

Thrusters: 7 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Small (2d)

Weapons: 12.7mm Anti-Personnel Machinegun - torso mounted

60mm Dual Vulcans - head mounted

100mm Machinegun - hand held

100mm Reload x2 - (torso mounted)

Beam Saber x2 - (leg mounted - one each)

Options: 180mm Long Rifle - hand held

Rocket Launcher (Land Bazooka) - hand held

Missile Launcher - hand held

Beam Rifle - hand held

Notes: this unit's Small Shield is specifically designed for melee combat, causing two dice (2d) of damage when used as a weapon instead of only one die. The shield of the EZ8 also has additional armor plating, and while this does not increase its armor dice, it does give it a +1 modifier to the die roll for all shield damage saves (raising the shield's cost to 6pts). The 12.7mm machinegun of the EZ8 is not effective against mobile units (i.e. most armored vehicles), and is only included here as part of its armaments for continuity.

Cost: 66pts (without options)

Unit Type: RX-78 GP01 Gundam (Zephyranthes)

Reaction Modifier: +2

Ground MA: 5

Thrust MA: 13

Thrusters: 13 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

Beam Rifle - hand held

Beam Saber/Beam Gun x2 (linked) - (torso mounted)

Beam Jutte - beam rifle mounted

Notes: the Beam Sabers on this unit actually double as Beam Guns, but only while still mounted on the unit's backpack, and not being used as beam sabers.

The arc of fire for these beam guns is the Restricted Fire Arc, and while the ammo used does not count against their effectiveness as beam sabers, it does count against the ammo of the Core Fighter II's beam guns (since they are the same weapons). The Beam Jutte allows this unit to use its beam rifle to parry attacks with the same effect as parrying with a beam saber. However, unlike parrying with a beam saber, a result of "destroyed" will actually destroy the beam jutte (and the beam rifle as well).

Cost: 91pts

Unit Type: RX-78 GP01Fb Gundam (Zephyranthes) Full Burniern
Reaction Modifier: +2 (while in space or in a colony cylinder only)

Ground MA: 5

Thrust MA: 16

Thrusters: 16 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

Beam Rifle - hand held

Beam Saber/Beam Gun x2 (linked) - (torso mounted)

Beam Jutte - beam rifle mounted

Notes: this version is specifically equipped for maneuvering in space and low gravity environments (i.e. colony cylinders); its RM would be reduced to +0 if piloted on Earth. See the notes of the RX-78 GP01 Gundam (Zephyranthes) above for notes on this unit's Beam Guns and the Beam Jutte.

Cost: 94pts

Unit Type: RX-77 Guncannon

Reaction Modifier: +0

Ground MA: 3

Thrust MA: 7

Thrusters: 7 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: none

Weapons: 60mm Dual Vulcans - head mounted

240mm Cannon x2 (linked) - torso mounted

Long Range Beam Rifle - hand held

Options: Spray Rocket Launcher x2 (linked) - torso mounted

Notes: the Spray Rocket Launchers are replacement weapons for the 240mm Cannons.

Cost: 77pts (without options)

Unit Type: RX-77D Guncannon - Mass Production Type

Reaction Modifier: +0

Ground MA: 3

Thrust MA: 10

Thrusters: 10 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: none

Weapons: 60mm Dual Vulcans - head mounted

240mm Cannon x2 (linked) - torso mounted

Options: 90mm Machinegun - hand held

Beam Gun - hand held

Long Range Beam Rifle - hand held

Cost: 63pts (without options)

Unit Type: RX-75 Guntank

Reaction Modifier: -1

Ground MA: 3

Armor: Improved (3d)

Weapons: 120mm Low Recoil Cannon x2 (linked) - torso mounted

Quad Auto Rocket Launcher x2 - arm mounted (one each)

Notes: the Guntank has no hit location of "leg" - instead, it has a single movement platform with six (6) damage points. Disabling or destroying the movement platform completely immobilizes this unit.

Cost: 63pts

Unit Type: RGM-79 GM

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 9

Thrusters: 9 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

Beam Gun - hand held

Beam Saber - (torso mounted)

Options: 90mm Machinegun - hand held

380mm Hyper Bazooka - hand held/torso mounted

Cost: 58pts (without options)

Unit Type: RGM-79C GM - Upgrade

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 9

Thrusters: 9 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

90mm Machinegun - hand held

Beam Saber - (torso mounted)

Options: 360mm Hyper Bazooka (Mk-II) - hand held

Beam Gun - hand held

Cost: 55pts (without options)

Unit Type: RGM-79D GM - Harsh Environment Type

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 10

Thrusters: 10 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

90mm GM Sub-Machinegun - hand held

Beam Saber - (torso mounted)

Options: 360mm Hyper Bazooka (Mk-II) - hand held

Grenade Launcher - 90mm SMG mounted

Beam Gun - hand held

Cost: 55pts (without options)

Unit Type: RGM-79(G) GM - Ground Type

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 7

Thrusters: 7 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Small (2d)

Weapons: 100mm Machinegun - hand held

100mm Reload x2 - (torso mounted)

Beam Saber x2 - (leg mounted - one each)

Options: 180mm Long Rifle - hand held

Rocket Launcher (Land Bazooka) - hand held

Missile Launcher - hand held

Long Beam Rifle - hand held

Notes: this unit's Small Shield is specifically designed for melee combat, causing two dice (2d) of damage when used as a weapon instead of only one die (and also costing 5pts instead of 4pts).

Cost: 59pts (without options)

Unit Type: RGM-79G/GS GM Commando (Colony/Space Type)

Reaction Modifier: +0 (+1 for the GS type while in space)

Ground MA: 4

Thrust MA: 10

Thrusters: 10 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

90mm Machinegun - hand held

Beam Saber x2 - (torso mounted)

Options: 360mm Hyper Bazooka (Mk-II) - hand held

Beam Gun - hand held

Notes: the GS version (Space Type) is specifically equipped for maneuvering in space, but no additional bonus is given while in a colony cylinder (since both the G and GS versions are designed for colony use). In addition, the RM of both units would be reduced to -1 if piloted on Earth.

Cost: 61pts (without options)

Unit Type: RGM-79N GM Custom

Reaction Modifier: +1

Ground MA: 5

Thrust MA: 11

Thrusters: 11 (torso)

Thrust Mode: Jump

Armor: Improved (3d)

Shield Type: Standard (3d)

Weapons: 60mm Dual Vulcans - head mounted

90mm GM Rifle - hand held

90mm Reload x2 - (shield mounted)

Beam Saber - (torso mounted)

Options: 90mm Machinegun - hand held

360mm Hyper Bazooka (Mk-II) - hand held

Beam Gun - hand held

Cost: 66pts (without options)

Unit Type: RGM-79SP GM Sniper II

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 12

Thrusters: 10 (torso), 1 (right leg), 1 (left leg)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Standard (3d)

Weapons: Beam Sniper Rifle - hand held

Beam Saber x2 - (torso mounted)

Options: 90mm Machinegun - hand held

360mm Hyper Bazooka (Mk-II) - hand held

Beam Gun - hand held

Cost: 69pts (without options)

Unit Type: RGC-80 GM Cannon

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 9

Thrusters: 9 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: none

Weapons: 60mm Dual Vulcans - head mounted

240mm GM Cannon - torso mounted

240mm Reload x2 - (torso mounted)

Beam Gun - hand held

Notes: this unit's 240mm Cannon only has an ammo of 5 shots, but it is magazine fed, so it is reloadable.

Cost: 63pts

Unit Type: RGC-83 GM Cannon II

Reaction Modifier: +0

Ground MA: 3

Thrust MA: 9

Thrusters: 9 (torso)

Thrust Mode: Jump

Armor: Heavy (4d)

Shield Type: none

Weapons: 60mm Dual Vulcans - head mounted

Beam Cannon x2 (linked) - torso mounted

90mm GM Rifle - hand held

Beam Saber - (left arm mounted)

Cost: 83pts

Unit Type: RB-79 Ball

Reaction Modifier: -1

Thrust MA: 9

Thrusters: 9 (torso)

Armor: Light (1d)

Weapons: 120mm Low Recoil Cannon - torso mounted

Notes: this unit has no "head" or "leg" hit locations (the "torso" is hit instead), and its arms have only two (2) damage points each.

Cost: 30pts

Unit Type: FF-X7 Core Fighter

Reaction Modifier: +0

Thrust MA: 18

Thrusters: 18 (fuselage)

Armor: Light (1d)

Weapons: 30mm Quad Vulcans - nose mounted

Dual Micro Missile Launcher - fuselage mounted

Notes: the nose and wings of the Core Fighter have only one (1) damage point each, but the fuselage has three (3).

Cost: 37pts

Unit Type: FF-X7-Bst Core Booster

Reaction Modifier: +0

Thrust MA: 22

Thrusters: 22 (fuselage)

Armor: Standard (2d)

Weapons: 30mm Quad Vulcans - nose mounted

Beam Cannon x2 (linked) - fuselage mounted

Dual Missile Launcher - fuselage mounted

Multi-Warhead Missile x2 - fuselage mounted

Notes: the nose and wings of the Core Booster have only one (1) damage point each, but the fuselage has five (5) damage points.

Cost: 90pts

Unit Type: FF-X(7) Core Fighter II

Reaction Modifier: +1

Thrust MA: 20

Thrusters: 20 (fuselage)

Armor: Light (1d)

Weapons: Beam Gun x2 (linked) - fuselage mounted

Notes: the nose and wings of the Core Fighter II have only one (1) damage point each, but the fuselage has three (3) damage points.

Cost: 53pts

Unit Type: FF-X(7)-Fb Core Fighter II - Full Burniern

Reaction Modifier: +1

Thrust MA: 20

Thrusters: 16 (fuselage), 2 (right wing), 2 (left wing)

Armor: Light (1d)

Weapons: Beam Gun x2 (linked) - fuselage mounted

Notes: the nose of the Core Fighter II-Fb has only one (1) damage point, the fuselage has three (3) damage points, and each wing has two (2) damage points. Since the core fighter Fb was designed for use in space and low gravity environments (i.e. colony cylinders), it is not very aerodynamic (hence its relatively low MA).

Cost: 54pts

Unit Type: JCB-Ez Jet Core Booster "Core Easy"

Reaction Modifier: +0

Thrust MA: 22

Thrusters: 22 (fuselage)

Armor: Light (1d)

Weapons: 30mm Vulcan - fuselage mounted

Bomb Rack - fuselage mounted

Notes: the nose and wings of the Core Booster have only one (1) damage point each, but the fuselage has five (5) damage points. The 30mm Vulcan has twenty (20) shots instead of just five (5). The Bomb Rack has a range of zero (the craft must actually pass over the target to attack it), does 10d damage with a blast of "B", and has one (1) shot.

Cost: 47pts

Unit Type: Type 61 Main Battle Tank

Reaction Modifier: -2

Ground MA: 3

Armor: Standard (2d)

Weapons: 150mm Tank Cannon x2 (linked) - turret mounted

Notes: this vehicle has a "turret" instead of "head" and "arm" hit locations - all other hit locations go to the "main body". The turret has two (2) damage points, while the main body has four (4) damage points.

Cost: 31pts

Unit Type: Type 74 Hover Truck/APC

Reaction Modifier: -1

Thrust MA: 6

Thrusters: 6 (main body)

Thrust Mode: Skim

Armor: Light (1d)

Weapons: 20mm Vulcan - turret mounted

Notes: this vehicle has a "turret" instead of a "head" - all other hit locations go to the "main body". The turret has only one (1) damage point, while the main body has three (3) damage points.

Cost: 16pts

Zeon Mobile Units

Unit Type: MS-05B Zaku

Reaction Modifier: -2

Ground MA: 4

Thrust MA: 5

Thrusters: 5 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: none

Weapons: 105mm Zaku Machinegun - hand held

Heat Hawk - (torso mounted)

Options: any weapon used by the Zaku II F/J type

Cost: 39pts (without options)

Unit Type: MS-06F/J Zaku II (General Use/Ground Type)

Reaction Modifier: -1

Ground MA: 4

Thrust MA: 6

Thrusters: 6 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Shoulder (1d)

Weapons: 120mm Zaku Machinegun - hand held

Heat Hawk - (torso mounted)

Shoulder Spike Armor - left shoulder mounted

Options: 90mm Machinegun - hand held

175mm Magella Cannon - hand held

280mm Zaku Bazooka (type I/II) - hand held

Hand Grenade x2 - (torso mounted)

Sturm Faust - (torso mounted)

Grenade Launcher - 120mm MG mounted

Leg Missile Pod - leg mounted

Small Shield (normal/spiked)

Notes: the "type II" Zaku bazooka was not available until much later in the war. The "spiked" version of the Small Shield is specifically designed for melee combat, causing two dice (2d) of damage when used as a weapon instead of only one die (and costing 5pts instead of 4pts like the normal version).

Cost: 46pts (without options)

Unit Type: MS-06F2 Zaku II (F2 Type)

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 7

Thrusters: 7 (torso)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Shoulder (1d)

Weapons & Options: same as for the Zaku II F/J type.

Cost: 48pts (without options)

Unit Type: MS-06FZ Zaku II - Upgrade

Reaction Modifier: +0

Ground MA: 4

Thrust MA: 9

Thrusters: 7 (torso), 1 (right leg), 1 (left leg)

Thrust Mode: Jump

Armor: Standard (2d)

Shield Type: Shoulder (1d)

Weapons: 120mm Custom Zaku Machinegun - hand held

120mm Reload x2 - (torso mounted)

Hand Grenade x3 - (torso mounted)

Shoulder Spike Armor - shoulder mounted

Options: 360mm Giant Bazooka - hand held

Grenade Launcher - 120mm Custom MG mounted

any weapon used by the Zaku II F/J type

Notes: the 120mm Custom Zaku Machinegun only has 7 shots - otherwise it is the same as a regular 120mm Zaku Machinegun.
Cost: 60pts (without options)

Unit Type: MS-06K Zaku Cannon
Reaction Modifier: -1
Ground MA: 4
Thrust MA: 5
Thrusters: 5 (torso)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Shoulder (1d)
Weapons: 180mm Cannon - torso mounted
Shoulder Spike Armor - shoulder mounted
Smoke Discharger x4 - torso mounted
Options: Dual Rocket Launcher x2 (linked) - torso mounted
any weapon used by the Zaku II F/J type
Cost: 46pts (without options)

Unit Type: MS-06S Zaku II - Leader Type
Reaction Modifier: +0
Ground MA: 4
Thrust MA: 7
Thrusters: 7 (torso)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Shoulder (1d)
Weapons & Options: same as for the Zaku II F/J type.
Cost: 48pts (without options)

Unit Type: MS-06R-1 Zaku II - High Maneuverability Type
Reaction Modifier: +0 (while in space or in a colony cylinder only)
Ground MA: 4
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Shoulder (1d)
Weapons & Options: same as for the Zaku F/J type.
Notes: this type of Zaku is specifically equipped for maneuvering in space and low gravity environments (i.e. colony cylinders); its RM would be reduced to -1 if piloted on Earth.
Cost: 50pts (without options)

Unit Type: MS-07B Gouf
Reaction Modifier: +0
Ground MA: 5
Thrust MA: 6
Thrusters: 6 (torso)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Standard (3d)
Weapons: 75mm Quintuple Autocannon - left hand
Heat Rod (wire) - right arm
Heat Saber - (shield mounted)
Shoulder Spike Armor x2 - shoulder mounted
Options: any weapon used by the Zaku II F/J type
Cost: 54pts (without options)

Unit Type: MS-07B3 Gouf Custom
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 7
Thrusters: 7 (torso)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Standard (3d)

Weapons: Heat Rod (wire) - right arm
Heat Saber - (shield mounted)
Shoulder Spike Armor x2 - shoulder mounted
Options: 75mm Quintuple Autocannon - left hand
Triple Autocannon - arm mounted
75mm Gatling Cannon - shield mounted
any weapon used by the Zaku II F/J type
Cost: 49pts (without options)

Unit Type: MS-07H8 Gouf Flight Type
Reaction Modifier: +0
Ground MA: 4
Thrust MA: 13
Thrusters: 7 (torso), 3 (right leg), 3 (left leg)
Thrust Mode: Flight
Armor: Standard (2d)
Shield Type: Standard (3d)
Weapons: Heat Saber - (shield mounted)
Options: any weapon used by the Gouf Custom
any weapon used by the Zaku II F/J type
Notes: this unit can fly while in the Earth's atmosphere as long as it has a total of 9 or more Thrust MA; less than 9 TMA will only allow it to jump or skim.
Cost: 47pts (without options)

Unit Type: MS-09 Dom
Reaction Modifier: +0
Ground MA: 4
Thrust MA: 11
Thrusters: 7 (torso), 2 (right leg), 2 (left leg)
Thrust Mode: Jump (at half TMA) & Skim (at full TMA)
Armor: Improved (3d)
Shield Type: none
Weapons: 360mm Giant Bazooka - hand held
"Dazzler" Beam Point - torso mounted
Heat Saber - (torso mounted)
Options: any weapon used by the Zaku II F/J type
Cost: 63pts (without options)

Unit Type: MS-09F/TROP Dom Tropen
Reaction Modifier: +0
Ground MA: 4
Thrust MA: 12
Thrusters: 8 (torso), 2 (right leg), 2 (left leg)
Thrust Mode: Jump (at half TMA) & Skim (at full TMA)
Armor: Improved (3d)
Shield Type: none
Weapons: Raketen Bazooka - hand held
"Dazzler" Beam Point - torso mounted
Heat Saber - (torso mounted)
Options: 360mm Giant Bazooka - hand held
any weapon used by the Zaku II F/J type
Notes: the Raketen Bazooka has the same weapon profile as the 360mm Hyper Bazooka (Mk-II).
Cost: 64pts (without options)

Unit Type: MS-09R Rick Dom
Reaction Modifier: +0 (while in space or in a colony cylinder only)
Ground MA: 4
Thrust MA: 11
Thrusters: 7 (torso), 2 (right leg), 2 (left leg)
Thrust Mode: Jump (at half TMA)
Armor: Improved (3d)
Shield Type: none
Weapons: 360mm Giant Bazooka - hand held
"Dazzler" Beam Point - torso mounted
Heat Saber - (torso mounted)

Options: any weapon used by the Zaku II F/J type
Notes: this type of Dom is specifically designed for maneuvering in space and low gravity environments (i.e. colony cylinders); its RM would be reduced to -1 if piloted on Earth.
Cost: 61pts (without options)

Unit Type: MS-09R II Rick Dom II
Reaction Modifier: +0 (while in space or in a colony cylinder only)
Ground MA: 4
Thrust MA: 12
Thrusters: 8 (torso), 2 (right leg), 2 (left leg)
Thrust Mode: Jump (at half TMA)
Armor: Improved (3d)
Shield Type: none
Weapons & Options: same as for the Rick Dom
Notes: same as for the Rick Dom
Cost: 62pts (without options)

Unit Type: MS-14A/S Gelgoog (General Use/Leader Type)
Reaction Modifier: +1 (+2 for "S" type)
Ground MA: 5
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Standard (3d)
Weapons: Beam Rifle - hand held
Beam Sword/Naginata - (torso mounted)
Options: 360mm Giant Bazooka - hand held
any weapon used by the Zaku II F/J type
Cost: 59pts (without options; 60pts for "S" type)

Unit Type: MS-14B Gelgoog - High Maneuverability Type
Reaction Modifier: +2 (while in space or in a colony cylinder only)
Ground MA: 5
Thrust MA: 10
Thrusters: 8 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Standard (3d)
Weapons: Beam Rifle - hand held
Beam Sword/Naginata - (torso mounted)
Options: 360mm Giant Bazooka - hand held
any weapon used by the Zaku II F/J type
Notes: this unit is specifically designed for maneuvering in space and low gravity environments (i.e. colony cylinders); its RM would be reduced to +0 if piloted on Earth.
Cost: 61pts (without options)

Unit Type: MS-14C Gelgoog Cannon
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: none
Weapons: Beam Cannon - torso mounted
Beam Sword/Naginata - (torso mounted)
Options: 360mm Giant Bazooka - hand held
Triple Rocket Launcher - arm mounted
Buckler Shield - arm mounted
any weapon used by the Zaku II F/J type
Notes: the Buckler Shield has one shield die (1d), and costs 2pts.
Cost: 53pts (without options)

Unit Type: MS-14F Gelgoog M (Marine)
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Small (spiked) (2d)
Weapons: 90mm Machinegun - hand held
110mm Autocannon x2 - arm mounted (one each)
Beam Sword - (torso mounted)
Options: 30mm Dual Vulcans - head mounted
360mm Giant Bazooka - hand held
Beam Rifle - hand held
Beam Machinegun - hand held
Standard Shield
any weapon used by the Zaku II F/J type
Cost: 68pts (without options)

Unit Type: MS-14JG Gelgoog J (Jager)
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 13
Thrusters: 11 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: none
Weapons: 30mm Dual Vulcans - head mounted
110mm Autocannon x2 - arm mounted (one each)
Beam Machinegun - hand held
Options: 360mm Giant Bazooka - hand held
Beam Rifle - hand held
Beam Sword/Naginata - (torso mounted)
Small Shield
Standard Shield
any weapon used by the Zaku II F/J type
Cost: 69pts (without options)

Unit Type: YMS-15 Gyan
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 9
Thrusters: 9 (torso)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: Standard (3d)
Weapons: Beam Saber
Needle Missile Launcher (shield mounted)
Bomblet Dispenser (shield mounted)
Notes: the Needle Missile Launcher has a range of 3c, does 4d damage with autofire, and has 5 shots. The Bomblet Dispenser has a range of 1c, does 4d damage with a blast of "b", and has 10 shots. If the shield is destroyed, both of these weapons are also destroyed.
Cost: 59pts

Unit Type: MS-18E Kampfer
Reaction Modifier: +1
Ground MA: 5
Thrust MA: 13
Thrusters: 11 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Shield Type: none
Weapons: 60mm Dual Vulcans - head mounted
MS Shotgun x2 - hand held & (torso mounted)
Beam Saber x2 - leg mounted (one each)

Options: 360mm Giant Bazooka x2 - (torso mounted)
Sturm Faust x2 - (leg mounted - one each)
Chain Mine - hand held
any weapon used by the Zaku II F/J type
Cost: 65pts (without options)

Unit Type: MSN-02 Zeong
Reaction Modifier: +1 (in space or in a colony cylinder only)
Thrust MA: 11
Thrusters: 11 (torso)
Thrust Mode: Flight
Armor: Improved (3d)
Shield Type: none
Weapons: Beam Gun - head mounted
Beam Cannon x2 (linked) - torso mounted
Quintuple Beam Gun x2 - hand mounted (one each)

Notes: this unit is specifically designed for maneuvering in space and low gravity environments (i.e. colony cylinders); its RM would be reduced to -1 if piloted on Earth. All of the hit locations on the Zeong have one more damage point than for a normal mobile suit. Also, the Zeong has no hit location of "leg" - instead, it has a single thruster platform with six (6) damage points. The head of this unit can also detach and fly around as an independent unit (leaving the rest of the Zeong with no cockpit or pilot). The stats for the Zeong Head are listed below.

The Beam Cannons on the Zeong have twice the normal ammo (30 shots each instead of 15), and the Quintuple Beam Guns can attack in ANY direction. The hands can also detach and operate by wire up to three hexes away from the unit. Detaching the hands and moving them (both) takes only one action. The hands can be attacked individually, but there is a -2d attack modifier. For a defense roll, they get to roll the unit's armor dice and the pilot's dice. Each hand (when operated independently) has only two (2) damage points. The modifier for using a ranged weapon in melee combat does not apply to any of the weapons mounted on this unit.
Cost: 115pts

Unit Type: MSN-02 Zeong Head
Reaction Modifier: +1 (in space or in a colony cylinder only)
Thrust MA: 9
Thrusters: 9
Armor: Improved (3d)
Weapons: Beam Gun
Notes: the Zeong's head has three (3) damage points, and the Beam Gun only covers the Restricted Fire Arc.

Unit Type: MSM-03 Gogg
Reaction Modifier: -1
Ground MA: 3
Thrust MA: 6
Thrusters: 4 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Improved (3d)
Weapons: Torpedo/Rocket Launcher x2 (linked) - torso mounted
Beam Gun x2 (linked) - torso mounted
Claw x2 - arm mounted
Cost: 72pts

Unit Type: MSM-03/C Hygog (a.k.a. Hy-Gog and Gog-C)
Reaction Modifier: +0
Ground MA: 3
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)

Weapons: Torpedo/Rocket Launcher x4 (linked) - torso mounted
Beam Gun x2 - arm mounted (one each)
Claw x2 - arm mounted
Options: 110mm Autocannon x2 (linked) - torso mounted
Hand Missile Unit x2 - arm mounted

Notes: the Hygog's claw and beam gun cannot be used while the Hand Missile Unit is still in place.
Cost: 88pts (without options)

Unit Type: MSM-04 Acguy (a.k.a. Aggai)
Reaction Modifier: +0
Ground MA: 4
Thrust MA: 7
Thrusters: 5 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Weapons: 105mm Quad Vulcans - head mounted
Multi Rocket Launcher - left arm mounted
Beam Gun - right arm mounted
Claw - right arm mounted
Cost: 62pts

Unit Type: MSM-07 Zugock (General Use/Leader Type)
Reaction Modifier: +0 (+1 for Leader Type)
Ground MA: 5
Thrust MA: 8
Thrusters: 6 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Weapons: Torpedo/Rocket Launcher x6 (linked) - head mounted
Beam Gun x2 - arm mounted
Claw x2 - arm mounted
Cost: 103pts (104pts for the "Leader" type)

Unit Type: MSM-07/E Zugock-E
Reaction Modifier: +0
Ground MA: 5
Thrust MA: 9
Thrusters: 7 (torso), 1 (right leg), 1 (left leg)
Thrust Mode: Jump
Armor: Standard (2d)
Weapons: Torpedo/Rocket Launcher x6 (linked) - head mounted
Beam Gun x2 - arm mounted
Claw x2 - arm mounted
Cost: 104pts

Unit Type: MSM-10 Zock (+14)
Reaction Modifier: -1 (+2)
Ground MA: 3 (+3)
Thrust MA: 9 (+9)
Thrusters: 5 (torso), 2 (right leg), 2 (left leg)
Thrust Mode: Skim (+2)
Armor: Improved (3d) (+6)
Weapons: Phonon Maser Cannon - head mounted (+18)
Beam Gun x4 (linked) - torso mounted - front (+48)
Beam Gun x4 (linked) - torso mounted - rear (free)
Claw x2 - arm mounted (+4)

Notes: the Phonon Maser Cannon has a range of 8, does 10d damage, has 20 shots, and only works underwater. Because the Zock has beam cannons mounted on the front and rear of the unit, it has the "restricted" fire arc both to the front and the rear. However, only one direction may be attacked per turn (not per action). Also, all of the hit locations on the Zock have one more damage point than for a normal mobile suit.
Cost: 106pts

Unit Type: Magella Attack Tank
Reaction Modifier: -2
Ground MA: 3
Armor: Standard (2d)
Weapons: 35mm Triple Machinegun - main body mounted
 175mm Cannon - turret mounted
Notes: this vehicle has a "turret" instead of "head" and "arm" hit locations - all other hit locations go to the "main body". The turret has two (2) damage points, while the main body has four (4) damage points. The turret of this unit can detach and fly around as an independent unit (see the Magella Top notes for details). Both of this vehicles weapons only cover the Restricted Fire Arc.
Cost: 35pts

Unit Type: Magella Top (turret)
Reaction Modifier: -1
Thrust MA: 9
Thrusters: 9
Thrust Mode: Hover/Flight
Armor: Standard (2d)
Weapons: 175mm Cannon
Notes: this is the turret of the Magella Attack Tank when detached from the main body. It can fly as long as it has 6 Thrust MA; less than 6 TMA will only allow it to skim and hover. The 175mm Cannon's range is reduced to 10 hexes while the turret is detached (from a lack of stability), and still only covers the Restricted Fire Arc.

Unit Type: Dopp Fighter
Reaction Modifier: +0
Thrust MA: 18
Thrusters: 18 (fuselage)
Armor: Light (1d)
Weapons: 20mm Dual Vulcans - fuselage mounted
 Dual Missile Launcher - fuselage mounted
Notes: the nose and wings of the Dopp Fighter have only one (1) damage point each, but the fuselage has three (3).
Cost: 38pts

Unit Type: Dodai YS
Reaction Modifier: -1 (-2 with a mobile suit on board)
Thrust MA: 14 (-4 to TMA with a mobile suit on board)
Thrusters: 14 (fuselage)
Thrust Mode: Flight/Hover
Armor: Light (1d)
Weapons: Quad Missile Launcher x2 (linked) - fuselage mounted
Notes: the Dodai has no "nose" like other aircraft - the "fuselage" is hit instead. The fuselage of the Dodai has six (6) damage points, while each of the four wings has one (1) damage point each. Losing a wing will reduce this unit's TMA by -1 for each wing lost, and will require a piloting roll to remain airborne, but it will not cause it to automatically crash - as it is designed as more of a hover platform than as an aircraft.

A mobile suit may "ride" on the Dodai's back, reducing its RM and its MA. The Dodai must have at least 7 MA remaining to be able to carry a mobile suit. If the Dodai or the unit it is carrying is hit by an attack (even if no damage was done), the "riding" unit must make a successful piloting roll or fall off of the Dodai. The fallen unit may make another piloting roll to attempt to land safely (the same as for a jump), but if unsuccessful, it is treated as a fall.
Cost: 40pts

Unit Type: Dodai II
Reaction Modifier: +0 (-1 with a mobile suit on board)
Thrust MA: 15 (-4 to TMA with a mobile suit on board)
Thrusters: 15 (fuselage)
Thrust Mode: Flight/Hover
Armor: Standard (2d)
Weapons: 20mm Vulcan Cannon - fuselage mounted
Notes: the 20mm Vulcan Cannon only covers the "restricted" fire arc - and only to the rear (it is essentially a self defense weapon used to keep an enemy MS from "hitching a ride"). Except for the changes to its basic stats and weapons, the Dodai II uses all of the rules as stated in the notes of the Dodai YS.
Cost: 32pts

WEAPON LIST

<u>Projectile Weapons</u>	<u>Range</u>	<u>Damage</u>	<u>SP</u>	<u>#</u>	<u>Cost</u>
20mm-40mm Vulcan Cannon	2c	-	A	5	2
20mm-40mm Dual Vulcans	2c	1d	A	5	3
20mm-40mm Quad Vulcans	2c	2d	A	5	4
35mm Triple Machinegun	2c	1d	A	20	6
60mm Vulcan Cannon	2c	1d	A	5	3
60mm Dual Vulcans	2c	2d	A	5	4
75mm Quintuple Autocannon	4c	3d	A	7	7
Triple Autocannon	4c	3d	A	7r	8
75mm Gatling Cannon	8	5d	A	10	10
90mm-110mm Autocannon	6c	4d	A	5	8
90mm Machinegun	8	3d	A	7r	9
90mm GM Sub-Machinegun	6	3d	A	7r	8
90mm GM Rifle	10	3d	A	10r	10
100mm Machinegun	8	3d	A	9r	9
105mm Zaku Machinegun	8	3d	A	13r	10
105mm Quad Vulcans	3c	4d	A	5	7
120mm Zaku Machinegun	8	4d	A	13r	11
120mm Custom Zaku Machinegun	8	4d	A	7r	10
120mm-150mm Tank Cannon	12	2d	-	15	10
120mm Low Recoil Cannon	14	3d	-	15	12
175mm Magella Cannon (hand held)	14	3d	-	4r	11
175mm-180mm Cannon	14	3d	-	15	12
180mm Long Rifle	14	3d	-	8r	12
240mm Cannon	14	4d	-	15	13
240mm GM Cannon	14	4d	-	5r	12
280mm Zaku Bazooka (type I/II)	10	4d	b	4/6r	10/12
360mm Giant Bazooka	10	5d	b	8	12
360mm Hyper Bazooka (Mk-II)	10	5d	b	5r	12
380mm Hyper Bazooka	10	5d	b	5	11
Rocket Launcher (Land Bazooka)	10	5d	b	7r	13
Sturm Faust	6	5d	B	1	8
Grenade Launcher (rifle mounted)	6	3d	b	1	5
Hand Grenade - Frag	4c	blast*	B	1	3
Hand Grenade - Flash	4c	blind*	F	1	2
Multi-Launcher (Mini Frag/Smoke)	4c	3d/-	A/Sm	4/8	10
Smoke Discharger	4c	-	Sm	1	1
MS Shotgun	2	5d	A	6	7
Quad Auto Rocket Launcher	6c	4d	A	7	9
Spray Rocket Launcher	6	4d	A	10	8
Dual Rocket Launcher	6	3d	-	4	6
Triple Rocket Launcher	6c	3d	-	9	8
Multi Rocket Launcher	6c	6d	A	6	11
Micro Missile Launcher	6	4d	A	1	5
Dual Micro Missile Launcher	8	3d	-	5	7
Dual Missile Launcher	8	4d	-	6	9
Quad Missile Launcher	6	4d	A	3	7
Multi-Warhead Missile	8	5d	A	1	7
Missile Launcher (hand held)	16	3d	-	6	12
Leg Missile Pod	8	3d	-	3	7
Torpedo/Rocket Launcher	8/6	3d	-	2	7
Hand Missile Unit	8	5d	B	1	9

<u>Beam Weapons</u>	<u>Range</u>	<u>Damage</u>	<u>SP</u>	<u>#</u>	<u>Cost</u>
Beam Gun	10	4d	-	20	12
RX Dual Beam Gun	14	8d	-	15	17
Beam Rifle/Beam Cannon	16	5d	-	15	15
Long Range Beam Rifle	20	5d	-	15	17
Beam Sniper Rifle	26	5d	-	10	19
Beam Machinegun	12	6d	A	7	13
Long Beam Rifle (GM Type)	30	10d	-	∞	25
"Dazzler" Beam Point	2c/6c	blind/3d	F	∞	10
Quintuple Beam Gun	12c	6d	A	10	14

<u>Melee Weapons</u>	<u>Range</u>	<u>Damage</u>	<u>SP</u>	<u>#</u>	<u>Cost</u>
Club (held/thrown)	0/2	2d/1d	-	-	2
Blade (non-powered)	0	3d	-	-	3
Heat Rod (wire)	1	3d (1d)	E	-	6
Heat Blade (hawk, saber, etc.)	0	4d	-	-	4
Beam Blade (saber, etc.)	0	5d	-	-	5
Chain Mine	1	3d	hits+1d6	1	10

<u>Unarmed Attacks</u>	<u>Range</u>	<u>Damage</u>	<u>SP</u>	<u>#</u>	<u>Cost</u>
Body (punch, kick, slam, etc.)	0	-	-	-	-
Claws	0	2d	-	-	2
Ram	-	1d+1d/hex	-	-	-
Collision	-	1d/hex	-	-	-
Shoulder Spike Armor	-	+1d	-	-	1
Shield (shield smash/bash)	0	1d	-	-	varies

<u>Explosions</u>	<u>Range</u>	<u>Damage</u>	<u>SP</u>	<u>#</u>	<u>Cost</u>
Minor Explosion (SP "b")	0	1d	-	-	-
Fuel Tank Explosion (SP "B")	0/1	2d/1d	-	-	-
Reactor Explosion	0/1/2	3d/2d/1d	-	-	-

Weapon List Key: A=autofire, b=blast, B=BLAST, c=close combat, E=entangle, F=flash, r=reloadable, Sm=smoke, # =ammo

WEAPON DESCRIPTIONS

20mm-60mm Vulcan Cannons

Vulcan cannons are small automatic cannons much like those used on modern fighter aircraft. They are common back-up weapons for mobile suits and are usually mounted in pairs in the head. The caliber most common for Zeon vulcan cannons is 30mm, while the standard caliber for the Federation is 60mm. Although vulcan cannons are optional equipment on some Zeon mobile suits, they are standard equipment on almost all Federation suits. Also, the modifier for using a ranged weapon in melee combat does not apply to vulcan cannons - regardless of their location.

35mm Triple Machinegun

This is the supplementary armament of the Magella Attack Tank. The modifier for using a ranged weapon in melee combat does not apply to this weapon.

75mm Quintuple Autocannon & Triple Autocannon

The 75mm Quintuple Autocannon is the standard armament of the MS-07 Gouf, and is located in the "fingers" of its left hand. This weapon is lost if the hand or arm is destroyed.

The Triple Autocannon is an optional weapon for the Gouf Custom and the Gouf Flight Type, and it has the same weapon profile as the 75mm Quintuple Autocannon, but it is reloadable ("r") and removable. The modifier for using a ranged weapon in melee combat does not apply to these weapons.

75mm Gatling Cannon

This is an optional weapon for the Gouf Custom and the Gouf Flight Type, and is mounted on the unit's shield. Both hands must be used to fire this weapon (for stability); using only one hand incurs a -1d attack modifier.

90mm-110mm Autocannons

These short ranged automatic cannons (usually mounted in the forearm of a mobile suit) have been used by both sides as a supplementary weapon system on certain limited production models. The modifier for using a ranged weapon in melee combat does not apply to these weapons.

90mm-120mm Machineguns & Rifles

Mobile suit machineguns and rifles are basically automatic tank cannons that have been configured into the shape of a rifle or SMG. They are typically magazine or drum fed, so they are easily reloaded in the field (reloadable: "r").

120-180mm Cannons

The 120mm Low Recoil Cannon is the primary weapon of the RX-75 Guntank and the RB-79 Ball, while the Federation's Type 61 Main Battle Tank mounts a pair of 150mm cannons. The 175mm cannon is the primary weapon for the Zeon's Magella Attack Tank, and also comes in a hand-held version for use by mobile suits. Its main advantage being that it is field reloadable, and easily equipped to any mobile suit with hands - however, both hands must be used to carry and fire this weapon (for stability); using only one hand incurs a -1d attack modifier. The 180mm cannon is the main weapon of the MS-06K Zaku Cannon. There is also a Federation hand-held version of the 180mm cannon; the 180mm Long Rifle (with the same restrictions as the hand held 175mm Magella Cannon).

240mm Cannon & GM Cannon

This is the primary armament of the RX-77 and RX-77D Guncannon. The RGC-80 GM Cannon also mounts a modified version of this weapon that only has an ammo of 5 shots, but it is magazine fed, so it is reloadable ("r").

280-380mm Bazookas & Rocket Launcher (Land Bazooka)

The Bazooka is a multi-use RPG (Rocket Propelled Grenade) launcher with extended range. This type of weapon is found on both sides of the battlefield with many variations, and while cosmetically different, their functions are basically the same.

Sturm Faust

This is a Zeon weapon copying a mid 20th century design - basically, it is a single use RPG mounted on a hand grip.

Grenade Launcher (rifle mounted)

The grenade launcher is an optional weapon for Zeon mobile suits; a one-shot RPG mounted under the barrel of a hand held rifle (typically the 120mm Zaku Machinegun). The Federation has also been experimenting with this type of weapon, but only a few prototypes have been produced.

Hand Grenade - Frag

Mobile suit hand grenades are primarily used by Zeon forces, and are typically racked in sets of two or three grenades. A hand grenade can be thrown over any obstacle up to 1 hex in height. If an obstacle is taller than 1 hex, each hex over the first hex in height reduces the range of the throw by 1 hex (this only applies to ground and colony battles - indirect attacks cannot be made in space).

When a unit throws a hand grenade, the attacker should select the point on the playing surface where he wants the grenade to land. He should then make a piloting roll; if the roll is successful, the grenade lands where the attacker specified. If the roll is unsuccessful, the grenade will land in an adjacent hex (use the deviation rules previously mentioned in the Blast Weapons section). A hand grenade can be used at "extended range", but the attack modifier is applied to the piloting roll only - not to the weapon's damage.

Hand grenades do blast damage type "B" only (2d in the target hex and 1d in all adjacent hexes) - no other damage is done, and the pilot's dice are not added to the damage roll. Also, the modifier for using a ranged weapon in melee combat does not apply to hand grenades.

Hand Grenade - Flash

Unlike frag grenades, flash grenades cause no damage, but they can cause a unit's sensors to overload and shut down. Use the rules above for placing the grenade. Once placed, it explodes, and any unit within the blast radius (1 hex) that can "see" the grenade must make a special defense roll with the unit's pilot dice, and if possible, it's shield dice (the armor dice are not rolled). If the defense roll is successful, the pilot manages to protect the unit's sensors from the blinding effect. If unsuccessful, the unit's sensors cut out for the remainder of the current round, and all of the next round. While disabled, the unit's sensors cannot be effected by any other "flash" attacks.

Multi-Launcher & Smoke Discharger

The Multi-Launcher is a rapid fire multi-shot grenade launcher mounted in the torso of the RX-79(G) Gundam. It is loaded with two types of ammunition; mini-fragmentation (which causes damage normally) and smoke grenades. A smoke grenade will fill and obscure an entire hex for the remainder of the current round, and all of the next round, after which it will dissipate. The Smoke Discharger is standard equipment for the MS-06K Zaku Cannon, and has the same effects as a smoke grenade fired from the Multi-Launcher. The modifier for using a ranged weapon in melee combat does not apply to these weapons.

Mobile Suit Shotgun

This rare weapon is a MS sized version of a normal pump shotgun (requiring the use of both hands to operate), and is used exclusively by the Zeons. The weapon profile on the Weapon List is accurate; the range is only two hexes (causing less damage for each hex beyond the weapon's max - see Situational Modifiers), and the shotgun "scatter" effect is treated as an "autofire" weapon hit (hitting multiple locations with a single shot).

Quad Auto Rocket Launcher

This is the secondary weapon system on the RX-75 Guntank, located in the unit's arms; it fires small rockets in rapid succession. The modifier for using a ranged weapon in melee combat does not apply to this weapon.

Spray Rocket Launcher

This is an optional weapon system used as a replacement for the 240mm cannons on the RX-77 Guncannon. The rocket "barrage" is treated as an "autofire" weapon hit (hitting multiple locations).

Rocket Launchers - Dual, Triple & Multi

The Dual rocket launcher is an optional weapon system for the MS-06K Zaku Cannon, while the Triple Rocket Launcher is an optional weapon for the MS-14C Gelgoog Cannon. The Multi Rocket Launcher is standard equipment for the MSM-04 Acguy.

Micro Missile Launchers - Regular & Dual

The Micro Missile Launcher is a supplementary weapon for the FA-78-1 Gundam Full Armor Type, while the Dual Micro Missile Launcher is standard equipment on the FF-X7 Core Fighter.

Missile Launchers - Dual & Quad

The Dual Missile Launcher is standard equipment for both the FF-X7-Bst Core Booster and the Dopp Fighter. The Quad Missile Launcher is the standard armament of the Dodai YS flight platform.

Missile Launcher (hand held)

This Federation MS weapon is an over-the-shoulder launcher used for ground or colony battles. Unlike rocket launchers and most other missile systems, this weapon has an unusually long range (possibly due to better guidance systems and more propellant).

Leg Missile Pod

Although designed for the MS-06 Zaku series mobile suit, this three-shot optional weapon system is flexible enough that it can be mounted on most any Zeon mobile suit.

Torpedo/Rocket Launcher

This weapon system is flexible in that it can be mission tailored; each launcher can hold either torpedoes or rockets (but not both in the same launcher). The two ranges listed reflect the difference in ordinance (8 hexes for torpedoes, and 6 hexes for rockets). Please note that torpedoes can only be used underwater, while rockets can be used in any environment. These launchers are standard equipment on most Zeon amphibious mobile suits.

Hand Missile Unit

This is an optional weapon available to the MSM-03/C Hygog, consisting of a protective cover (pod) and a one-shot missile.

Beam Guns (held/mounted), Beam Rifles & Beam Cannons

Mobile suit beam weapons are scaled down versions of the primary weapons found on most combat starships. They are usually hand-held, but are occasionally mounted in other locations on the unit. Hand-held beam "guns" are primarily used by the Federation for the RGM-79 GM series of mobile suits, while torso and arm mounted beam guns are found on almost all amphibious Zeon mobile suits (and are typically called "Mega Particle Cannons"). The modifiers for using a ranged weapon in melee do not apply to the mounted versions on the Zeon amphibious (MSM) mobile suits.

The slightly larger beam "rifle" is the standard armament of the RX-79 Gundam, and other similarly advanced Federation mobile suits, while the RX-77 Guncannon and RGM-79SP GM Sniper II have modified "long range" and "sniper" beam rifles. The Zeons also have beam rifles for their MS-14 Gelgoog series of mobile suit, while the MS-14C Gelgoog Cannon carries a shoulder-mounted beam rifle (also called a "beam cannon"). The Federation's RGC-83 GM Cannon II also has shoulder mounted beam cannons.

RX Dual Beam Gun

This is the standard armament of the FA-78-1 Gundam Full Armor Type mobile suit.

Beam Machinegun

This is one of the earliest designs for a fully automatic beam weapon, and is the primary weapon of the MS-14JG Gelgoog J.

Long Beam Rifle

This is the standard armament of the GM Sniper variant of the RGM-79(G) GM Ground Type mobile suit. The rifle itself is connected to a portable generator, so it has unlimited ammo.

However, after each firing, the capacitors must recharge for the remainder of the current round, and 3 additional full rounds. On the fourth round after firing, it will be ready to fire again. The cable connecting the rifle to the generator extends only 3 hexes, but the generator may be carried to a new location for +1 to the MA cost of each hex. While carrying the generator, the rifle may not be fired, and the rifle requires the use of both hands to fire.

"Dazzler" Beam Point

This system is standard equipment on the MS-09 Dom series of mobile suits. It is a specially designed beam weapon that functions as a means to blind an opponent, with effects similar to that of a flash grenade. The "dazzler" effects the entire Restricted Fire Arc out to a range of 2 hexes (LOS rules still apply). Any unit that can "see" the attack (if the attack did not come from its "blind" side) must make a special defense roll with the unit's pilot dice, and if possible, it's shield dice (the armor dice are not rolled). If the defense roll is successful, the pilot manages to protect the unit's sensors from the blinding effect. If unsuccessful, the unit's sensors cut out for the remainder of the current round, and all of the next round. While disabled, the unit's sensors cannot be effected by any other "flash" attacks.

The beam point can also be used as a low power beam weapon; with a range of 6 hexes, a causing three dice (3d) of damage, and with an unlimited amount of ammo. Using the beam point as a "dazzler" takes no actions to perform, but it may only be fired every other round (one full round of recharge is required). Using it as a weapon takes one action just like any other attack (but the recharge time is still required). Also, the modifier for using a ranged weapon in melee combat does not apply to this system.

Quintuple Beam Gun

This is one of the standard armaments on the MSN-02 Zeong.

Club

Any hand-held ranged weapon can be used as a club; machineguns, bazookas, etc. But once used in this way, they are not usable again as ranged weapons - although they can continue to be used as clubs, or even thrown out to a range of 2 hexes (doing one less die of damage than if used "normally" as a club).

Blade (sword, axe, etc.)

Although not very common, non-powered blade weapons are occasionally used by both sides - depending on resources, field conditions, etc.

Heat Rod (wire)

This weapon is very unique in that it can be used to cause damage in two very different ways. First, as a normal "heat" weapon (cutting/slashing the target), doing the normal 3d of damage. However, the heat rod/wire can also be used to entangle the opponent and cause subsequent damage from electrical shock.

To entangle the target, make a special attack roll with the attacking unit's pilot dice plus one die (add modifiers if applicable). The target should make a special defense roll with the unit's pilot dice, and if possible, it's shield dice (the armor dice are not rolled).

If the attack roll beats the target's defense roll, the target is entangled (choose hit location normally - since it's a melee attack). No damage is done by the entangle itself, but immediately following the successful entangle, EVERY hit location on the target unit is attacked separately with one die of damage. The pilot's dice are not added to this damage, and no defense roll is possible - not even armor. The pilot of the target unit must also make a successful piloting roll or lose one of his next available actions due to electrical shock and stun.

The next time the target unit acts, it may make an attempt to untangle itself from the heat rod/wire (at no action cost), but it must make a successful piloting roll to do so. If unsuccessful, the target unit may still untangle itself, but at the cost of one action. If the unit remains entangled, the next time the attacker acts, it may automatically cause the electrical shock damage twice for one action instead of just once.

Heat Blade (Heat Hawk, Heat Saber, etc.)

Heat weapons are giant mobile suit-sized versions of swords and axes with super heated blades, used exclusively by the Zeons.

Beam Blade (Beam Saber, Beam Naginata, etc.)

The beam blade is basically an energy sword working along the same principles as the beam rifle, and both the Federation and the Zeons use beam blades of various shapes. Please note that a beam blade is only destroyed if it is hit as a special hit location of "weapon" (which would indicate that the "handgrip" was destroyed), and never due to the results of attacking or parrying.

Chain Mine

The chain mine is a rare and unusual Zeon weapon, consisting of a set of 12 linked mines. To use it, the attacker must make an entangle attack roll similar to that of the Heat Rod/Wire (pilot's dice + 1d). The target should also make a special defense roll with the unit's pilot dice, and if possible, it's shield dice (the armor dice are not rolled). If the attack roll beats the defense roll, the target is hit with as many mines as the "hits" inflicted by the attack roll, plus an additional 1d6 mines (up to a maximum of 12 mines). Hit location should be rolled separately for each mine, as this weapon does not count as an ordinary melee attack.

The mines themselves do three dice (3d) of damage each, and damage is rolled separately for each mine - but the attacker's pilot dice are not added to the damage for each mine. Likewise, the target can only roll its armor dice for defense against the mine's damage - not its pilot dice.

Shoulder Spike Armor

While not technically a "weapon", this piece of equipment gives the Zaku and Gouf series of mobile suits a bit of an edge in unarmed combat. The damage is added to that of any "unarmed" attacks, as well as to the damage of any ramming attacks (as long as the arm with the shoulder spike armor still remains and can reasonably be assumed to be in a position to be effectively used).

And for those of you who absolutely positively HAVE to know...

Basic Weapon Cost Formula

Range = 1/2pt per hex

Ranged w/Close Combat = +1pt

Damage = 1pt per die

Ammo = "n" pts

1 shot -2pts

2-5 shots 0pts (also for n/a)

6-10 shots 1pt

11-15 shots 2pts

16-20 shots 3pts

21+ shots 4pts

Special Effects = "n" pts

reload 1pt

autofire 0pts

blast 1pt

Blast 2pts

other ? (varies)

(round all values up)

Weapon Reloads = (damage cost + ammo cost) ÷ 2 (round up)

Mobile Soldier - In Action Ver. 1.1 Quick Reference Sheet

Roll For Initiative
(Pilot Dice as "nd6")

Perform Actions

Movement

Non-Combat

Combat

Walk - up to 1/2 GMA at no action cost
Run - up to full GMA for 1 action
Skim/Fly - up to full GMA for 1 action
Jump - up to full GMA for 1 action; must make a pilot roll
Get Up - for 1 action

Draw A Weapon - at no action cost
Stow A Weapon - for 1 action; may drop at no action cost
Reload A Weapon - for 1 action
Other - any action that would take about 2-3 seconds to

Shoot - with a ranged weapon (or linked weapons) once for 1 action
Throw - one object (grenade) for 1 action
Strike - with one melee weapon once for 1 action
Fight - without weapons twice for 1 action
Dodge/Parry - once per attack at no action cost

Powerplant Check Table (1d6)

Roll	Result
1-2	No Effect
3	Power Loss - lose 1 action for the rest of the game
4-5	Shut Down - unit is out for the rest of the game
6-7	Reactor Explosion - Rng = 0/1/2, Dam = 3/2/1
8	Fuel Tank Explosion (B) - Rng = 0/1, Dam = 2/1
9	Minor Explosion (b) - Rng = 0, Dam = 1

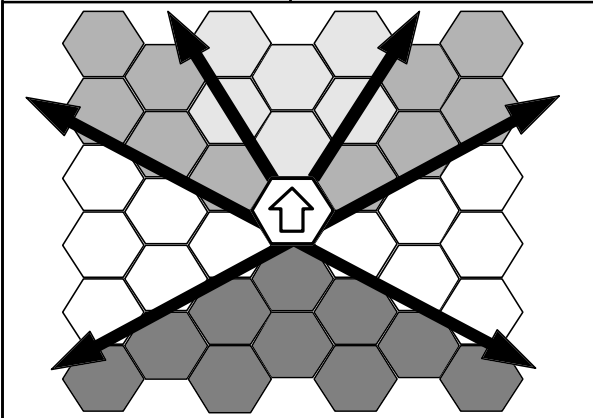
Beam Weapon: +1 to roll Destroyed: +2 to roll

Parry Result Table (1D6)

Objects Involved	Result of Parry
Beam Blade vs Heat Blade	Heat Blade destroyed on a 1-4
Beam Blade vs any other object	object destroyed on a 1-5
Heat Blade vs any other object	object destroyed on a 1-4
Blade/Claw vs Club/Punch	club/hand destroyed on a 1-3
any object vs same kind of object	either object destroyed on a 1

Combat Procedure

Determine LOS & AOF



Field Of View Forward & Restricted Arc Forward Arc Blind Side

Make Attack Roll
(Pilot Dice + Weapon Dice + Modifiers)

Make Defense Roll
(Pilot Dice + Armor Dice + Shield Dice)
-or-
(Pilot Dice + Armor Dice + one [weapon] die)

Determine Attack Modifiers

Attack Roll Modifiers

aiming (for 1 action; must fire in the same turn)	+1d
attacking the target's blind side	+1d
extended range (beyond the weapon's max)	-1d/hex
using a ranged weapon in melee (same hex)	-1d
attacking from a fallen position (ranged/melee)	-1d/-2d
no sensors (blind)	-2d
called shot - torso/limb/head	-1d
called shot - cockpit (cockpit shot) †	-2d

† if the target takes any damage from a cockpit shot, the pilot is killed - but the powerplant does not explode (regardless of the damage done).

Determine Hit Location

Hit Location Table (1d6)

Roll	Location
1	Head
2	Arm *
3-4	Torso
5	Leg *
6	Special †

* 1-4 = nearer, 5-6 = farther
† roll on the Special Hit Location Table -OR- choose a

Determine Damage Effects

Special Hit Location Table (2d6)

Roll	Location
2	cockpit destroyed (pilot killed)
3	shield destroyed -or- one weapon destroyed (attacker's choice of which)
4	shield damaged; if no shield, then nearest mounted weapon is destroyed
5	shield damaged; if no shield, then nearest hand-held weapon is destroyed
6-7	sensors destroyed; -2d to attack rolls and -1d to piloting and defense rolls
8-9	torso thrusters damaged; MA from the torso is halved (round down)
10	nearer leg thrusters damaged; MA from this leg is halved (round down)
11	farther leg thrusters damaged; MA from this leg is halved (round down)
12	powerplant hit (make a powerplant check)