



MOBILE SUIT

SKIRMISH

A Game of Mobile Suit Combat

Created by Liam Thomas



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The Word of Donkus

Mobile Suit Skirmish is the product of several years of combined efforts. From myself, to anonymous playtesters and providers of feedback, to the very talented persons constantly providing fresh ideas, thought exercises and evaluations of mechanics on our blogs and forums.

This game is our labour of love and penned tribute to the *Mobile Suit Gundam* franchise, which we hold dear to our hearts. We hope that this game inspires a whole new generation of *Gundam* fans who will grow to appreciate the series as we do.

My first real exposure to *Gundam* was around 2001 when I watched *Gundam Wing* on Toonami. Since then, I've been a huge fan; the Universal Century sagas in particular. I began to build Gunpla a few years later with the widespread availability of the HGUC series kits. My first was the Gundam Physalis.

As I began experimenting with wargames at around the same time, it was only natural that I would later seek to combine them.

My concept for the game first emerged around 2009 as I was playing the video game *Mobile Suit Gundam: Target in Sight*. In spite of its shortcomings, I was inspired by the weighty feel of the mobile suits and the game's deliberate pace of battle.

It was also around this time that I re-watched *The 08th Team*, a favourite *Gundam* series from my childhood. Combined, these works invoked the essence of the 'Real Robot' format in my mind: down-to-earth, comparatively realistic and reflective of the sudden brutality of battle.

I began to search desperately online for an official or fan-created *Gundam*-inspired wargame that captured these images in my mind. Coming up empty-handed or

disappointed each time, I resolved to create one myself, despite having no experience whatsoever.

I elected to work alone, as I was worried about the often-abandoned state of collaborations on the internet. Development began around 2012, working between university lectures. My initial release came out two years later.

This first version laid the framework for many of the mechanics that this latest edition utilises, but in many ways its failings outnumbered its successes. Its plethora of tables and charts provided ample detail but were unwieldy and took too long in the heat of the game.

Additionally, too many variables were at play, and it was hard to track everything at once. The game needed significant refinement in retrospect.

Although well received by some, the game was criticised for its shortcomings and went essentially unnoticed. Endeavouring to repair the game, I created a 'Revised Edition' that I intended to be simpler, faster and friendlier.

My second version switched from a D12 system to a much simpler D6. Mechanics were simplified, and the pace of the game improved. However, desperate to avoid the shortcomings of my previous version, I had unwittingly fallen into a mire of problems on the opposite end of the spectrum: the game was now way too simple!

Unable to adequately represent the sheer variety of Mobile Suits with so few variables and numbers, this release was similarly criticised. Unwilling to give up, I returned to the drawing board, aiming for a best-of-both-worlds product that would please everyone.

Some say that inspiration comes from strange places, and they are right. While playing Mantic Games' *Mars Attacks: The Miniatures Game* I was dumbstruck by its simple and effective die pool mechanic.

This was a turning point for **Mobile Suit Skirmish**; Incorporating a die pool mechanic allowed for many variables to influence rolls whilst minimising the number of modifiers. I invested hours of work into the game almost every day until its third version was completed.

Three was the charm. The game became very popular via my blog, and record numbers of visitors downloaded it, sometimes up to a few thousand a day. It received a lot of positive feedback. The rising popularity also brought me into contact with many helpful people who offered brilliant ideas and suggestions on how to improve the game, or flagged minor elements that needed fixing.

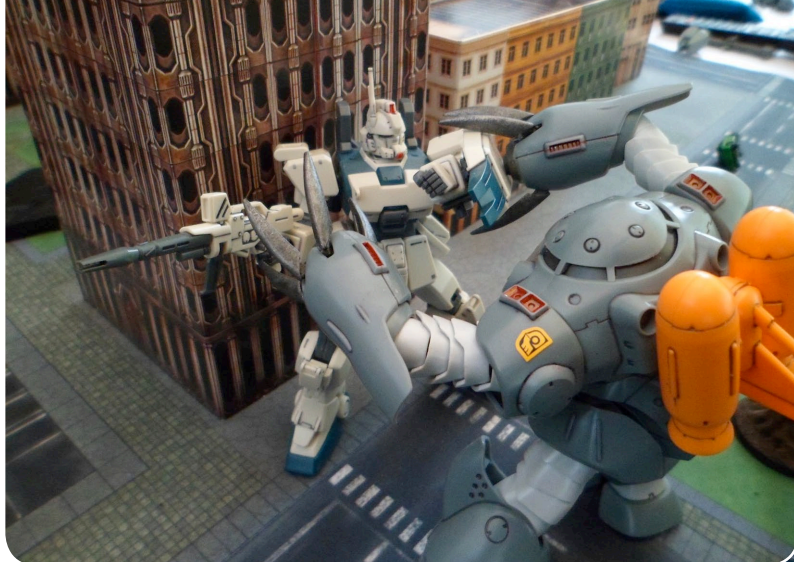
Over the next year or so, many playtesters and new friends emerged, forming a true community of gamers. Today, our community is still hard at work on our new forum, expanding the game and making it ever more polished.

This latest version you hold in your hands or perhaps, view on your screen, is the product of an incredibly talented group of people working over the course of 2017. There have been heated discussions, toil and sweat, and even a few tears to bring all *Gundam* fans, new and old, this game.

We hope that you enjoy it as much as we have enjoyed making and testing it!

Tobe! Gundam!

- Liam Thomas
(Original Creator of *Mobile Suit Skirmish*)



Mobile Suit Skirmish in action!

Above The Ez-8 Gundam in trouble, as a Hygogg pins Ensign Amada against a building.

Below Classic confrontation: The Gundam NT-1 'Alex' faces off against the MS-18 Kampfer.



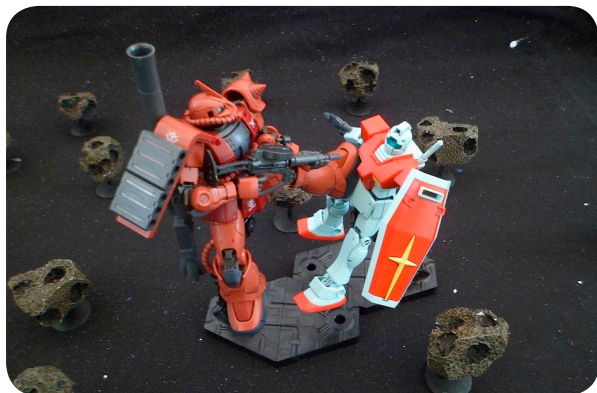
Above Gotcha! A Ground-type Gundam triumphs over an Acguy..

Below The battle in the city. The card buildings are from **Dropzone Commander** (Hawk Wargames) and be purchased or downloaded for free from their website.

Photos from the collection of Darren Forbes.



Welcome to *Mobile Suit Skirmish*!



If you are reading this, chances are you're a fan of the anime phenomena that is *Gundam*.

If you aren't a fan, then before we proceed further, you may like to go and watch a couple of *Gundam* serials, so you can get to grips with some of the concepts and characters of this legendary science fiction franchise. Go ahead. We'll wait for you.

Starting back in 1979 with the original *Mobile Suit Gundam*, the many incarnations of *Gundam* combine to create a rich, involving universe, united by the presence of the eponymous mecha (giant robots), thrown into battle at the command of (often) teenage pilots.

Surprisingly for such a premise, *Gundam* can often present a gritty, even grim, portrait of Humanity at war. Indeed, the very first *Gundam* series chronicles events during which over a third of the Human race is wiped out. (Which partly explains the presence of teenage pilots and soldiers.)

But there is another side to the *Gundam* phenomenon; **Gunpla!**

'Gunpla' is a portmanteau made up of 'Gundam' and 'Plastic' and it refers to the collecting, building and painting of *Gundam* model kits, the vast majority of which

are released by mega-toy company Bandai. Gunpla is an international hobby, with perhaps millions of proponents, all with collections of scale replica 'Mobile Suits'.

Which neatly leads us to the rationale for ***Mobile Suit Skirmish***: Once you have your collection of Mobile Suits, what can you do with them?

The answer, of course, is — fight!

Mobile Suit Skirmish enables you and your friends to stage miniature battles between the awesome fighting machines of the *Gundam* universe — Mobile Suits.

Ideally, you will need to assemble a number of 1/144th scale Gunpla model kits to muster your armies for battle, (although those used to wargaming with smaller playing pieces will find suggestions for alternatives in this book), as well as a 4 x 4 foot (120 x 120 cm) or larger playing area, and scenic items to match.

The rules are split into two parts;

Part One (which you are reading right now), is the actual rules for playing the game.

Part Two gives you rules for building your forces, allowing players to field (theoretically) balanced armies, complete with custom modifications for their ace pilots. It also lays out the basics for fighting a simple ***Mobile Suit Skirmish*** campaign, linking a series of battles into a narrative.

Over the course of the next few years, there will be new supplements, campaign guides, and rulebooks specific to many *Gundam* serials and other mecha anime, too.

This, the first in the new editions of ***Mobile Suit Skirmish***, appropriately takes us back to where it all began — **the One Year War**.

With your Mobile Suit Teams deployed to the field of battle, and your trusty copy of ***Mobile Suit Skirmish*** at your side, you can fight for the future of the entire Human race!

Or at least, you can have a fun afternoon throwing dice, and blowing things up!

Mobile Suit Skirmish: One Year War

This latest version of ***Mobile Suit Skirmish*** (Version 2.0) includes extensive tweaks to gameplay mechanics and additional rules, abilities and gameplay features courtesy of the brilliant volunteer development team and playtesters below. We hope you all sincerely enjoy the game as much as we do.

- Liam and Martin

Original ***Mobile Suit Skirmish*** Credits:

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A sincere **thank you** to everyone else on the ***Mobile Suit Skirmish Forum*** (and the larger world of giant robot wargaming) for participating in playtests, feedback, and debates.

This is for you, people!

Mobile Suit Skirmish Forum:

mobilesuitskirmish.proboards.com



Mobile Suits

Mobile Suits are the most popular and numerous type of so-called 'mobile weapons'.

They are humanoid combat vehicles, typically employing two arms to deploy weapons, two legs for propulsion, and a head that houses sensors and sometimes a secondary weapon. Typically speaking, a Mobile Suit is approximately 20 metres tall, with a cockpit usually located in the Unit's torso.

Though the exact development process behind the creation of Mobile Suits varies, they are generally created for their versatility, with many models being usable in a wide variety of environments; from inside orbital colonies to open space, across all parts of Earth, and even occasionally underwater or in mid-air.

Mobile Suits are typically deployed in a fashion similar to modern-day tanks or aircraft. They are commonly organised into teams consisting of three to five Units, though larger formations in major battles are not unknown. Typically, teams are homogeneous, consisting of a single Unit type, but may sometimes be composed of complimenting designs (e.g. a close-combat specialist backed up by fire support Units).

Universal Century Mobile Suits

In the Universal Century (UC) timeline, the phrase 'Mobile SUIT' (MS for short) is an acronym for Mobile Space Utility Instrument Tactical.

Two main technological advancements led to the creation of the Mobile Suit: AMBAC (Active Mass Balance Auto Control) technology, and the Minovsky particle.

The original AMBAC prototype was a clumsy, limited vehicle with only two limbs (instead of the four limbs of later suits), but moving those limbs allowed it to

manoeuvre in space by changing its centre of mass. This breakthrough would lead to a revolution in space warfare tactics.

Another revolution would follow the development of a type of nuclear fusion reactor designed by Dr. T.Y. Minovsky. Not only could his nuclear reactor be shrunk down to the size of a small car, but it also produced the unique, subatomic Minovsky particle.

These particles could mask certain types of radiation, including radar and radio waves, crippling detection and guidance systems over long distances and forcing modern combat back down to the visual range.

Mobile Suit design in the UC universe broadly follows two lineages - the Gundam line and the Zaku line.

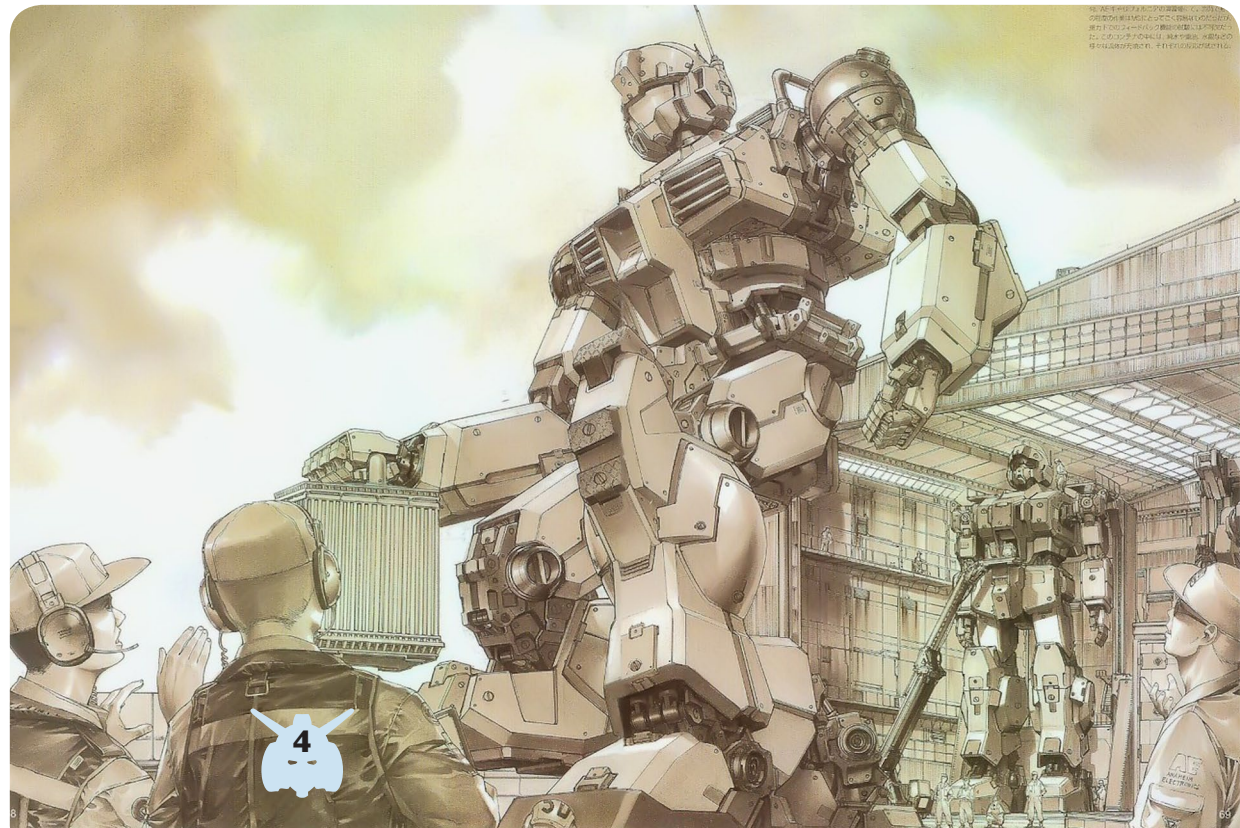
Zaku type Mobile Suits are rounder and sleeker than Gundam types, though neither is necessarily faster or more manoeuvrable than the other.

Zaku-derived Mobile Suits tend to have a mono-eye sensor and a bulky, 'muscular' design compared to the more slender, angular Gundam derivatives.

This is due to a difference in design philosophies - Zeon manufacturers designed Mobile Suits by creating an external shell, and then fitting components within.

The Federation designers, however, built an internal skeletal structure, fitting components and armour to it, a philosophy eventually fully realised in the creation of moveable frame construction.

Throughout the One Year War and beyond, advances in technology, materials science, and design philosophies resulted in faster, better-protected and deadlier Mobile Suits. While conventional tanks, fighters and warships still have their place on the battlefield, it is the Mobile Suit that is the man-made God of War in the Universal Century.



Weapons of the Universal Century

The technologies developed during the Universal Century brought forth new weapon systems of frightening power.

While nuclear devices remained amongst the most destructive strategic weapons deployed, the previously unknown Minovsky particle's ability to blanket out radio waves rendered guided weapons essentially useless. Combat returned to the task of actually seeing one's enemy before engaging them, putting greater emphasis on direct-fire weapons (rifles and cannon) and close combat.

Direct Fire Weapons

Projectile Weapons

Unsurprisingly, the earliest weapons for mobile suits were tried and proven ballistic projectile weapons, such as the 120mm 'machine gun' which is the Zaku II's standard armament. Essentially the same as the cannons mounted in the turrets of Main Battle Tanks, projectile weapons remained commonplace throughout the One Year War.



Projectile weapons came in a huge variety of forms, from 70mm to 180mm machine guns, rifles and shotguns (essentially upscaled versions of infantry weapons), to warhead-fitted rockets launched from bazookas, and Sturmfausts, grenades, missiles, and torpedoes.

Infantry and Vehicles continued to rely on projectile weapons, for they usually lacked the means to generate the megawatts of energy needed for beam weapons.

*Projectile Weapons in **Mobile Suit Skirmish** are classed as either **Low**, **Medium** or **High Calibre**. Some, such as Missiles, are also classed as **Explosive**.*

Low Calibre weapons cannot cause Critical Hits. Explosive weapons usually cause Blast Damage. (See pg 23.)

Beam Weapons

Minovsky particles can be excited into a form of mega-particle, and it is a 'beam' of these mega-particles that fires from a beam weapon.

More accurate than projectiles, beam weapons could punch through even the thickest armour, super-heating a target's insides.

Mega-particle cannons required massive amounts of energy, and were thus usually only mounted on warships or Mobile Armours.

However, the Earth Federation developed the E-cap (Energy capacitor) which stores Minovsky particles in a state that needs only a small amount of energy to trigger their fusion into mega-particles. This enabled the invention of the beam gun, beam rifle, and the larger beam sniper rifle.

The Federation also developed the Beam Spray Gun, which, although short-ranged, was just as lethal as the beam rifle.

Zeon's beam weaponry research lagged behind during the war, so only their Mobile Armours usually carried mega-particle cannons. It was not until the deployment of the MS-14 Gelgoog that Zeon forces obtained a small and efficient beam weapon, but they did develop a rapid-firing beam 'machine gun'.

As a result, the Earth Federation enjoyed a tactical advantage through most of the latter half of the war.

Beam Weapons in **Mobile Suit Skirmish** are, unsurprisingly, classed as **Beam**!

See page 20 for more about Ranged Weapons.



Weapons of the Universal Century continued

Funnels and Bits

Towards the end of the One Year War, there was much research into developing remote weapons that did not rely on guidance beams or radar, but used instead the heightened senses of a Newtype pilot. Funnels and Bits were the culmination of that research.

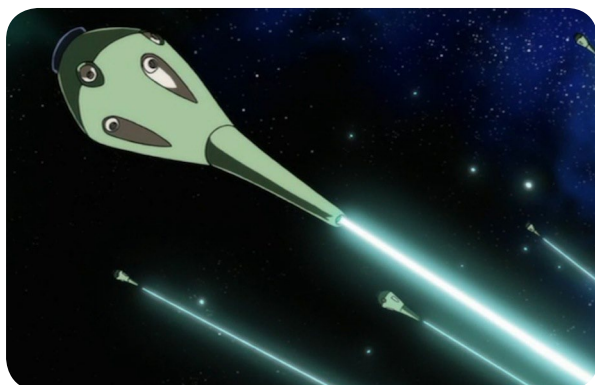
Funnels

A Funnel is essentially a psychically-controlled drone. It has a small beam cannon, and an energy cell for propulsion.

A Newtype pilot is able to control Funnels with great precision, allowing them to remotely attack from all directions. When the Funnels are spent, they can attach to the mother suit for recharging.

Bits

Developed after the One Year War, Bits are fundamentally similar to Funnels, but have their own on-board generators, and therefore never need to re-dock to recharge.



Bits are not always used as offensive weapons; The reflector Bits on the Psycho Gundam Mk-II for example, could reflect its torso mega-particle cannon towards a target, or, deflect incoming beams.

See page 37 for more about Funnels.

Close Combat Weapons

With ranged combat closing to within a few kilometres of the combatants, it was inevitable that the speed and sheer strength of Mobile Suits would lead to the renewal of physical combat. But even this oldest means of fighting would require new weapons...

Beam Sabers

A beam saber emits high-energy Minovsky particles to form a blade-shaped 'I-field' filled with superheated plasma to produce a deadly cutting blade.

The particles are stored in an E-cap in the hilt, which recharges when the saber returns to its socket.

The beam saber's I-field not only keeps the blade's plasma *in* but also keeps plasma from another blade *out*, allowing one beam saber to parry another. Since the containing fields can form into a variety of shapes, it is simple to create variants like the Beam Tomahawk, Beam Axe, Beam Naginata, etc.

Heat Weapons

A unique class of melee weapons introduced by Zeon, heat weapons apply thermal energy to the weapon's blade, creating a superheated cutting surface that can slice through most materials.

Heat weapons made their debut during the One Year War in the form of the Heat Hawk. However, with the increasingly widespread application of more efficient and versatile beam sabers, heat weapons rapidly became obsolete.

Exotic Melee Weapons

A bewildering array of less technologically-sophisticated weapons were developed by both sides during the war, often inspired by examples from the history of warfare.

Super-hard alloys and ceramics allowed Mobile Suits to be fitted with massive claws that could rip through steel. Others sported whips, morning-stars, and halberds, or contact mines that could wrap around a victim. There seemed no end to Humanity's ingenuity when it came to new ways of killing.

See page 28 for more about Close Combat Weapons.



Glossary of Game Terms

Before we launch into the actual rules, here's a summary of some terms and language conventions you'll encounter in this book.

Abilities, Traits and Modifications

Special qualities specific to a Unit that can provide bonuses to Actions, or sometimes, hinder them.

Action

Anything a Unit does - such as Move, Shoot, Reload or Switch a weapon - is performed as an Action. Every Unit is capable of performing up to two **Fast Actions** or one **Slow Action** when it Activates.

Active / Activated

When a Unit in the game is chosen by its player to take its turn, we say it has been Activated. Also, the Player who is currently performing their turn is called the Active Player.

Also, certain Abilities must be made Active by spending a Fast Action to 'switch on' before they can be used.

Boost

A Slow Action used to move a Unit its Boost distance.

Dice

The only dice used in **Mobile Suit Skirmish** are six-sided ones, sometimes abbreviated to 'D6'. Any reference to die or dice refers *only* to D6's.

Measurement

All ranges and distances in **Mobile Suit Skirmish** are measured in inches. Players are always free to pre-measure ranges before movement or shooting.

Move

A Fast Action used to move (unsurprisingly) a Unit its base Move distance.

Pool

A number of dice rolled to perform an Action.

- An **Attack Pool** is rolled to perform a Shoot or Close Combat Attack Action. Successful Attack Pool rolls are called **Hits**.
- A **Defence Pool** is rolled to attempt to stop an Attack Action. Successful Defence Pool rolls are called **Blocks**.

Rotate

To change its direction when moving, a Unit must Rotate on the spot, before and / or after it moves.

Rotating reduces the distance a Unit actually moves, depending on the amount it rotates.

Sight

A 120° arc through which a Unit can 'see'. If a Unit engages an opponent outside its Sight Arc, it will be at a disadvantage.

Stat / Value

A Unit's attributes are described as Stats or Values. These are recorded on a **Unit Stat Sheet** for reference during a game. Stats can change during the course of a game, due to **Damage** or **Critical Hits**.

Tag

Some weapons have inherent features or restrictions that are represented in the game with special rules called Tags; These are always identified by being bracketed like this: **<P>**; **<Sp>**; etc.

A weapon may feature multiple Tags, or have none.

Tags are also used to designate if a Unit has some point of difference, such as **<C>** for a Command Unit.

Turn

A game consists of a number of Turns, during which one player gets an opportunity to Activate their Units and do things.

Mobile Suit Skirmish uses an 'I go - You go' turn sequence, with the player who performs the first Turn decided at the start of the game by the **Priority** roll.

Unit

Any single 'playing piece' in the Game - such as a Mobile Suit, Aircraft, Vehicle, Spacecraft, etc. is a Unit.

Small pieces on a common base - a Squad of Infantry figures, for example - also count as one Unit.



Prepare for Battle!

Mobile Suit Skirmish is designed for two or more Players.

You will need the following items in order to play:

- One or more printouts or digital copies of these rules for reference.
- A stick, ruler, or tape measure in **inches**.
- **Unit Stat Sheets** for each Mobile Suit and Pilot.
- A selection of **Tokens** for each Player.
- **Mobile Suits!** (And other Unit types, too.) 1/144 scale Gundam Plastic Model Kits (Gunpla) are probably the best-known and easiest to come by models from the Gundam universe.

Ideally, you will need kits labelled High Grade (HG) and/or Real Grade (RG.) Both varieties of kit are 1/144 scale and differ only in quality and detail.

Other scales of Gundam models or action figures may be used in the game, as long as all participating models in the game are the same scale. Possible scales should be no larger than 1/144. Some ideas include using **Mobile Suit In Action** (MISA) figures or 1/400 scale capsule toys (Gashapon).

Be sure to include enough models for every Player. Use the **Unit Profiles** to ensure the two sides forces have matching points values.

- Terrain made to 1/144 scale (or appropriate to your chosen scale). You should try to include a balance of terrain features, including trees, water, hills, buildings, roads, etc.
- A few handfuls of dice for each Player. It helps to have the dice available in at least two distinctive colours.

Important:

Whenever the words **die** or **dice** are mentioned from this point onward within the context of the game, these terms refer **only** to **six-sided dice** (D6).

Games with more than two Players

With two or more Players participating in a team battle, the Players may choose the order of participation within their team's turn.

Priority in Team Games

The Players should roll a single die for initiative for each team, with the winners determining the Player that performs their turn first.

When this Player finishes their turn, the opposing team chooses one of their Players to perform a turn.

The team with Priority now chooses their next Player (who has yet to have a turn), and the pattern repeats.

Below: Scenic inspiration! A massive 1/144th scale diorama at the Gundam Front event in Tokyo, 2012.



Basing your Models

Although most larger scale Mobile Suit models are perfectly capable of standing on their own two feet, Players may find it makes things much easier if each of their Units is mounted on a suitably-sized base. (Based models also look much cooler!)

Most 1/144th scale Mobile Suits will comfortably fit onto a circular base 120mm in diameter, and it is this size that is recommended for models of 1/160th to 1/100th scales.

Conveniently, old CD's and DVD's are just the right size for this task, although you can also purchase laser-cut acrylic bases in a variety of colours and sizes from **Scorched Earth Terrain**.

See the **Mobile Suit Skirmish Forum** for more details.

Bases for other Scales

1/200th scale Mobile Suits can also use 120mm bases, but fit nicely onto diameters down to 80mm.

'Microscale' Mobile Suits - 1/285th and smaller - should be mounted on bases no smaller than 40mm diameter.

Basing Other Types of Units

As a rule of thumb, other Units - such as vehicles and squads of infantry - can be mounted on bases of a size that Players feel 'look right'.

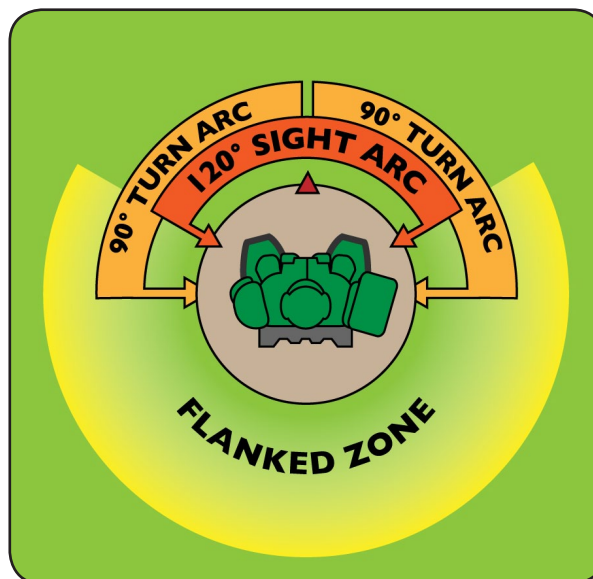
As a general guide, the hull of a vehicle should not overhang the edge of its base, and infantry figures should have enough room on their squad base to look 'spread out', and not bunched in, shoulder-to-shoulder.

Air Units and smaller spacecraft (such as shuttles) should be based on the same diameter bases as Mobile Suits in their scale, 'flying' on a support peg no taller than a Mobile Suit.

Bases do not have to be circular, but round bases do make it easier for positioning a Unit when it Rotates on the spot during a Move Action.

A Unit's base should clearly indicate a Unit's **Facing**: That is, the direction regarded as the Unit's 'front'.

This can be as simple as a dot of paint on the edge of the base. From this point, a Unit's **Sight Arc** and **Flanks** can be measured, as shown here:



A Unit's Sight Arc extends 120° around its base, centred on its Facing.

Outside of this 120° arc is the **Flanked Zone**. Each **Turn Arc** covers a front-quarter of its base.

As you read on, you will find out more about these arcs in the chapter on **Performing Actions**.



Above: A 1/144th scale RX-78(G) Ground-type Gundam based on a 120mm base, made from a recycled CD.

Below: 1/400 scale Mobile Suits on 40mm bases that were laser-cut from 3mm acrylic sheet.

(The file to make these bases is available to download from the **Mobile Suit Skirmish Forum**.)



Tokens

A useful option to ensure your games of **Mobile Suit Skirmish** run smoothly is to use appropriate **Tokens** to keep track of the action.



As each Unit performs various tasks or becomes subject to certain rules conditions, Tokens can be used as a visual reminder of who is doing what — such as placing a **Reload** Token as a reminder that a Unit has fired a weapon that must be Reloaded before it can fire again, or, keeping a stack of **Command Points** beside a Commander Unit as a reminder of how many they can ‘spend’ on Orders.

The use of Tokens is not compulsory, but, in games with larger numbers of Units in play, Players are likely to find them invaluable for making order from the chaos of battle!

Here’s a quick summary of the different symbols on the Tokens, and what they mean:

Tokens and Indicators



Close Combat Equipped

This Unit has drawn its Close Combat weapon, and is ready for Close Combat.



Command Point

Represents one Command Point when determining if a Commander Unit can issue an Order.



Morale Status: Wavering

This Token is placed by a Unit that has failed its first Morale Check and is now Wavering.



Morale Status: Routing

This Token is placed by a Unit that has failed its second Morale Check and is now Routing.



Actions Used

Placed on a Unit when it has finished its Actions for a Turn, to track which Units have yet to act.



Reload

Place this Token on a Unit has fired a weapon that must be Reloaded before it can fire again.



Drift Direction Indicator

Used only in Space Combat. This Token shows the direction of a Unit’s Drift Move.



In Cover

Given to a Unit that is benefiting from the **Get to Cover!** Order.



Altitude: Nap-of-Earth

Used to indicate an Air Unit is flying Nap-of-the-Earth.



Altitude: High Altitudes

Used to indicate an Air Unit is flying at High Altitude.



Shield Break

Placed beside a Mobile Suit Unit when it loses its Shield.

We recommend at least one of each Token for each Unit, although obviously some Units won’t need certain Tokens; A Type 61 Tank isn’t likely to use either of the two Altitude Tokens, for example, nor will it need the Shield Break Token, as it has no Shield!

There is a free to download full-colour **Mobile Suit Skirmish Token Sheet** available from the **Mobile Suit Skirmish Forum**. You can print this onto thin card, cut out the Tokens, and away you go.

Alternatively, purpose-made, laser-cut acrylic Tokens are available in a variety of colours and sizes from **Scorched Earth Terrain**. (See the **Mobile Suit Skirmish Forum** for details.)



Unit Profiles and Stat Sheets

How to read Unit Profiles

Unit Profiles provide the numbers and essential data needed to field any Unit in **Mobile Suit Skirmish**.

Unit Profiles are found in **Faction Books** and **Campaign Sourcebooks** (available separately).

Once you have found the Profile for the Unit you wish to field in a battle, you will need to transfer its 'stats' to a blank **Stat Sheet**. This is like a character sheet in a RPG, giving you a visual record of your Unit's Weapons, Abilities, Move values, Damage, and so on.

1. Unit Name

An **<S>** tag next to a Unit's name signifies that it cannot be used in Space Combat. A **<C>** tag signifies that this Unit may have the **Command** special rule.

2. Movement

How far (in inches) this Unit can travel during a **Move Action**.

3. Boost

How far (in inches) this Unit can travel during a **Boost Action**. A **'/'** symbol means this Unit cannot Boost.

4. Integrity

The maximum Integrity ('wounds') this Unit has.

5. Armour

The number of **Defence Dice** used to resist attacks along with their success target: **< X >**

6. Shield

If a Unit can carry a shield, then the **Shield Bonus** and other relevant information is stated here.

7. Shield Integrity

A Unit's shield has its own Integrity value, which is marked off if the shield is damaged.

8. Points Cost

The points you must pay to add this Unit to your army. (Note that the Stat Sheet shows the **total** points cost, including weapons, etc.)

9. Name / Assignment / Experience

Record the name, rank and team / squad of the Unit's pilot here. Record Experience Points (if any) in the Experience box.

10. Faction

Lists which Faction/s can field this Unit. A player's force must be created from Units of the same Faction. (Or their allies.)

11. Damage

Critical Hits against this Unit are marked off here. Also, a **Shield Break** is marked by crossing off the broken shield.

12. Pilot Condition

As a Unit's pilot suffers physical and mental damage, their condition is recorded here.

13. Abilities

The special attributes (if any) this Unit possesses and their points cost. Abilities can either be **Active** (used as an Action) or **Passive** (always take effect in the relevant circumstances).

14. Traits and Modifications

These are rare skills and special equipment that give ace pilots and commanders their winning edge.

15. Weapons

These are the Weapons available to this Unit, as well as their various statistics.

• **Name** The name of the Weapon.

• **Class** The class of the Weapon.

• **Equip** The Weapon's equipment type, either: C = Carried or M = Mounted. (See **Switch Weapon** pg 15.)

• **Tags** Indicates a Weapon falls under certain Special Rules. (See Tags pg 23.)

• **DEX** (Dexterity) Used to calculate Advantage with Close Combat Weapons.

• **Shots/Attack** The number of dice rolled when this Weapon is used to attack.

• **Range** How far (in inches) a Weapon can shoot without penalty.

• **ACC** (Accuracy) The number that must be rolled for a successful Hit.

• **CRIT** The number that must be rolled to generate a Critical Hit and subsequent roll on the Damage Table.

• **DAM** How much Damage is inflicted on the target's Integrity per Hit.

Both blank and pre-filled Stat Sheets are available to download for free from the **Mobile Suit Skirmish Forum**.

1 MSM-04 ACGUY <S> **10** Principality of Zeon **100** **8**

MOVEMENT	BOOST
2 4"	3 8"
4 4	5 2 <5+>
6 NONE	NONE

15 **WEAPONS**

NAME	CLASS	EQUIP	TAGS	SHOTS	ACC	CRIT	RANGE	DAM
6 Tube Rocket	Explosive	M	<RQ>	3	5+	6	6" - 24"	2
Mega Particle Gun	Beam	M	<RS> <P>	1	3+	5+	12" - 36"	4
105mm Vulcan Gun	Low Cal.	M	-	3	5+	-	0" - 12"	1

C/COMBAT	DEX	ATTACK	ACC	CRIT	DAM
Iron Nail	+1	1	4+	6	2

13 **ABILITIES**

Amphibious No movement penalties from moving in water. May enter Deep Water. This Unit may elect to Ambush from a source of water 6" or more in diameter.

MOBILE SUIT GUNDAM SKIRMISH **MOBILE SUIT STAT SHEET**

NAME _____ **ASSIGNMENT** _____

1 **MOBILE SUIT** MSM-04 ACGUY **9** **EXPERIENCE** _____ **POINTS** 260 **8**

MOVEMENT	BOOST	SHIELD TYPE	BONUS
2 4"	3 8"	NONE	6 / /
4 4	5 2 5+	SHIELD INTEGRITY	7 0 1 2 3 4

UNIT INTEGRITY

0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

WEAPON NAME **CLASS** **EQUIP** **TAGS** **SHOTS** **ACC** **CRIT** **RANGE** **DAM**

1 6 Tube Rockets	Exp	M	RQ	3	5+	6	6 - 24	2
2 Mega Particle Gun	Beam	M	RS, P	1	3+	5+	12 - 36	4
3 Vulcan Gun	Low Cal	M	/	3	5+	/	0 - 12	1

15

C/COMBAT WEAPON	DEX	ATTACK	ACC	CRIT	DAM
4 Iron Nail (PS)	+1	1	4+	6+	2
5					

11 **DAMAGE**

12 **PILOT CONDITION**

	HEALTH	1	2	3	4	5	6	7	8	9	10	11	12
1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1	1	1	1	1
11	1	1	1	1	1	1	1	1	1	1	1	1	1
12	1	1	1	1	1	1	1	1	1	1	1	1	1

13 **ABILITIES**

Amphibious (Passive) 10pts

14 **TRAITS** **MODIFICATIONS**



Setting up a game

You will need a relatively flat surface or game board of at least 4' x 4' in size. A large, square dining table converts into a suitable battlefield.

Whatever you choose to fight upon, this area forms the **Playing Field**.

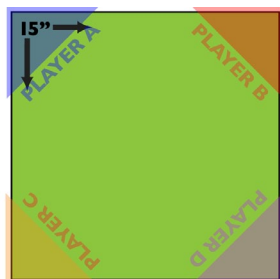
Each Player may choose to deploy Units from their chosen **Faction** within their **Deployment Zone**.

These zones are typically on opposite sides of the playing field.

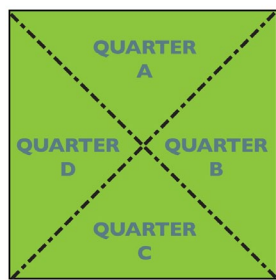
A deployment zone can vary in size, but should not be greater than 25% of the area of the playing field.



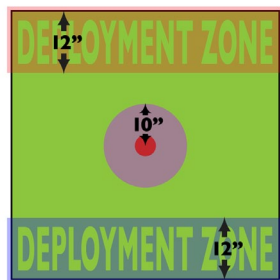
An example of a 2 player deathmatch or skirmish playing field set-up.



An example of a 4 player deathmatch or skirmish playing field set-up.



An example of a playing field divided into 4 even quarters for a territory game.



An example of an objective and objective zone for an objective game set-up.

A 12" wide strip along each player's edge of the field is typically a good option.

Each Player takes turns placing one model (a **Unit** in game terms) at a time within his or her deployment zone, in any order or configuration they desire.

Repeat until all desired models are placed (with the exception of Units attempting to **Ambush**).

You are now ready to begin playing **Mobile Suit Skirmish!**

Winning the game

The Players' victory conditions should be decided before a game begins. There are several different ways Players can win the game. Below are some suggestions:



GAME TYPE	SET - UP	VICTORY CONDITIONS
DEATHMATCH	Each player places an equal points value of Units from their faction within their respective deployment zones. Deployment zones should be on opposing edges of the Playing Field.	The winner is the sole player with Units remaining in play.
SKIRMISH	Roll a D6 (+4 to determine how many turns all players can have before the game is over. Each player places an equal points value of Units from their faction within their respective deployment zones. Deployment zones should be on opposing edges of the Playing Field.	The winner is the player who destroys the highest points value of enemy Units within the determined number of turns.
OBJECTIVE	Place an important piece of terrain somewhere towards the centre of the playing field. This is called the Objective. The objective has a 10" radius around it called the Objective Zone. Roll a D6 (+2) to determine how many turns this zone must be occupied by a player's Units.	The winner is the player with the highest points value of Units within the majority of different quarters of the playing field for the determined number of turns.
TERRITORY	Divide the playing field into 4 even quarters Roll a D6 (+4) to determine how many turns all players can have before the game is over. Each player places an equal points value of Units from their faction within their respective deployment zones. Deployment zones should be on within opposing quarters of the playing field.	The winner is the player with the highest point value of Units within the majority of different quarters of the playing field at the end of the game.
BATTLE ROYALE	Follows the same constraints as a Deathmatch, but with the arena specifically designed so that each player cannot see within the deployment zone of any other player at the beginning of the match. This can be accomplished through the use of equally partitioned wall sections. Typically six players are included.	The winner is the sole player with Units remaining in play.

Sequence of Play

At the beginning of a game, a **Priority Roll** must be made; Each Player rolls a die: The Player with the highest number wins. (Reroll if there is a tie.)
The winning Player decides who takes their turn first.

The established Turn order remains the same throughout the entire game.

The structure of a Turn

1. Initial Upkeep (do these steps in any order)

Either Player may roll to deploy any **Ambush** Units if they have any in Reserve (see Ambush pg 34).

The Active Player tallies **Command Points** and issues **Orders** (see Command pg 34).

The Active Player's Units **Drift** if applicable (see Air Units pg 32 and Space Combat pg 39).

2. Perform Actions

The Active Player Selects A Unit to Activate, and performs one **Slow** or up to two **Fast Actions** including **Move, Boost, Shoot, Reload, Switch Weapon, etc.**

They may then select another Unit to Activate, and repeat, until all their Units have been selected.

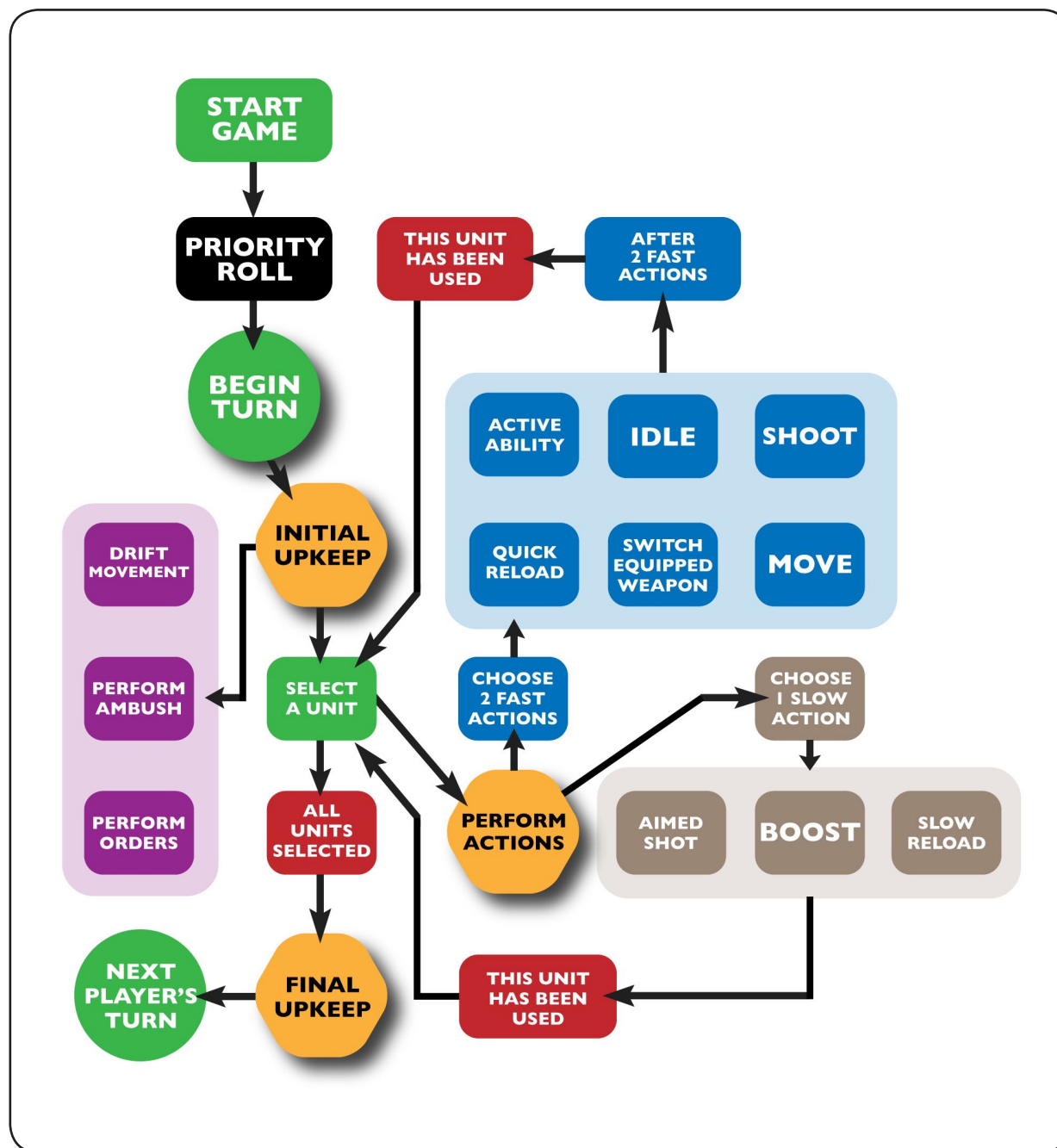
Wavering or **Routing** Units may need to check before performing Actions (see Morale on pg 31).

Note: If at any point during the Active Player's turn, any two opposing Units are in **Close Combat Range** of each other, this combat is immediately resolved.

3. Final Upkeep

Ensure any required tokens or markers are placed in their required locations, and check if any Player meets the required victory conditions (based on game type) and declare a victor if necessary.

It is now the **next Player's Turn**.



Sequence of Play continued

Example of a Game Turn

Jose and Lalah have mustered their forces to play a game of **Mobile Suit Gundam: Skirmish**.

After setting up their Units in accordance with the scenario, each player rolls a die for **Priority**; Jose rolls 3, Lalah 5, so Lalah's Zeon army has Priority, so she begins the first Turn.

Lalah performs her **Initial Upkeep Phase**. There are no Air Units in her army, so there's no **Drift Movement** to worry about.

She is keeping her Acguy in Reserve, but she doesn't want to use it in an Ambush yet, so she elects not to **Perform Ambush**.

Finally, she **Performs Orders**, giving her Command Unit a single Command Token, which she spends to Order **Double Time!** to her Dom, so it can zoom through the woods on her left.

Now Lalah can **Select (Activate) a Unit**, one at a time, and have each perform either **two Fast Actions** or **one Slow Action**.

She starts with one of her Zaku II's. It has Sight to one of Jose's Federation GM's, but it is just out of range, so Lalah uses one Fast Action to Move the Zaku II 4" and into range, then shoots at the GM with the Zaku's second Fast Action.

Lalah Activates her Magella Attack Tank next, which is in an exposed position. So, she has it take a pot-shot at another GM with its First Action, then zip behind a hill into Cover with its Second Action.

(As each of her Units completes its Turn, Lalah places an Actions Completed Token beside it.)

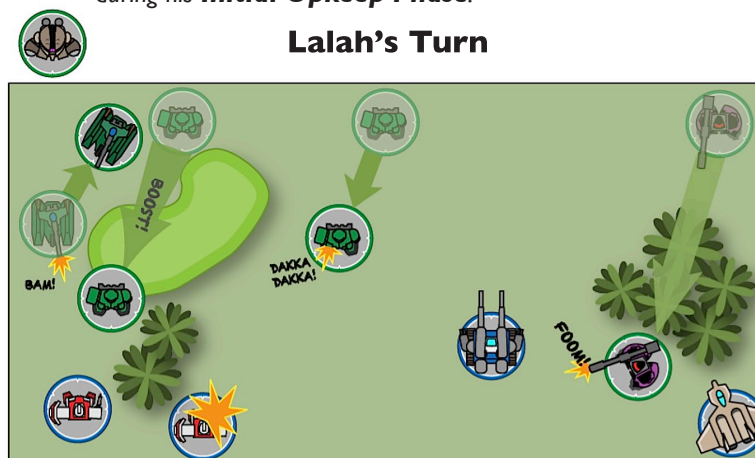
Lalah's other Zaku II forgoes any shooting, and instead uses a **Slow Action** to Boost over the hill, moving its full Boost of 8".

Finally, it's the Dom's turn to act. Lalah has it Move its full 10" with its first Fast Action, then shoot its bazooka with its Second, landing a killing shot into one of Jose's GM Suits!

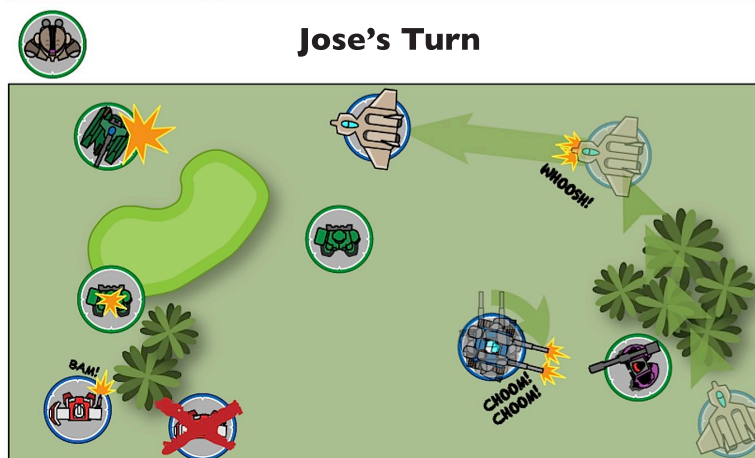
It is now Lalah's **Final Upkeep Phase**. She removes the Command Point Token to show the Double Time! Order is no longer in effect, and places a Reload Token beside the Dom, to remind her it must reload its Bazooka before it can fire that weapon again.

With all the Zeon Units having had a chance to act, the Turn switches to the Federation. Jose has a Fly Manta attack fighter, which must perform its **Drift Movement** during his **Initial Upkeep Phase**.

Lalah's Turn



Jose's Turn



Jose elects to get that movement out of the way, then **Performs Orders**, giving his Command Unit a single Command Token to use in a future Turn.

Eager to avenge his bazooka'd GM, Jose selects his Guncannon to act first. It turns on the spot for its first Fast Action, bringing the Dom into Sight.

With its second Fast Action, the Guncannon lets the Dom have both its 240mm cannons, but one shot misses, and the Dom gets a lucky Defence roll against the other.

The Fly Manta is in a good spot to see over the hill that the Magella Attack Tank is hiding behind, so it unleashes a barrage of rockets with its First Action. Its enough to kill the Magella!

The Fly Manta's second Fast Action is to Move. After it has done so, Jose places one Actions Completed and one Reload (for the Rockets) Token beside the fighter's flight stand.

Jose's surviving GM tries for an **Aimed Shot**, which is a Slow Action. It lines up the Zaku to its front and fires a single shot from its 90mm gun — a hit!

Jose rolls on the Mobile Suit Damage Chart, and finds he's hit the Zaku's head, damaging its sensors and making it easier to avoid the Zaku's shots.

During his **Final Upkeep Phase**, Jose notices that he forgot to place Actions Completed Tokens with all his Units after they acted.

This is not a problem though, because it is still his Turn, and this Upkeep Phase is meant to be used for checking all is in order before handing off to the other player. He now places the missing Tokens.

That ends the game's first Turn. Now, Lalah, who won Priority at the start of the game, begins the second Turn with her new **Initial Upkeep Phase**, and, vowing to swat that pesky Fly Manta, prepares to make Jose's Feddies pay!

Performing Actions

Each of a player's Units may perform up to **two Fast Actions** or **one Slow Action** per turn.

When its Actions have been completed, the Unit is now **Used** and may not perform any more Actions until that player's next turn. Units can perform any combination of two Fast Actions in any desired order, including the same Fast Action twice (if possible.)

A Unit's Fast Actions include:

Active Ability, Idle, Quick Reload, Switch Weapon, Move and Shoot.

A Unit's Slow Actions include:

Aimed Shot, Piercing Strike, Boost, and Slow Reload.



Fast Actions

Active Ability

There are two kinds of abilities: **Active** and **Passive**.

Active abilities may be used as a Fast Action (simply following the instructions and conditions listed under that ability), while Passive abilities are always active, and count as activating immediately in any relevant interaction.

Idle

This will cause a Unit to do nothing — it performs no action. This is sometimes useful when carefully arranging or positioning Units, waiting for an enemy to come into range for Shoot actions, or for blocking off a key part of the battlefield, forcing a target into Close Combat Range.

Quick Reload

Aimed Shot or Shoot Actions cannot be performed if a weapon needs to be Reloaded after firing. Certain weapons do not require long to reload before being fired again. These weapons will require a Quick Reload and are labelled as such under the appropriate Unit statistic.

Quick Reload actions differ to Slow Reload by allowing a Unit to perform another Fast Action in the same Unit's turn. However, if a Unit has Arm Damage (Level 2) any Quick Reload become a Slow Reload action instead.

Switch Weapon

The Switch Weapon action may be used in order to **Equip** a Weapon. When a Weapon is Equipped it is able to be used to perform Aimed Shots or Shoot actions, or, if it is a Close Combat Weapon, to be used in Close Combat.

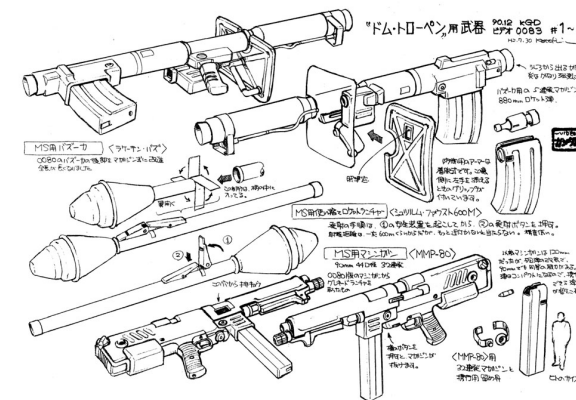
In order to better understand this, consider the different equipment types in the game:

Carried Weapons

A Mobile Suit may have up to **two** Carried Weapons when deployed for battle. Only **one** may be Equipped at a time, however.

A Mobile Suit begins a battle Equipped with any single one of its Carried Weapons. The Switch Weapon Action must be used to swap between weapons.

Examples of Carried Weapons include Beam rifles, Bazookas, and Heat Hawks. These are, essentially, weapons that a Mobile Suit must hold in its hands to fire or wield in a fight.



Mounted Weapons

A Unit may have several Mounted Weapons at the same time.

Mounted Weapons *always* count as Equipped and do not have to have the Switch Weapon Action used in order to shoot them. Examples of Mounted Weapons include Vulcan guns, or a Guncannon's cannons, etc. These weapons are a permanent part of a Unit's body.

Shields

This equipment type provides a bonus to a Unit's Defence die pool.

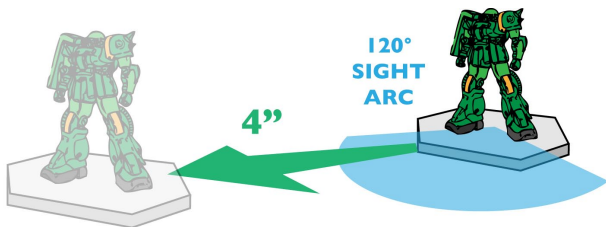
Shields always count as Equipped and provide their defensive bonus unless they are chosen for a **Shield Break** in order to prevent an effect on the Damage Chart (see Damage pg 29). Shields do not count towards the Carried Weapon limit.

Fast Actions continued - Move

The **Movement** statistic shows how far a Unit can travel during a **Move** Action. For Mobile Suits, this is equivalent to their running speed, and for vehicles and other Units it is their ability to move at full combat speed. Mobile Suits are also capable of a **Boost** Action instead of a Move Action (see pg 22), while some Vehicles can go to Flank Speed (see pg 42).

A Unit can Move the value of their Movement statistic in inches to any point within their **120° Sight**.

Units may move shorter than this distance if desired, but never further. When moving, ensure the measurement is taken from the point on the Unit's base closest to the direction of travel, to the opposite edge of the base, as shown here:



Rotating

If a Unit wishes to Move to a direction from their starting position towards a point *outside* of their **Sight Arc**, then they must **Rotate** to do so, which reduces how far they can travel whilst performing this Move Action.

Reduce a Mobile Suit's Movement by 2" (3" for ground vehicles) when moving beyond Sight **up to 90°** on either side of the Unit's initial position.

Reduce a Mobile Suit's Movement by 4" (6" for ground vehicles) when moving beyond Sight **over 90°** on either side of the Unit's initial position.

If rotating a Unit reduces its Move to 0" or less, then that Unit rotates on the spot to face the desired direction, but does *not* move. It must perform another Move Action (if it can) to complete the movement.

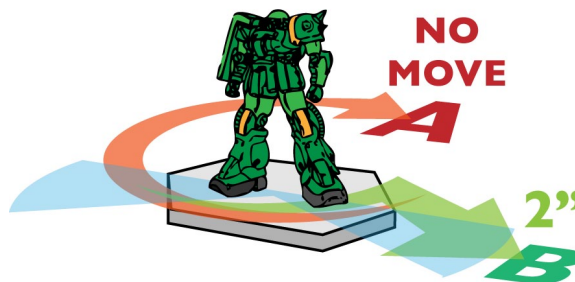
Example:

A Zaku II wishes to move outside of its current position to point (B) beyond its Sight. It must reduce its 4" Movement by 2" (rotate up to 90° = 2" reduction).

The Zaku II only moves 2" in this direction.

If the Zaku II instead moved towards point (A) beyond its Sight, then it would reduce its 4" Movement by 4" (rotate over 90° = 4" reduction).

The Zaku rotates on the spot, but does not move.



There are other factors to consider when moving:

- Units must always end movement facing the point they moved towards.
- If a Unit's Move brings them into an enemy Unit's Close Combat Range this counts as a **Charge**. (See Close Combat pg 25.)
- Movement must always be in a straight line.
- You can never move through an opponent's Units, only allied Units. Such a move must also start and end outside the Close Combat Range of the allied Unit in question.
- A Unit cannot move through any Cover that is over 50% the height of the Unit in question (unless performing a Boost action).
- Units with the passive ability **Amphibious** are unaffected by movement modifiers while in water terrain. They are also the only ground Units that may enter Deep Water (Sheer terrain type) without Boosting, and may end their Move within this terrain type.
- **Terrain Modifiers** (below), Damage penalties, and a Unit's Rotation reduction combine against a Unit's Move, but can never reduce its movement below one inch (1") unless otherwise stated.

Terrain	Examples	Movement Modifiers and Effects
Normal	Plains, Fields, Roads, Concrete, Space	Base Movement is unaffected and occurs as normal.
Difficult	Trenches, Shallow Water, Woods, Hills, Ruins, Marshes, Narrow Spaces, Debris	All Unit's base Movement stats are reduced by half while moving into, within, or from this terrain.
Dangerous	Minefields, Asteroid Belts, Fire, Unstable Debris	All Unit's base Movement stats are reduced by half while moving into, within, or from this terrain. If a Unit ends their Move action within this terrain type, they will take one point of Damage to Integrity.
Sheer	Cliffs, Canyons, Ravines, Deep Water, Atmosphere	Mobile Suits must Boost through this terrain. A Boost action cannot end within this terrain: it must be safely crossed from a starting point to an end point of a different terrain type. Vehicles cannot enter this terrain at all unless they are Amphibious (Deep Water) or an Air Unit (Atmosphere).

Fast Actions continued - Shoot

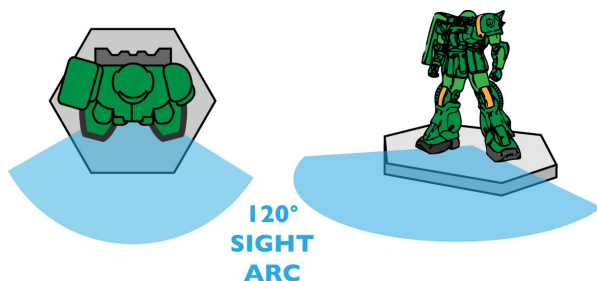
A Unit can Shoot with **one** Weapon only per Shoot Action, unless an Ability, Trait, etc specifies otherwise.

Sight

To Shoot, a Unit must have **Sight** to their target. Sight is measured physically from the perspective (eye level) of the Unit attempting to Shoot.

To check if a target is in Sight, position yourself at eye level behind your Unit and observe what they can see.

Units have a **120° Sight Arc**, originating from the centre of their base. A Unit cannot Shoot outside of this arc. (Remember also, you cannot shoot with a weapon if it needs to Reload.)



Range

If a Unit has a target within Sight, they may now look up their Equipped Ranged Weapon and check if their target is within the Weapon's **Range**.

If the target is inside **Minimum Range**, or outside **Maximum Range**, then a die roll penalty (a **Modifier**) will be applied (see pg 19).

If the target is within range, no range modifiers apply to the roll.

You can never Shoot at a target further than *double* the Maximum Range of a weapon. (For example, a 12" – 24" Range Weapon cannot fire beyond 48".)

In addition, an **Explosive** type Weapon may never shoot at targets inside its *minimum* Range.

Shoot!

In order to Shoot, the shooting Unit must roll a number of dice equal to the Equipped weapon's **Shots** statistic. This forms the **Attack Pool**.*

Successful die rolls (**Hits**) from these Shots are determined by comparing the dice results to the weapon's **Accuracy** (ACC) statistic:

Each die equal to or above the weapon's Accuracy stat scores a Hit.

Each die that was not a Hit (rolled below Accuracy) is a **Miss** and must be removed from the Attack Pool.

Regardless of modifiers, a natural roll of 6 is always a Hit.

*If a weapon fires more than three (3) shots, each successive shot (rolled independently after the third die) has a lower chance of hitting the target or doing critical damage:

4th die: +1 to Accuracy stat (+1 Critical Hit chance)
5th die: +2 to Accuracy stat (+2 Critical Hit chance)
6th die, etc: +3 to Accuracy stat (No Critical Hit[s])



Defend!

The target of the attack must attempt to defend itself. First, they roll a number of dice equal to their Unit's **Armour** value. This forms a second dice pool called the **Defence Pool**.

Each roll equal to the < > Armour value (such as <5+>) is a successful Block.

Any die that is not a Block is removed from the Defence Pool.

Compare the Attack and Defence dice Pools:

Each Block from the Defence Pool removes one Hit from the Attack Pool.

Important Note:

The Defending Player **always** chooses which Hits are Blocked by their successful Defence Pool rolls.

Dice Pool Modifiers

Some factors and situations may alter the results of individual dice within a Dice Pool; These **Modifiers** must be considered before finalising a Die Pool roll.

See the **Attack Pool Modifiers** and **Defence Pool Modifiers** tables on the next page for the Modifiers affecting dice pools.

Deal Damage

Now comes the fun part (for the Player doing the shooting, at least!)

Deal Damage to the Defender's Integrity equal to the weapons' Damage (DAM) multiplied by the Hits remaining in the Attack Pool.

Critical Hits

For each Hit that deals Damage to the target that is additionally of a value equal to or higher than the **Critical** stat of the weapon, the shooter may additionally make a roll on the relevant **Damage Table** (see Damage pg 29 for more details).

Shields

If the target is Equipped with a Shield and they have Sight to the shooter, they may also roll their **Shield Bonus**. To do so, roll the number of dice indicated by the Unit's **Shield** value.

Example: A Medium Shield's value is 2/5+. Therefore, roll 2 dice, each needing 5 or 6 for a success.

Each roll equal to or higher than the value is a Block and is added to the Defence Pool. Remove any Shield Bonus die that is not a Block.

Note that a Shield Bonus cannot be rolled if a Shield is destroyed, at Shield Integrity 0, or after a Shield Break.

Energy Shields

If the target is equipped with an **I-field/GN Field** or **Beam Shield** and the attacker is firing with a **Beam** class weapon, then check the table below to determine how many additional die should be added to the target's Defence Pool:

I-Field/GN Field Grade or Beam Shield Type	Bonus Die vs. Beam Weapon
Light	+1 Defend Die <6>
Medium	+2 Defend Die <5+>
Heavy	+3 Defend Die <4+>
Super-Heavy	+4 Defend Die <4+>



Shield Integrity

Use the **Shield Integrity Table** on the next page to determine the Integrity and bonuses of a Mobile Suit's Shield. (These are also listed in a Unit's Profile.)

Hits from Penetration Weapons

Penetration Weapons are specifically designed to punch through even the toughest armour, greatly reducing the protection it offers.

Therefore, when calculating Hits from Weapons with the Penetration (<P>) Tag, a Defence Pool die must roll equal to or higher than the value stipulated in the **Penetration Table** to be a successful Block.

Remove any Defence Pool dice less than the value indicated on the Penetration Table.

(See the Penetration Table on the next page.)

Shields versus Penetration Weapons

Any Unit must pass a separate die check before rolling a Shield Bonus against a weapon with **Penetration**.

Roll a die; on a 4+ roll for Shield Bonus as normal and remove 1 point of Shield Integrity.

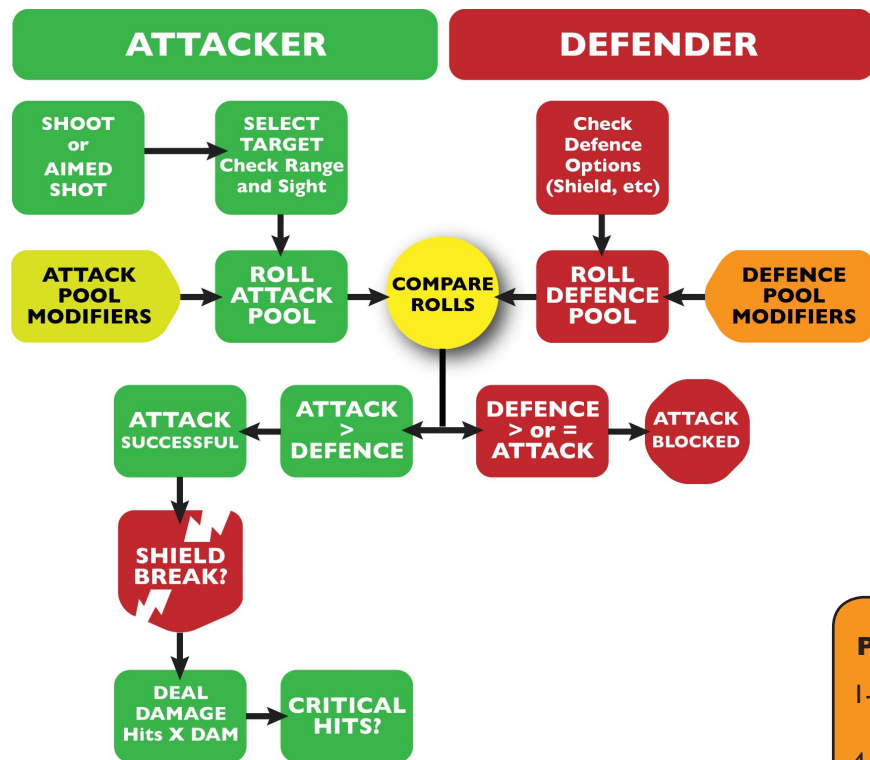
On a result of 1-3, do not perform a Shield Bonus roll, but do not reduce the Shield's Integrity.

Reload!

Regardless of the results of a Shoot Action, a Unit must Reload their Weapon (assuming it has one of the two Reload Tags: **RQ** or **RS**) before being able to shoot it again (see Reload pg 15 and 22).



SHOOT ACTION FLOW CHART



Attack Pool Modifiers

Shooter's Condition	Modifier
Arm Damage Level 1+	Accuracy 5+ for all weapons
At a higher elevation than target	Attacker may reroll a single failed Hit
Outside target's Sight (Flank attack)	Attacker may reroll a single failed Hit
Target Obstructed	-1 Die from Attack Pool

Defence Pool Modifiers

Condition	Modifier
Defender is Unobstructed.	-1 Armour Die
Defender has shooter in Sight and uses their Shield Bonus	Roll Shield Bonus and add to Defence Pool
Shooter has Head Damage Lv. 1	Defender may reroll a single failed Block
Target is outside of shooter's equipped weapon Range.	+1 Armour Die

Penetration Table

Penetrating Hit result	Roll to Block	Energy Shields versus Beam
2 - 3	5+	4+
4 - 5	6+	5+
6	Cannot Block	6+

Shield vs Penetration

1-3	No Shield Bonus
4-6	Shield Bonus

IMPORTANT:

All of the modifiers listed here are cumulative during an attack and may cancel each other out if opposing effects occur simultaneously.

Shield Integrity Table

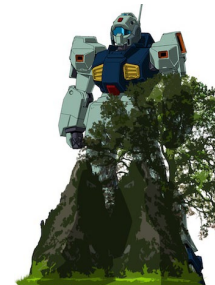
Type	Bonus	Integrity	Description
Light	+1 Defend Die <6>	2	These shields are 1/3 the length of the mobile suit or smaller.
Medium	+2 Defend Dice <5+>	3	These shields are about 1/2 to 2/3 the length of the mobile suit using it.
Heavy	+3 Defend Dice <4+>	4	These shields are about the same length as the mobile suit using it.
Super-Heavy	+4 Defend Die <3+>	5	These shields are larger than the mobile suit using it!

UNOBSTRUCTED



33% or less of the target cannot be seen by the shooter. **-1 Armour Die.**

IN COVER



33% to 66% of the target cannot be seen by the shooter. **No modifier.**

OBSTRUCTED



Over 66% of the target cannot be seen by the shooter. **-1 Attack Die.**

Ranged Weapons Table

This table is not a final, definitive guide to all the weapons of the Universal Century *Gundam* universe, but recommended averages for a variety of weapon types.

The Faction Books for the many forces of the U.C. Era will provide greater detail on particular weapons that are unique to their Faction.

Important Note:

*Stats for a weapon listed in a Faction Book **always** supersede those described here.*

Players may wish to adjust a weapon's Stats according to their own interpretations of that weapon's potential. (But make sure your opponents are okay with this before you do!)



TYPE	CLASS	EQUIP	TAGS*	RELOAD	SHOTS	ACC	CRIT	RANGE	DAM	PTS
Vulcan Guns	Low Cal	M	PB	N/A	3 dice	5+	None	0" – 12"	1	10
70 - 99mm low-calibre guns	Low Cal	C	-	N/A	3 dice	4+	None	6" – 24"	1	20
100 - 130mm med-calibre guns	Med Cal	C	-	N/A	2 dice	4+	6	6" – 24"	2	30
150 - 200mm Shotguns	Med Cal	C	Sp, LA	N/A	2 dice	4+	6	0" – 18"	2	20
Low-Med. Sniper Rifles & Cannons 70-130mm	Varies	C/M	P, RQ [Sn] [V]	Quick	1 die	3+	6	12" – 48"	2	40
High-cal. Sniper Rifles & Cannons 131-180mm	High Cal	C/M	P, RS [Sn] [V]	Slow	1 die	3+	5+	24" – 48"	3	50
200mm+ Cannons	Explosive	C/M	P, B, RQ [V]	Quick	1 die	3+	4+	24" – 48"	5	100
Gatling Guns / Cannons	Low Cal	C/M	RQ	Quick	D6 Shots	4+	6	12" – 36"	1	60
Beam Guns, Beam Rifles	Beam	C	P	N/A	1 die	3+	5+	12" – 36"	3	50
Large Beam Rifles, Beam Sniper Rifles	Beam	C	P	Slow	1 die	2+	4+	24" – 48"	4	50
Spray/scatter Beam Funnel/Bit Beams	Beam	C/M	P	N/A	1 die	3+	5+	0" – 12"	3	40
Gatling Beams	Beam	C/M	P, RS	Slow	D6 Shots	3+	5+	12" – 36"	2	70
Beam Cannons & Mega Part. Guns	Beam	C/M	P, RS	Slow	1 die	3+	5+	12" – 36"	4	70
Beam Bazookas	Beam	C	P, B	Slow	1 die	2+	4+	18" – 48"	6	110
Beam Launchers	Beam	C	P, B	Slow	1 die	2+	4+	18" – 48"	8	130
Sturmfausts	Explosive	C	P, D	N/A	1 die	3+	5+	6" – 18"	4	10
Rockets, Needle Missiles, Missile Pods	Explosive	C/M	B, RQ [V]	Quick	3 dice	5+	6	6" – 24"	2	50
Anti-ship Missiles, Torpedoes	Explosive	M	B, P, RQ [V]	Quick	2 dice	4+	5+	12" – 36"	3	70
Multi-Launcher (MLRS)	Explosive	M	B, RS, MT [V]	Slow	5 dice	5+	6	6" – 24"	2	90
200 - 300mm Bazookas & Cannons	Explosive	C	P, B, RQ	Quick	1 die	3+	5+	12" – 36"	4	80
300mm+ Bazookas	Explosive	C	P, B, RS	Slow	1 die	2+	4+	12" – 36"	5	90

* A Note on Tags

The Tags listed here are those commonly given to a weapon. They do not *always* appear on every example of a specific weapon, however (Such as Sniper [Sn].)

The Tags assume a 'generic' weapon that matches the Stats and Points listed. Again, check your Faction Book for exact details of a particular Unit's weapons.

Fast Actions continued - Shoot

Shooting Examples

Mirai's Gundam-G has Denim's Dom inside its **Sight Arc**, but his Gouf and Zaku are out of Sight, and cannot be targeted for a Shoot Action. The Gundam's Bazooka reloaded last turn, so it's ready to fire. But, when Mirai checks the range, (8"), she realises the Dom is inside minimum range. A Bazooka is an Explosive class weapon, so it cannot fire at a target inside minimum range.

Mirai forgoes the Gundam's Bazooka in favour of the head-mounted Vulcan Guns. She does not need to use an Action to Switch Weapon, because the Vulcans are **Mounted**, not **Carried** like the Bazooka, and therefore always count as **Equipped**.

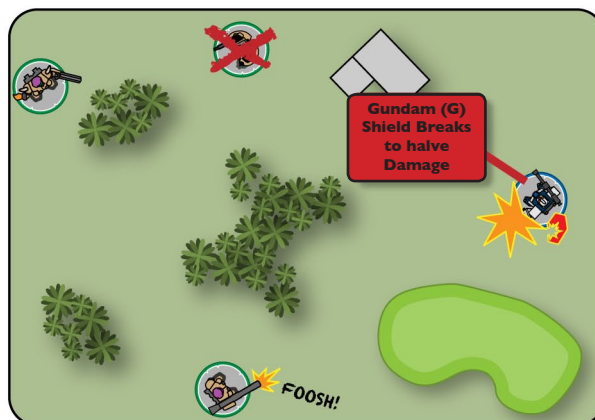
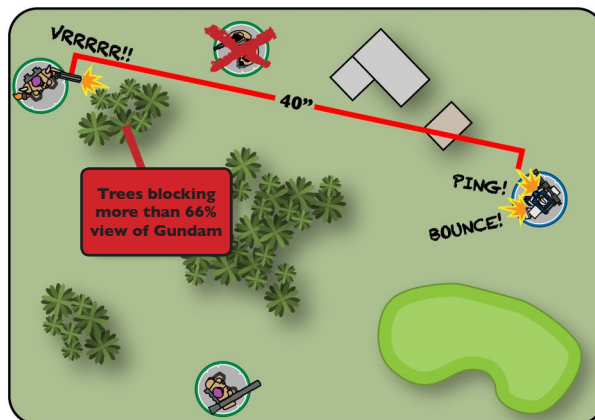
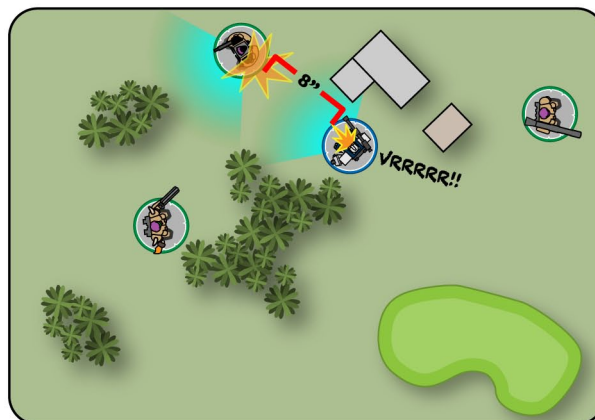
Vulcans have no minimum range, so Mirai rolls her **Attack Pool** of 3 dice for the Vulcans' 3 **Shots**, needing 5+ on each to score a **Hit**; She rolls 6, 5, 2 — 2 Hits. However, the Gundam is outside of the Dom's Sight Arc, so Mirai may re-roll one missed Shot for a Flank Attack, which comes up as a '5' - three Hits!

Denim works out his Dom's **Defence Pool**; Armour 3 normally means he'd roll 3 dice, but the Dom is **Unobstructed**, so it loses -1 die. Denim rolls the 2 dice remaining: 2 and 2! No **Blocks**! The Dom is riddled with 60mm shells. Having already lost 2 Integrity earlier, the Dom is left at 0 Integrity, and out of the game.

Because the Vulcans are Low Calibre class weapons, they cannot inflict **Critical Hits**. At least Denim doesn't have to worry about that.

Later, Denim has a chance for revenge. The Gundam has only 3 Integrity left, and both his Gouf and a Zaku II have shots lined up, although the Gouf's will be through **Cover**.

He checks his Gatling Cannon's range: 40" is outside its 12"- 36" range, so the Gundam will gain +1 die to its Defence Pool. Denim rolls a die for the number of Shots



the Gatling fires - and gets a 6! He picks up six dice, but hold on; Less than a third of the Gundam is visible from the Gouf's eye-level, so it is **Obstructed**. Denim loses -1 die, for a total Attack Pool of 5 dice.

Denim's first three Shots roll as normal (4+ to Hit): 6, 4, 1. Rolling the fourth and fifth shots separately, he adds +1 to the ACC of the Gatling each time: a 5 hits (ACC 4 + 1), but another 4 misses. (ACC 4 + 2). — three Hits to the Gundam.

Mirai isn't worried though, because the Gundam-G has Armour 4/3+, plus its Medium Shield bonus (2/5+), plus +1 Armour die because the Gouf is out of range. She rolls enough Blocks — 6, 4, 2, 1, 1, plus Shield: 5, 4 — to neutralise the Gouf's Hits.

Next, Denim's Zaku lights off a Bazooka round. He scores a Hit with a 5, which is also a Critical Hit! Because the Bazooka has the **Penetration Tag** <P>, Mirai checks the **Penetration Table** to see what she must roll to Block the Hit; It takes a '6' to Block a Penetrating Hit of 4-5.

Before rolling, Mirai checks if her Shield bonus can be added to the Defence Pool; she rolls a single die, and the '4' result confirms her Shield is in play.

She marks off one point of Shield Integrity, and adds the two Shield dice to her Pool. She takes one die away because her Gundam is Unobstructed, and rolls.

But when the dice settle, there isn't a single six! Horror!

However, because Mirai rolled a '4' to use the Gundam's Shield against this Penetrating Hit, she may declare a **Shield Break**.

This halves the Hit's 5 Damage to 2. (2.5, rounded down.) Also, the Critical Hit is cancelled. The trade-off is that the Gundam-G loses its Shield. Mirai marks off the Shield Break box, as well as two Integrity, from the Stat Sheet.

The Gundam is now down to its last Integrity Point, and surrounded by Zeon 'Suits. Time for a commercial break?

Slow Actions

Instead of performing two Fast Actions in a turn, a Unit may instead choose a single Slow Action.

This is an activity that takes up a greater length of time than a Fast Action, or one which requires more concentration and effort.

Aimed Shot

An **Aimed Shot** allows a Unit to attempt a shot that is a guaranteed Critical Hit, but does no Damage.

To make an Aimed Shot, choose any Equipped Ranged weapon that does not have Explosive or Blast Tags and check your target is within range.

Now, the attacker rolls a single die, aiming to roll their weapon's Accuracy -1 (to a minimum of 2+) or higher.

If they succeed, the attacker chooses a result to apply from the Damage Chart with the exception of torso or cockpit results (see Damage pg 29). If the shot misses, no result is applied.

- You can only use Aimed Shot against a target that counts as Unobstructed (Penetration tags still apply.)
- Aimed Shots cannot be performed with Beam Class weapons against targets with I-Fields/ GN Fields or Beam Shields



Boost

A Unit that Boosts may move up to twice the distance of its standard Move action, and in any direction.

Boost actions follow the same rules as a Move action, save for these exceptions:

Boost Actions are unaffected by effects that would halve their distance (such as Difficult or Dangerous terrain types) although other effects (such as Leg damage) still apply.

Boost Actions are also the only means by which a Unit can travel through Sheer terrain; Mobile Suits *must* Boost through this terrain. A Mobile Suit cannot end their Boost action within this terrain; it must be safely crossed from a starting point to an end point both within different (non-sheer) terrain.

Boost Actions also enable Units to travel over all terrain that would otherwise count as Cover (50%+ of the height of the Unit), as it hovers above the terrain. Boost Actions can also be used to move a Unit upwards or even diagonally, provided the Boost ends on a flat surface that has sufficient clearance for the Unit to fit (such as jumping to the roof of an office building).

Boost Actions may be performed in any direction, including beyond Sight without the Rotation reduction associated with moving, but it is important to note that any Unit performing a Boost Action must end their Boost facing the same direction that they started.

If a Unit has a (/) symbol as its Boost value, then it is incapable of Boost actions.

Slow Reload

Aimed Shot or Shoot Actions cannot be performed with a weapon that currently needs to be Reloaded. Certain weapons take a long time to either reload or be recharged before they can fire again.

These weapons will require a Slow Action to reload and carry the Tag <RS>.

Piercing Strike

If a Unit has a close combat weapon with the <PS> Tag, it may perform the Slow Action: **Piercing Strike**.

This attack may be performed against an unobstructed target within 12".

Move the Attacker into Close Combat Range of the Defender and fight a Close Combat as normal, but do *not* switching the Attacker / Defender roles afterwards.

A Piercing Strike reduces both the Defender's Armour value by 1 (to a minimum of 1) and any Shield Bonus by 1 (to a minimum of +1 die).



Weapon Tags

Some weapons have inherent features or restrictions that are represented in the game with **Tags**. A weapon may feature multiple Tags, or have none.

Tags are signified in the rules by being bracketed '< >'. Here's an explanation of each Tag and its effects:



Blast

Blast weapons perform Shoot actions as normal but, when they successfully deal Damage to a target, each Unit within 6" of the target must roll Defence verses a single Hit, taking **half** that Damage (round down) - but *not* Critical Hits - if they fail to Block.

Note that Shields can be added to Defence against Blast, but only if the Unit *originally* damaged by the Blast weapon is in the defender's Sight Arc.

Disposable <D>

A 'one use' weapon. After it has been used in *one* Action, (regardless of the result), mark off this weapon from the Unit's Stat Sheet; it is no longer available.

Disposable weapons ignore the two Carried Weapons only restriction, as described on page 15.

Fire! <F!>

This weapon uses a flammable chemical to cause a target to burst into flames! If it successfully deals any Damage to a target, place a token (or coloured cotton wool 'smoke') on that target - it's on fire!

In the Upkeep Phase of the target's next turn, roll its unmodified Armour (without Shield): If no Blocks are rolled, the target immediately takes 1 Damage.

If the roll is all Blocks, the fire is extinguished. Continue to roll once each turn until the fire is extinguished, or the target is destroyed.

Fire and Water Terrain

If a Unit on fire can enter a Water Terrain feature, the fire is immediately extinguished.

Limited Ammo <LA>

Certain Units carry only a small number of rounds for this weapon, meaning it is easy to run out of ammunition in a battle.

If a Shoot Action with this weapon results in only '1' results on the dice, the weapon has run out of ammUnition, and cannot fire again.

Optional Rule:

If a Unit that has run out of ammunition is given the **Withdraw** Order, it may return to the battle after spending one full turn off-table by using the **We Have Reserves** Order.

Command Points must be paid as usual, but the 200pt restriction in the **We Have Reserves** Order is ignored in this case.

Multi-Targeting <MT>

This Weapon's Shots may be split amongst up to three separate Targets.

Allocate the Shots before rolling the dice, announcing how many Shots will be allocated to each target.



Penetration <P>

A weapon with the Penetration tag performs Shoot actions as normal but the modifier *Defender has shooter in Sight and uses their Shield Bonus* is ignored;

See page 18 for more details on Shields against Penetration Hits.

When comparing the Attack and Defend die pools in a Shoot Action each Block normally removes a Hit from the Attack Pool.

However, against Hits from Penetration weapons the Block must be equal to or higher than the value in the **Penetration Table** to succeed. (See pg 19 for the Penetration Table.)

Remove any Blocks that are below the value indicated.

Optional Rule:

As an additional bonus, if all players agree then Penetration weapons may treat targets that are In Cover as if they are Unobstructed, and targets that are Obstructed as if they are In Cover.

Note: This rule is now optional to limit the impact that Penetrating weapons can have on the game. Players are free to re-include it, as per the original rules, should they wish.

Weapon Tags continued

Point Blank <PB>

This weapon may be fired as a Close Combat attack, instead of the usual attack with an Equipped Close Combat Weapon.

The firing Unit must have the weapon Equipped, and have their Close Combat opponent in Sight.

A Unit firing a Point-Blank Weapon rolls Advantage at +0 Dex.

Apply Close Combat Modifiers to the Attack Pool, rather than Shooting Modifiers.

Piercing Strike <PS>

A close combat weapon with the <PS> Tag may be used to perform a Piercing Strike.

This attack may be performed against an unobstructed target within 12".

Move the Attacker into Close Combat Range of the Defender and fight a Close Combat as normal, but do not switching the Attacker / Defender roles afterwards.

A Piercing Strike reduces both the Defender's Armour value by 1 (to a minimum of 1) and any Shield Bonus by 1 (to a minimum of +1 die).



Reload <RF> (Fast) or <RS> (Slow)

If a weapon with a Reload Tag is used in a Shoot Action it's Unit must use the appropriate Action (Fast or Slow) to reload it, before it can fire again.

A Reload Token should be placed next to the Unit in question, as a reminder of the need to reload.

Example:

An RGM-79 fires its 380mm Bazooka with its first Fast Action. The Bazooka is a Reload Slow <RS> weapon, so it cannot be reloaded with the RGM-79's second Fast Action; it must wait until next turn, using a Slow Action to reload.

Sniper <Sn>

When used in any Shoot Action by a Unit that does not Move during the same turn, a Sniper weapon rolls 2 dice, keeping the highest result.

Note: The Sniper Tag can only be given to Cannon or Beam Weapons, increasing their cost by **10 points**.

Example:

A Zaku I Sniper, armed with a Beam Sniper Rifle, shoots at a target with its first Fast Action. It rolls 2 dice - 1, 5. The '1' is a miss, but the Zaku hits with the second die.

Because it has used a <SN> tagged weapon, however, the Zaku cannot use its second Fast Action to Move.

Spray <Sp>

Spray weapons perform Shoot actions as normal but, when they successfully deal Damage to a target, each Unit within 6" of the target — *excepting* the shooting Unit — must roll Defence verses a single Hit, taking half that Damage (round down).

Note: Critical Hits are *not* inflicted if a Unit within 6" fails to Block.

Volley <V>

Most weapons can only fire at a target to which the shooter can draw a straight line.

However, weapons with the Volley tag can elect to perform a **Volley Action** against a target that is within Range of the weapon in question, but hidden from view.

The target, must still be within the shooting Unit's 120° Sight Arc.

When a Unit conducts a Volley Action it must:

- Roll 1D6 - A result of 1-3 is a miss and the attack fails.
- On a result of 4-6 conduct a Shoot action with this weapon as normal, just as if the target was within Sight.

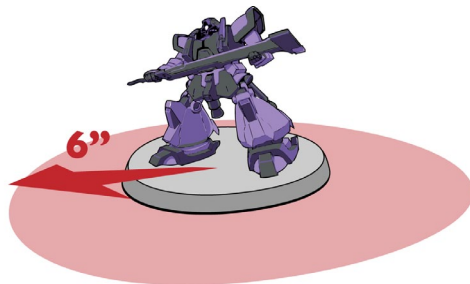
Modifiers still apply for the conditions and aspects of the Attacker and Defender, but *not* for intervening terrain.

A Volley action cannot be performed if a regular Shoot action is not possible (due to damage, for example), nor if there is less than 12" of clearance (such as a roof or rocky outcrop) above the shooting Unit.

Note: Beam Weapons cannot be given the Volley Tag. Any other weapon that has the Volley Tag added increases its cost by **10 points**.

Close Combat

Close Combat Range is defined as either a 6" radius circle originating from the centre of a Unit (see diagram), or the edge of a Unit's base (if appropriate).



Whichever definition is used, it must remain consistent and equal for all Units throughout a game. Close Combat Range does not extend through walls and other obvious obstructions that block Sight.

Whenever a Unit enters an opposing Unit's Close Combat Range, they must immediately fight a Close Combat. Only one opposing Unit may be fought at a time. In the event a Unit is within Close Combat Range of multiple Units at the same time, the acting Player selects the order in which the Units will fight.



These Units are now in Close Combat Range of each other. Fight!

Charge!

A Unit that performs a Move or Boost in order to enter their opponent's Close Combat Range is said to perform a **Charge**, which grants a bonus (see the following page).

Fall Back?

If two opposing Units are within Close Combat Range of each other, but neither Charged in order to contact the other, then one or both Units may elect to **Fall Back** (see below) from their opponent.

Close Combat Procedure

1. Roll for Advantage

Both Units participating in Close Combat roll for **Advantage**: Roll 1D6 (2D6 if your Unit Charged) and add the Dexterity (DEX) of the Equipped weapon.

If a Unit is *not* Equipped with a Close Combat weapon, it automatically loses the Advantage Roll.

The Unit with the higher total wins Advantage, and is now defined as the **Attacker**. The other Unit is now the **Defender**. Reroll in the event of a tie.

If the Charging Unit began its Move outside the target's Sight Arc, it will gain +1 die to its Attack Pool.

2. Attack!

After checking for Modifiers, the Attacker rolls the number of dice indicated by their Equipped weapon's Attack statistic. This forms their **Attack Pool**.

One Strike!

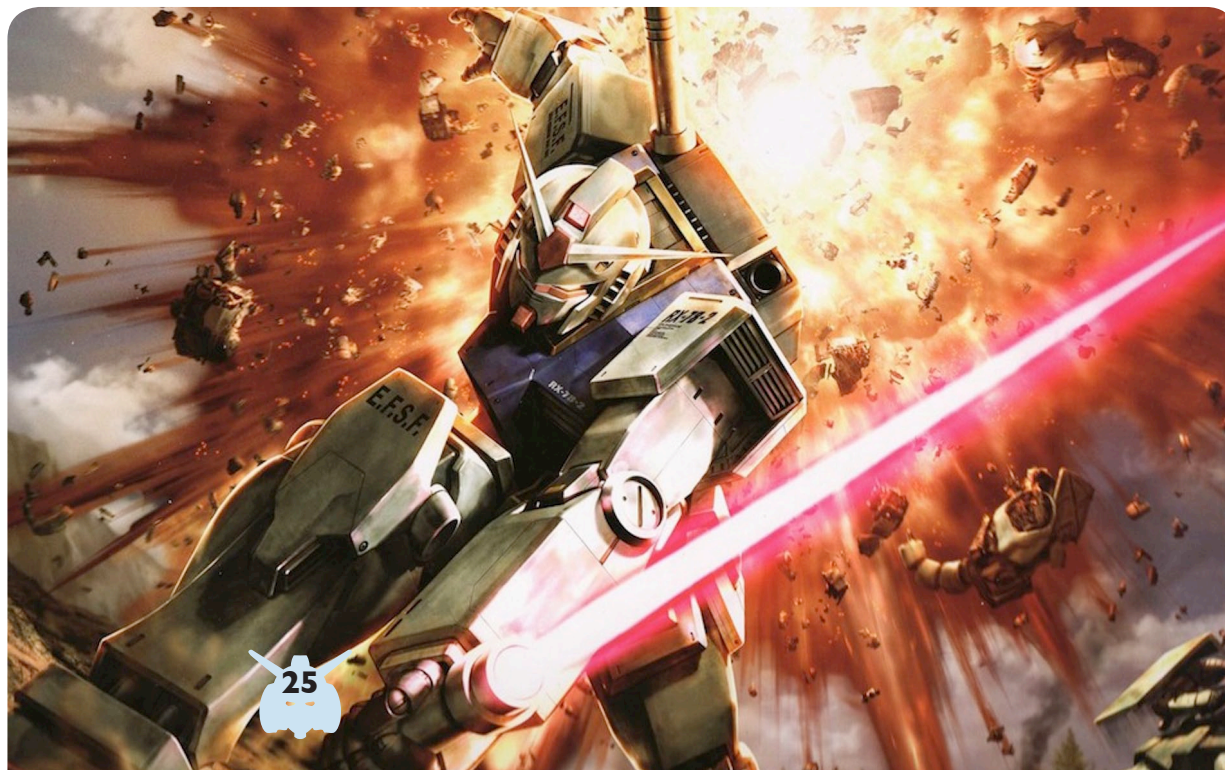
Before rolling their Attack Pool, a player may elect to instead perform a **One Strike!** Attack.

The Equipped Weapon must have the **Penetrating <P>** Tag to qualify. If it does, roll a single die instead of the Weapon's full Attack Pool.

Treat a successful One Strike! Hit exactly the same as a Shoot Action with a Penetrating Hit.

(Roll the Defender's Defence according to the **Penetration Table** on Pg 28.)

Each die equal to or above the Equipped weapon's Accuracy stat scores a Hit.



3. Defend!

The Defender now attempts to remove Hits from the Attack Pool by rolling their **Defence Pool**, in exactly the same way as defending against a Shoot Action: (Again, check for Modifiers before rolling:)

Each roll equal to the < > Armour value (such as <5+>) is a successful Block.

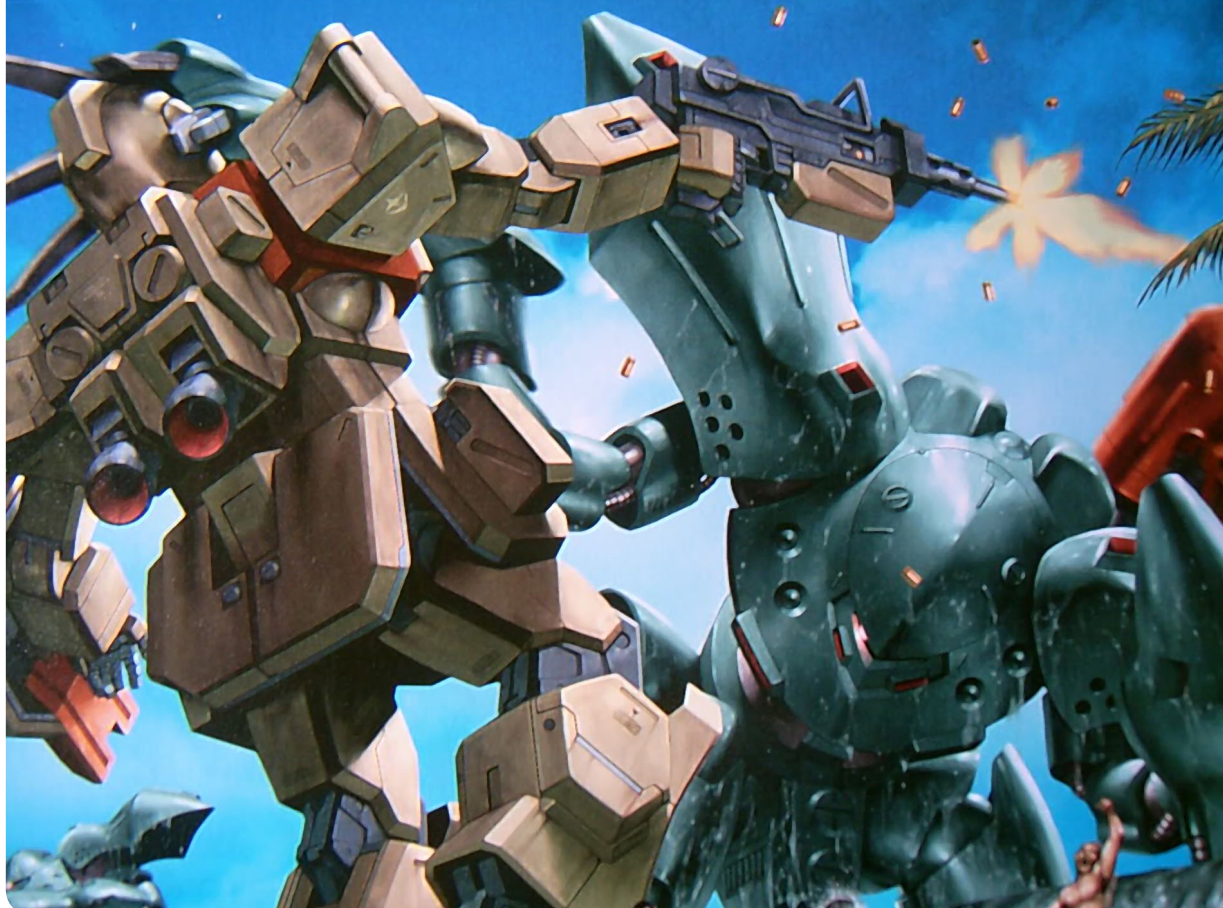
If they have a Shield - and the Attacker is in their Sight Arc - they may also roll their **Shield Bonus** as part of their Defence Pool.

4. Deal Damage

Damage is now dealt to the Defender equal to the Damage of the Attacker's Equipped Weapon multiplied by the number of Hits remaining in the Attack Pool.

For each Hit that can deal Damage to the Defender that is also equal to or higher than the **Critical** stat of the weapon, the Attacker may make a roll on the relevant **Damage Table** (see Damage pg 29).

Close Combat Modifiers	
Condition	Modifier
Charging Unit starts outside target's Sight (Flank attack)	+1 Die to Attack Pool
Entered Close Combat without suitable Equipped Weapon	Automatically lose Advantage Roll
Attacker has Arm Damage Level 1+	Accuracy 5+ for all weapons
Defender has Arm Damage Level 1+ or no Shield	May not use Shield Bonus
Attacker has Head Damage Level 1+	Defender may reroll a single failed Block
Attacker charged	Attacker may reroll a single failed Hit.



5. Counter-Attack!

Now, the Defender (who lost the original Advantage roll), may Counter-attack! (Assuming it has survived...)

The Defender may first rotate to put the Attacker inside its Sight Arc (if necessary). Steps 2 - 4 are then repeated with the Attacker / Defender roles reversed.

Victory!

Once both Units have attacked and had their chance to cause Damage, Close Combat is concluded.

The Unit that dealt the greatest amount of total Damage is the victor; while the losing Unit must perform an immediate **Fall Back** as described below (assuming it is able to do so).

In the event that both Units take equal or no Damage, neither is the victor, and both must Fall Back.

Falling Back

A Unit that Falls Back immediately moves their full Move value directly away from the edge of their opponent's Close Combat Range, facing towards their opponent. (This counts as a 'free move'.)

Measure the Fall Back from the initial point they entered Close Combat Range, or where the bases touch.

They must be placed in a valid terrain area (not in Sheer or Dangerous terrain for example), unless it is unavoidable! Also, a Unit cannot be forced to Fall Back off of the table; simply move it to the table's edge.

Close Combat continued

Close Combat Notes

- Ideally, a Unit in Close Combat should have one of their Close Combat weapons Equipped. However, if a Unit enters Close Combat *without* such a weapon Equipped, it automatically loses the Advantage roll.

If both Units enter Close Combat without their Close Combat weapon, roll Advantage as usual, but with no DEX bonuses.

- Units with **no** Close Combat weapon on their Unit Sheet, (such as tanks and other vehicles), can still engage in Close Combat.

These Units count as being Equipped (for the duration of the Close Combat) as **Unarmed** (see **Close Combat Weapon Table** for reference).

These Units do not keep this 'weapon' Equipped after Close Combat; No Switch Weapon Action is required.

Additionally, if a Unit temporarily Equipped as Unarmed wins a Close Combat, the enemy Unit Falls Back as normal, but takes **no** Damage or related effects whatsoever.

- Remember, after a Close Combat (following the Fall Back) a Unit Equipped with a Carried Close Combat weapon must perform the Switch Weapon Action before they can Equip with a different Carried weapon.

Close Combat Round Example

Frau's GM is down to 2 Integrity, but she got the drop on Garma's Dom; She had to foresight to **Equip** the GM with its Beam Sabre last turn, but Garma didn't see the danger, and now the GM has **Charged** with its first Fast Action.

Frau automatically wins the **Advantage** roll, because Garma's Dom is **Unequipped** for Close Combat. The GM is therefore the **Attacker**, and the Dom is the **Defender**.

Because the GM's Charge move started outside the Dom's Sight, Frau's Attack Pool is 3 dice; 2 dice for the 2 Attacks for the Sabre, plus 1 extra for Charging from outside Sight.

Frau rolls - 2, 4, 6, and re-rolls the 2 because she Charged. The 2 rolls... a 1. So there are 2 Hits on the Dom. Garma now rolls the Dom's Defence Pool of 3 dice / 4+. He rolls - 4, 4, 6! Frau's Attacks are all Blocked.

The Attacker / Defender roles now switch, and it's Garma's chance to attack. The Dom rotates to face the GM, and punches, using its MS Fists. Garma rolls 1 dice for the 1 Unarmed Attack... a 5! He scores a Hit!

Frau defends with her Defence Pool of Armour 3/4+ and Shield 2/5+.

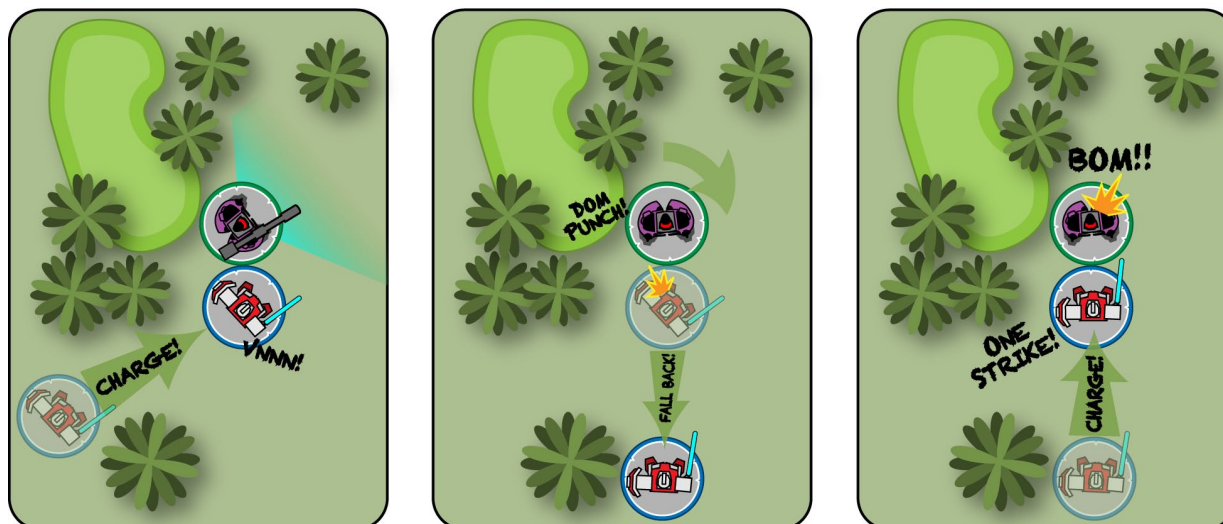
Oh no! A lousy 3 is the highest result in her Defence Pool, so Frau's GM takes one Damage to Integrity, and has lost the Close Combat. It must now **Fall Back** its full Move distance directly away, but still facing Garma's Dom.

Frau must now roll a **Morale Check** for the GM (for being reduced to 1 Integrity), which she passes with a remarkable roll of 11!

Determined to get that Dom, Frau throws caution to the wind, and uses the GM's second Fast Action to Charge again.

Once more, she wins the Advantage, but this time she elects to try a **One Strike!** Attack, with the Beam Sabre, putting all the GM's effort into one, piercing blow.

Frau rolls a single die for the One Strike! and it is... a 6! A Penetrating Hit of 6 cannot be blocked, and so Garma, twirling a lock of hair in annoyance, marks off 4 Integrity from the Dom's Stat Sheet, as it falls to the GM's Sabre.



Close Combat Weapons Table

TYPE	TAGS	DEX	ATTACK	ACC	CRIT	DAM	PTS
Vulcan Guns	PB	0	3	5+	-	1	10
Unarmed / MS Fists	-	0	1	4+	6	2	0
Claws, Spikes, Nails	PS	+1	1	3+	4+	4	20
Lances, Spears, Maces, Hammers	PS	0	1	3+	5+	3	20
Heat Hawks, Metal Blades	P	+3	2	4+	6+	3	30
Heat Blades, Heat Rods	P	+2	2	3+	5+	3	40
Beam Blades, Beam Sabers	P	+2	2	3+	4+	4	50

Penetration Table			
Shield vs Penetration		Penetrating Hit result	Energy Shields versus Beam
1-3	No Shield Bonus	2 - 3	4+
4-6	Shield Bonus	4 - 5	5+
		6	Cannot Block

Like the Ranged Weapons Table, this is not a final, definitive guide to all the close-in weapons of the Universal Century *Gundam* universe, but recommended averages for a variety of weapon types.

The Faction Books for the many forces of the U.C. Era will provide greater detail on particular weapons that are unique to their Faction.

Important Note:

Stats for a weapon listed in a Faction Book **always** supersede those described here.

Players may wish to adjust a weapon's Stats according to their own interpretations of that weapon's potential. (But make sure your opponents are okay with this before you do!)

CLOSE COMBAT FLOW CHART



Damage

When a Unit is successfully attacked through an Action or by Close Combat they must take Damage.

Damage reduces a Unit's current **Integrity**. Integrity measures how much harm a Unit can take before it is **Destroyed** (reduced to 0 Integrity), whereupon it must roll on the **Destruction Table**.

To determine how much Integrity is removed from a Unit as Damage, refer to the relevant Action's rules. In general, however:

- Actions deal Damage to a Unit's Integrity equal to the Damage value listed for the weapon in question. (Check **Weapons Tables** for specific numbers.)
- Multiplying the Damage value by the number of remaining dice (Hits) in the Attack Pool gives the total amount of Damage dealt out to the target.

Example: An attack from a weapon with 2 DAM listed as its Damage achieves 2 Hits from its Attack Pool; (2 DAM x 2 Dice) = 4 Damage in total.

- A Unit reduced to 1 Integrity must immediately make a **Morale Check**. (See next page.)

Other Units Damage Chart	
Result	Penalty
1-3	Engine Damage Level 1: Normal terrain is treated as Difficult when this Unit performs Move actions.
	Level 2: In addition to Level 1 effect, Difficult and Impassable terrain reduces Movement by 75%.
4-5	Weapons Damage Level 1: Accuracy becomes 5+ for all weapons, and this Unit may not roll a Shield Bonus.
	Level 2: In addition to Level 1 effect, all Quick Reload Actions are now Slow Reloads.
6*	Cockpit Damage Level 1: Roll immediately on the Destruction Table.

Critical Hits

If a Critical Hit is made against a Unit, roll one die on the appropriate Damage Chart below (depending on whether the Unit is a Mobile Suit/Mobile Armour or a different kind of Unit [Tank, etc.]).

The penalties listed are permanent and cumulative, and last until the end of the game or until the Unit has been Repaired (in Campaign mode).

- The first result in a category will cause the appropriate **Level 1** effect.
- If the same result is rolled twice on separate Damage Chart rolls, the Unit now switches to the appropriate **Level 2** effect, if listed.
- If there is no Level 2 effect listed, re-roll on the Damage Chart until a different result is achieved.
- Mark any Critical Hits on the Damage Diagram on the Unit's Stat Sheet.
- A Unit that suffers a Critical Hit must immediately make a **Morale Check**. (See next page.)

Mobile Suit / Armour Damage Chart	
Result	Penalty
1-2	Leg Damage Level 1: Normal terrain is treated as Difficult when this Unit performs Move actions.
	Level 2: In addition to Level 1 effect, the Unit's Boost is now halved (round down).
3-4	Arm Damage Level 1: Accuracy becomes 5+ for all weapons, and this Unit may not roll a Shield Bonus.
	Level 2: In addition to Level 1 effect, all Quick Reload Actions are now Slow Reloads.
5	Head Damage Level 1: Defenders may reroll a single failed Block caused by this Unit's actions.
6*	Torso Damage Level 1: Roll immediately on the Destruction Table.

Shield Break

A defending Unit may choose to sacrifice its Shield to limit the amount of Damage it suffers.

This is called a Shield Break.

A Shield Break **must** be announced **after** an Attack has hit, but **before** Damage is dealt.

When a Shield Break is performed, reduce any Damage to Integrity by 50% (rounded down) from that attack. No Damage Chart rolls are made.

The Unit must now lose their shield; Their Shield Type and Shield Bonus becomes 'None' and they may no longer roll Shield Bonuses or gain appropriate Modifiers from the use of Shields.

In a campaign, a Shield may be replaced before the next battle.

Integrity Zero

When a Unit's Integrity is reduced to zero (0) or less, it is Destroyed. Roll immediately on the Destruction Table to determine the injuries to the pilot/crew.

The Destruction Table	
Roll	Injuries
1	Instant Death! Remove Unit from play. Pilot / Crew is permanently removed from campaign. Death speech optional.
2-3	Major Injuries Reduce current Health by -4 and Mind by -3. Remove Unit from play.
4-5	Minor Injuries Reduce current Health by -2 and Mind by -2. Remove Unit from play.
6	Lucky Escape Reduce Mind by -1. Remove Unit from play.

Pilots and Crews

Mighty Mobile Suits, speedy Air Units and stalwart fighting Vehicles are useless lumps of steel and wiring without their human **Pilots** and **Crews** to control and guide them.

Being an integral part of any Unit in the game, we naturally need some rules to track how well these people are coping with the traumas and dangers of the battlefield.



Pilot / Crew Condition: Health and Mind

On every Unit's Stat Sheet, you will see a section called **Pilot** or **Crew Condition**. In this box are tracked the **Health** and the **Mind** Stats of that Unit's human contingent.

Both the Health and Mind Tracks number from **7** (feeling great!) to **-4** (call the morgue!)

All Pilots and Crews must have their Health and Mind randomly generated before a game begins. Roll a die for each Stat, giving them a result between 6 and 1.

Optional Rule:

If Players prefer, they may generate less random stats to ensure a game is more balanced; Give each Pilot or Crew Health and Mind Stats of 4, and roll a die for each: 1-2 = -1 to Stat; 3-4 = No change; 5-6 = +1 to Stat.

Mark the Health and Mind Tracks to indicate the values you have rolled.

Important:

A Pilot or Crew's Health or Mind Stat can never improve beyond their initial value in the course of a game. This can only occur during a Campaign.

Damaging Health and Mind

Certain forms of Damage, or exposure to battlefield trauma, can reduce a Pilot or Crew's Health and / or their Mind.

In most circumstances, Health is only reduced in the event of a roll on the Destruction Table (see pg 29), and therefore is only of consequence if the game is part of an ongoing Campaign. (See pg 52 for more about Campaigns.)

If ever a Pilot or Crew's Health is reduced to -4, their Unit is Destroyed.

However, a Pilot or Crew's Mind can reduce in any game as a consequence of a bad Morale Check (see pg 31), or other events.



If ever a Pilot or Crew's Mind is reduced to -4, their Unit becomes Routed.

See Morale on page 31 for more on Routing.

Note that regardless of how many persons are actually onboard a Unit, the Health and Mind Tracks represent the whole of all the crew members.



Morale

Morale has three states: **Steady**, **Wavering**, and **Routed**.

Commanders and Morale

All Units with Sight to one of their player's Commanders automatically pass all Morale Checks unless said Commander is destroyed or is Routed.

Command Units do not benefit from this effect.



Steady (No change to Mind)

Steady is the default state of morale. In a one-off or competitive game, *all* Units begin the game Steady.

Steady Units have no penalties due to Morale and can perform all their Actions as normal.

Optional Rule: In a campaign game each Unit may reset their Morale to Steady before a battle, regardless of their Pilot or Crew's current Mind Stat.



Wavering (-1 to Mind)

This Unit is beginning to question their chances of success. They must roll a D6 before using an Action to Charge: On a roll of 1-3 they cannot Charge, and the Action is forfeited.

The Pilot or Crew immediately loses **-1** Mental Health the first time they become Wavering.



Routed (-2 to Mind)

This Unit has abandoned all hope of success! In addition to the penalties suffered when Wavering, this Unit must make an additional D6 roll when selected to Activate: On a roll of 1-3 this Unit must move towards their player's Deployment Zone at their maximum possible Move value, and they may perform no further Actions this turn.

If a Routing Unit moves into their player's Deployment Zone they are removed from play.

This Pilot or Crew immediately loses **-2** Mental Health the first time they become Wavering.



When to make a Morale Check

This Unit is within Sight of an opposing Unit with the **Terrifying** Trait. This only occurs once per Unit, per Terrifying target, per game. Ignore this condition if the checking Unit has either the **Terrifying** or **Stoic** Trait.

This Unit has Sight to a friendly Unit that is destroyed (reaches 0 Unit Integrity or that Unit's Pilot or Crew's Health reaches -4).

This Unit suffers a Critical Hit this turn. (This only can occur once per Unit, per turn.)

This Unit has been reduced to 1 Integrity.

This player's force or an allied force have been reduced to 50% of their original number or less.

This Unit destroys an enemy Unit. This Check can only *increase* the checking Unit's Morale. A result that would normally reduce its Morale is ignored, and it maintains its current Morale value.

Morale Check Procedure

Roll 2D6 and add the Unit's current Integrity value:

The Morale Check is passed on a roll of 12+. A roll of '2' automatically fails.

If it passes, the Unit's Morale state (*and* Mind) increase by +1 to a maximum of **Steady** and immediately undergoes the effects listed under that new state.

Example: A Unit that was Wavering, passes a Morale Check - it now becomes Steady.

If the Check fails, the Unit's Morale state reduces by -1 to a minimum of **Routed** and immediately undergoes the effects listed under that new state.

Example: A Unit that was Steady fails its Morale Check, reducing it to Wavering.

Special Rules



Air Units

Any Unit with the Ability **Aircraft** is considered an Air Unit. Such a Unit is capable of flying through an atmosphere. While doing so, it can only move forward, through its Sight Arc.

Drifting

Also, during its player's Upkeep Phase, an Air Unit must **Drift** at least half its Movement Value (see Space Combat for more details on Drift).

It may rotate within its Sight Arc at the beginning or end of any Move Action. If the Air Unit also has the **VTOL** Ability it may rotate outside its Sight Arc with the usual reduction to Movement.

When flying through atmosphere, an Air Unit must be at one of two Heights, indicated by a Token:

Nap-of-the-Earth (NoE Token)

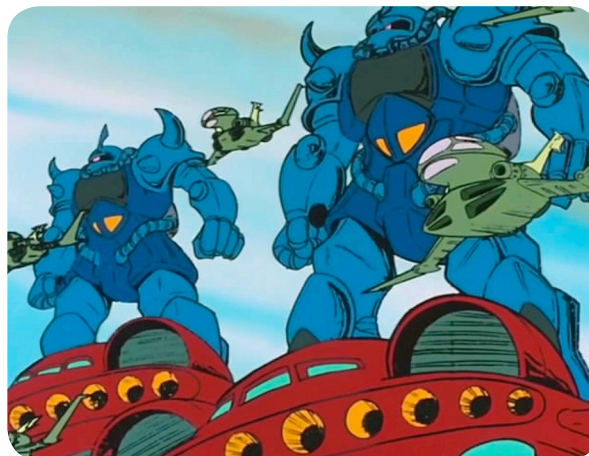
This is 'down on the deck' flying, keeping as low as possible to avoid detection and anti-aircraft fire. While an Air Unit is at Nap-of-the Earth Altitude:

- No Boost Move Action is allowed.
- Cover bonuses from intervening terrain affect the Aircraft as if it were a ground Unit.
- It is possible for an Air Unit to collide with another Unit or a terrain feature. (Usually because it cannot avoid something during its compulsory Drift Move.)

Should it do so, the Air Unit suffers Damage equal to the Integrity of the Unit or terrain (See **Environment and Terrain** pg 44), and inflicts Damage equal to its own Integrity.

Note: Although the actual height of an Air Unit's flight stand is purely representational, the model should ideally be mounted on a stand that makes it no higher than a Mobile Suit.

This provides a visual reminder that the pilot is 'hugging the ground' for cover when an Air Unit is flying Nap-of-the-Earth.



High Altitude (High Alt Token)

At High Altitude, the Air Unit is far above the battlefield, able to see just about everything below.

- No cover bonus can be claimed from any attack against or by this Air Unit, unless it is *inside* that cover (such as inside a forest, or a building).
- The Air Unit counts as being at 48" range.
- The Aircraft counts as being At a Higher Elevation than Target. (Reroll single failed Hit.)

Changing Altitude and Landing

Switching between Altitudes takes a Fast Action.

To land, an Air Unit must be at NoE for one turn, then use a Fast Action to change Altitude and land.

An Air Unit can only land on an airfield runway, or other suitable surface, unless it has the VTOL Ability.

Vertical Take-Off and Landing (VTOL)

A VTOL Air Unit may choose to forego any Movement (including Drift) for the turn immediately *after* it activates the **VTOL** Ability.

The Unit may still change Altitude, land, or Rotate on the spot up to 180° while VTOL is Active.

As soon as a Unit performs any Move Action (not Rotates or Drifts), it deactivates the VTOL Ability.

Example:

A Gunperry Drifts 7" during the Upkeep Phase of Turn 3. It then uses its first Fast Action to activate its Mobile Suit Carrier Ability, dropping the two GMs it is carrying. It then uses its second Action to activate VTOL.

During the Upkeep Phase of Turn 4, the VTOL-active Gunperry does not Drift. Its Player chooses to Rotate it 120° for its first Fast Action, then Move 7" (deactivating VTOL) on the Second Fast Action.

Special Rules continued

Bombing Run

An Air Unit with the **Bomber** Ability may perform a Bombing Run instead of a normal Move Action.

The Unit must have one of the two **Bombloads** shown below listed in any Transport listing. (Each Bombload occupies one Transport listing on the Stat Sheet.)

TYPE	CLASS	EQUIP	TAGS	RELOAD	SHOTS
Standard Bombs	Explosive	M	B, D	N/A	2 per target
	ACC	CRIT	RANGE	DAM	PTS
	5+	5+	N/A	3	30

TYPE	CLASS	EQUIP	TAGS	RELOAD	SHOTS
Napalm Bombs	Explosive	M	F, B, D	N/A	2 per target
	ACC	CRIT	RANGE	DAM	PTS
	4+	6	N/A	2	30

Announce the Bombing Run after the Unit Drifts. The Bombing Run must be in a straight line, at any Altitude. Move the Unit its full Move distance.

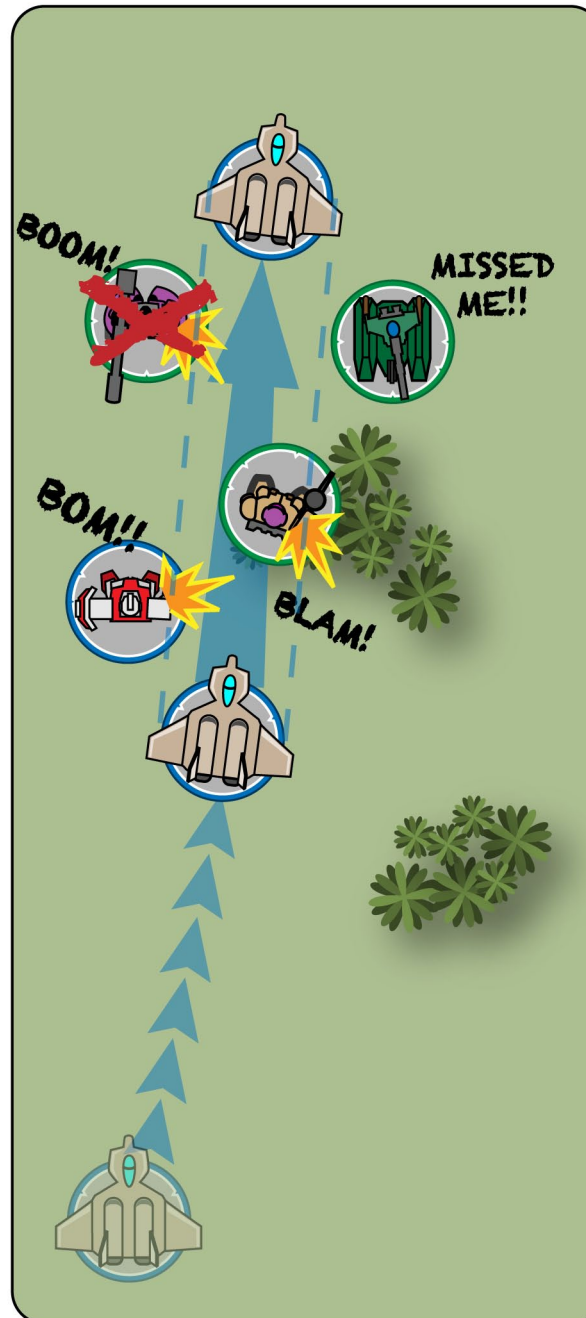
Roll the Bombs' Attack against every Unit (friend or foe!) that has its base crossed over by the bombing Air Unit's base. (If an attacked Unit is not based, then assume a circle of 5" diameter, centred between the Unit's feet or upon its 'base'.

Regardless of a target's orientation, roll Attack and Defence Pools as if it had the bombing Unit in Sight.

Apply the usual Shoot Action Modifiers.

After completing the Bombing Run, cross off one Bombload from the Air Unit's Stat Sheet.

Note that you cannot bomb other airborne Air Units!



Air Unit Example

After performing its Drift during Sleggar's Upkeep Phase, (moving its 9" Move distance through its Sight Arc), the Federation Fly Manta is selected to perform a Bombing Run as its first Fast Action.

The Fly Manta is at High Altitude, so it does not need to move around any obstacles on the ground.

Selecting one of the Fly Manta's two Standard Bombloads, Sleggar marks it off the Stat Sheet (due to the Discard Tag).

Now, he moves the fighter its Move distance again, with every Unit that has its base crossed over by the Fly Manta's attacked by its Bombload.

Unfortunately, a Federation GM is one of those Units! So, like the two Zeon Mobile Suits that will be attacked, the GM is attacked with the Bombload's 2 Shots.

Sleggar reluctantly rolls the Fly Manta's 2 dice Attack Pool: A 3 and a 6. Because the Fly Manta is at a higher elevation, it rerolls a single failed hit, which fortunately comes up 2.

Sleggar also rolls the GM's Defence: He fails to Block the Hit, resulting in 3 Damage to the GM's Integrity, and a Critical Hit. (Oops!)

He then rolls the Fly Manta's Attack Pool against the Zaku which can claim the woods as Cover, because it is inside them. It successfully Blocks the resulting single Hit.

Lastly, he rolls two more Hits against the Dom. But, the Dom has no Cover, and rolls horribly — 1 and 2. Ouch! 6 Damage!

That ends the Fly Manta's Bombing Run. It now goes on to perform its second Fast Action.

No doubt, there will be a complaint filed about the Fly Manta pilot's Mobile Suit recognition skills!

Special Rules continued

Ambush

Units possessing the **Ambush** Ability (or an Ability or Trait that provides the Ambush Ability, such as **Parachute Pack**), may elect to Ambush during their Player's Deployment **or** during *any* Player's Initial Upkeep phase.

This enables a Unit to postpone deploying until a time chosen by their Player.

Performing an Ambush

During any Initial Upkeep phase, a Player may specify which (if any) of their Units will attempt to Ambush.

The Player must specify a point on the Playing Field where each ambushing Unit intends to deploy, ensuring that they are at least 6" apart from each other.

The Player must then roll a die for each Unit:

Roll	Result
	Failed!
1	The Unit fails and must attempt to ambush on another turn.
	No, not there...
2-3	The ambush is successful, but the opponent may place this Unit at a new location within 12" of the intended location for this Unit.
	Surprise!
4+	Place the Unit at its intended location.

Following a successful Ambush the Unit will be free to Perform Actions immediately (if it is currently their Player's Turn) or during their Player's next Turn.

Note: The point specified for an Ambush may be anywhere on the Playing Field, provided it is not in Sheer terrain **or**, for Amphibious Units, outside of a water terrain feature at least 6" across.



Command

Commanders are Units who are in a position of authority on the battlefield. This authority allows them to issue **Orders** to other Units and potentially change the course of battle.

A Unit with the Command Tag <C> by its name may use the Command special rules described here.

Note that only one Commander may be taken for every 500 points worth of other Units (excluding the points value of the Commander).

Each Commander present in play (i.e. not destroyed, waiting to Ambush, or removed from play), generates one **Command Point** at the start of their player's turn.

Example: A player with three Commanders on the field receives three Command Points at the start of their turn.

Command Points 'carry over' between turns.

For example, if a player ends their turn with four Command Points remaining, in that player's next turn their newly generated Command Points would be added to these four.

Routing Commanders do *not* generate Command Points.

Commanders and Morale

All Units with Sight to one of their player's Commanders automatically pass all Morale Checks unless said Commander is destroyed or is Routed.

Command Units do not benefit from this effect.

Orders

Command Points may be spent on **Orders**. (See pg 37 for the list of Orders.) Orders take effect within the Initial Upkeep phase, unless otherwise stated, and should be resolved as soon as they come into play.

Orders may not be given if a player no longer has any Commanders under their control.



Orders List

1 Command Point

Bring Them Down!

Select one of your Units. All attacks by this Unit gain Penetration <P> for the remainder of your turn.

“...well, that *looked* impressive.”
- Norris Packard

3 Command Points

Concentrate Fire

All enemy Units count as Flanked (Attacker may reroll a single failed Hit) when you perform Shoot or Aimed Shot actions during your turn.

“Anyone who sees me has got a date with his maker.”
- Duo Maxwell

3 Command Points

Correction!

Restore any one of your Unit's Morale to Steady, regardless of its current Status, and increase its Pilot / Crew Mind by +2.

“My own father never hit me!”
- Amuro Ray

1 Command Point

Double Time!

Select one of your Units. This Unit ignores all Difficult terrain penalties until their next turn.

“Let's test the reaction time of your brand new Mobile Suit!”
- Char Aznable

2 Command Points

Field Repair

Select one of your Units - it may use a Slow Action to restore up to two Integrity Damage previously dealt to this Unit.

“You break 'em? I fix 'em!”
- Jidan Nickard

10 Command Points

Incoming!

Choose a Quarter of the battlefield. Roll a D6 for all Units (including yours) in that Quarter. On a roll of 1-4 inflict 6 Integrity Damage. Units that roll 5+ take no damage.

“This brilliant light is proof that Zeon's justice is served!”
- Gihren Zabi

3 Command Points

Get to cover!

Any of your Units that are Unobstructed targets are treated as if they are in In Cover for the duration of your opponent's next turn.

“Times like this make me glad I'm a natural coward!”
- Kai Shiden

2 Command Points

Infiltrate

Select one of your Units in reserve (waiting to Ambush). This Unit automatically performs an Ambush wherever you choose (with normal restrictions).

“Solomon, I have returned!”
- Anavel Gato

2 Command Points

Resupply

Select one of your Units. Each of their weapons is now Reloaded.

““Valuable combat resources?” Are you talking about our soldiers, or about Mobile Suits?”
- Treize Khushrenada

4 Command Points

We have reserves

Select one of your Units worth 200 base points or less that has been destroyed. Place this model within your deployment zone. (Not usable in a campaign game.)

“Amuro, launching!”
- Amuro Ray

X Command Points

Withdraw

Select one of your Units. Remove that Unit and it's pilot from play. The Command Point cost of this order is equivalent to half the base Integrity of that model, rounded up.



Special Rules continued

Mega Units

If a larger scale Mobile Suit is desired to be used, it may be permitted in casual gameplay as a Mega Unit.

Mega Units have a default Armour of 5 and a Integrity of around 15 – 20 split between the Head, Torso, Arms, and Legs.

When attacking a Mega Unit, roll a D6 prior to determining Damage allocation, to see what sub category takes Damage to its Integrity:

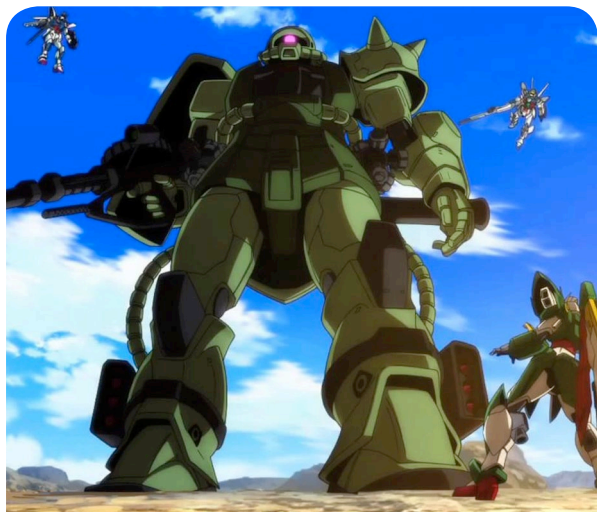
1	Head	3-5	Torso
2	Arms	6	Legs

If any sub category receives 33% or more of its Integrity as cumulative Damage, apply the Damage Chart Level 1 effect appropriate to that part.

If any sub category loses 66% or more of its Integrity, apply the Damage Chart Level 2 effect appropriate to that part.

If the Torso sub category reaches 0 Integrity or less, the Mega Unit is destroyed.

- Mega Units cannot take Critical Hits and do not perform Damage Chart rolls.
- Mega Units always have the **Large** Ability.



Mobile Fighters

Mobile Fighters are special Units that are only equipped with Close Combat Weapons.

As melee-fighting experts, Mobile Fighters differ from other Units in several ways:

- Mobile Fighters may either choose to perform **three** Quick Actions in their turn, or one Slow Action **plus** one Quick Action.
- Mobile Fighters gain one dice to Attack with each Close Combat weapon, and additionally reduce the required Accuracy and Critical Hit rolls with each of these weapons by 1.
- Mobile Fighters may perform a unique **Pursuit** Action once per turn. A pursuit can only be performed against a Unit that Falls Back after losing Close Combat against a Mobile Fighter.

Pursuit is a free Action but must be chosen *immediately* after the Fall Back.

- After the losing Unit Falls Back, move the Mobile Fighter into Close Combat Range of that Unit (regardless of the distance moved), and immediately perform another Close Combat fight with normal rules, except that the Mobile Fighter gains +1 Attack.



SD Units

SD stands for "Super Deformed" and is a category of cute, stylised Mobile Suits popular with many Gunpla modellers. If a player wishes to field an SD version of a Unit, they may do so in casual play.

SD Units share the same weapons and equipment as their full-sized cousins, with some differences:

- SD Units should be given 50% (round up) of the original Unit's base Movement, Boost, Armour, and Integrity.
- All SD Units gain the **Small** Ability, for free.
- Additionally, SD Units may force an attacking Unit to reroll an Aimed Shot roll once.

Stealth Units

Some Units have the ability to cloak, teleport, or perform other functions that render them all but invisible to the naked eye.

When a Unit Activates its Stealth Ability, immediately remove that Unit from the battlefield. This Unit may now be held in Reserve to be deployed again, following the Ambush rules (see pg 34).

A Stealth Unit may not use its Stealth Ability on the same turn that it successfully performed an Ambush.

In addition, the Stealth ability cannot be used if its Unit is the only Unit its player controls.

It can also not be used during a game with multiple teams, or in Battle Royale.



Mobile Armours and Funnels

Mobile Armours

Throughout the late Universal Century, attempts were made to create super-powerful Mobile Armours; These massive war machines, bristling with weapons, often lacked the manoeuvrability of Mobile Suits, and controlling these giants required exceptional piloting skills, or the uncanny abilities of a Newtype.

The majority of Mobile Armours fielded during the One Year War were Zeon designs, and virtually all were prototypes.

Post-war, the Federation, TITANS, and Neo-Zeon factions all experimented with Mobile Armours.

All Mobile Armours have the **Terrifying** Trait and **Large** Ability (see pgs 63 & 72).

Mobile Armours **Rotate** as Vehicles:
3" Move reduction up to 90°; 6" reduction over 90°.

Mobile Armours may ignore the limitations on Carried Weapons, although many rely on Funnel Launchers and other Mounted Weapons.



Mobile Armour Locations

A Mobile Armour is split into **Locations** - usually Torso, Arms, and Legs - each of which has its own Integrity and Armour values.

Because of this, each Shoot action against a Mobile Armour is randomised by a die roll:

1	Head	3-5	Torso
2	Arms	6	Legs

Apply Hits from a Shoot Action to the rolled Location.

In Close Combat, Hits against a Mobile Armour are allocated as the Attacker chooses.

If a Critical Hit is scored, apply the appropriate Level for that Location, exactly as if it had been randomly rolled on the Damage Chart.

Many Mobile Armours have no head, arms or legs. In such cases, we assume it is the weapon mounts, targeting systems, propulsion systems, thrusters etc, that have been damaged, rather than actual limbs.

Funnels

Funnels are psychic-controlled combat drones, and as such they are **Newtype Only Equipment**.

Deployed en masse from a large 'parent' Unit - often a Mobile Armour - Funnels can overwhelm a target with firepower from many directions.

Funnel Swarms

A Unit's Funnels are divided into **Swarms**.

Each Swarm counts as a single Unit, with its own Integrity, Armour, Move etc values.

A Swarm has a 360° Sight Arc, and can Shoot at any target within their 12" Attack radius.

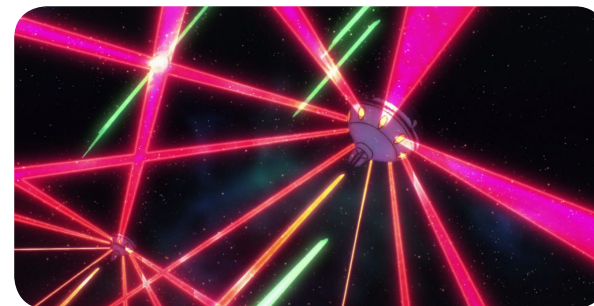
Swarms obey all the usual rules for Units, (counting as Air Units with VTOL unless the game is set in space), with the exception that they never check Morale, cannot obey Orders, and ignore Critical Hits.

Swarms are **Unequipped** in Close Combat.

Swarms always have the **Small** Ability and **Limited Ammo** <LA> Tag.

The number of Funnels in a Swarm defines its Integrity. A Swarm of 4 Funnels, therefore, has an Integrity of 4.

A Swarm's Shots value is the same as its current Integrity. As its Integrity drops, so too does the number of Shots it can fire.



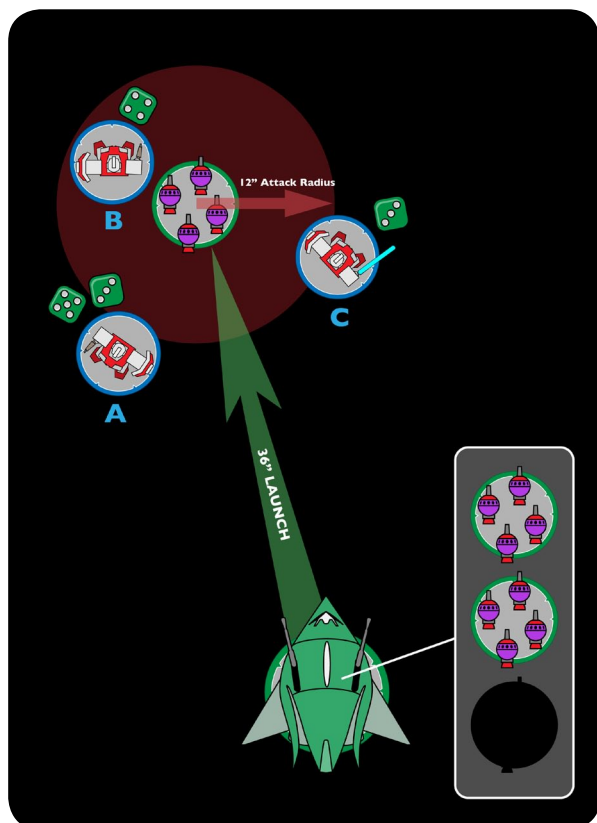
Mobile Armours & Funnels continued

A Swarm can allocate its Shots in any fashion its player desires against any targets within the Swarm's 12" Attack radius.

Once a Swarm is reduced to 0 Integrity, it is destroyed and removed from the game.

Example: A Swarm with Integrity 4 has 3 enemy Units (A, B and C), within its 12" radius. It's player allocates 2 Shots against A, 1 against B, and 1 against C.

(Allocation of shots is indicated by dice in the diagram.)



Funnel Launcher

A Funnel Swarm must be launched from its parent Unit's **Funnel Launcher** before it can be selected to use Actions. (Think of it like a Mobile Suit that can't fight until it's launched from its carrier.)

The parent Unit's Funnel Launcher is listed with its Weapons, and tells you how many Swarms the Unit has (**Capacity**), the maximum distance in inches to which a Swarm can be launched (**Range**), and how many Swarms can be in play during a Turn (**Control**).

Example:

The Elmeth's Funnel Launcher contains 3 Swarms and has a range of 36". It allows 3 Swarms to be controlled at the same time. This means it can launch 3 Swarms, or, launch 2 while 1 is already deployed, or, control all 3 that are already deployed, etc.

Funnels, launch!

Launching Swarms (up to the Funnel Launcher's Control value) takes a Slow Action by the parent Unit.

Each Swarm can be launched in any direction.

Any time after it is launched, a Swarm can be selected to act, just like any other Unit.

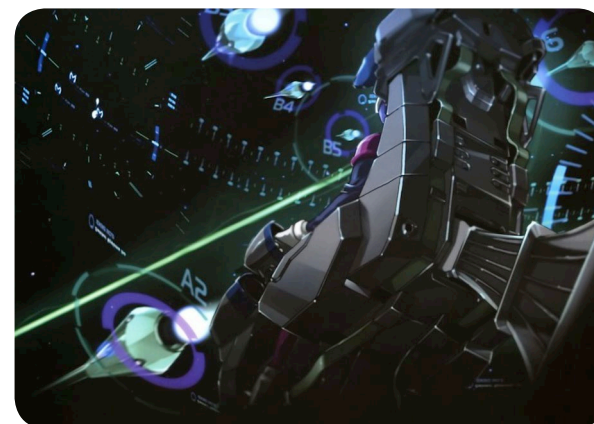
The Clock's Ticking...

Funnels are dependant on their parent Unit to replenish their fuel cells, meaning they have a 'time limit' in which they can operate. To represent this, Funnel Swarms have the Limited Ammo <LA> Tag. (See Limited Ammo, pg 23.)

Recharge

If a Swarm is within 6" of its parent Unit, it may be automatically retrieved. Remove it from the table.

If a retrieved Swarm can no longer perform any Shoot Actions because it rolled all '1's in its last Shoot Action, it may now **Recharge**.



- Swarms require a full turn to Recharge after the turn on which they are retrieved. (No Action is required.)
- Once Recharged, the Swarm can attack as before.
- For each recharging Swarm, place a Reload Token beside the parent Unit as a reminder.
- Recharged Swarms do **not** regain any Integrity.

Overwhelmed!

If a Unit loses all its Funnel or Bit Swarms in the same turn, it's astonished pilot must make a Morale Check.



Space Combat

Fighting in space is quite different to fighting on Earth or inside a Colony. To better simulate the effects of fighting in this hazardous environment, the following rules should be applied to any battle set in space:

General

- Units with the Space Unsuitable tag <S> may **not** be used in space.
- Weather conditions do not apply in space.
- Leg Damage Criticals still apply while in space. This represents damage to thrusters and verniers.
- All space Movement is affected by terrain types.

Moving in Space - Drift

During a player's Upkeep each of their Units must perform a Drift Move. This is an abstracted way of representing the frictionless momentum of flying through the low-gravity vacuum of space.

To do this, each Unit has a Drift Direction Indicator placed against its base. (At the start of a game, this Indicator may be placed pointing in any direction.)

A Drifting Unit moves their full Move value (not Boost) in the direction their Drift Indicator is pointing.

This distance is called the **Drift Path**.

Note that a Unit's facing is not relevant to Drifting. (So it is possible to Drift sideways, or even backwards!)

However, if a Unit uses a Move Action it must follow the usual rules for Movement. After a Unit completes its last Move Action for a turn, the Indicator is rotated to point in the same direction as that *last* Move Action.

When the Unit next performs a Drift Move, it must follow the new direction the Indicator is pointing.

Example:

The Zaku begins the game with its Drift Indicator pointing to its right. [1] During the Zeon player's Initial Upkeep Phase, the Zaku moves its full 4" Move in the direction the Indicator is pointing [2].

Note that the Zaku does **not** turn to face the same direction as the Drift Move.

The Zaku uses its First Fast Action to turn slightly to the left, and Move 4" [3]. Then, it uses its Second Action to rotate right 90°, and move 2" more [4].

Because a Drift Indicator is always placed pointing in the same direction as a Unit's **last** Move Action, it is turned to point in the direction the Zaku moved in its Second Action.

At the start of the Zeon player's next turn, the Zaku will Drift its full 4" Move again, following the Indicator's new direction.

Stopping in Space

With no real friction or gravity to help, a Unit must rely on its thrusters to arrest its momentum. It takes one Fast Action to make a Unit stop when in space.

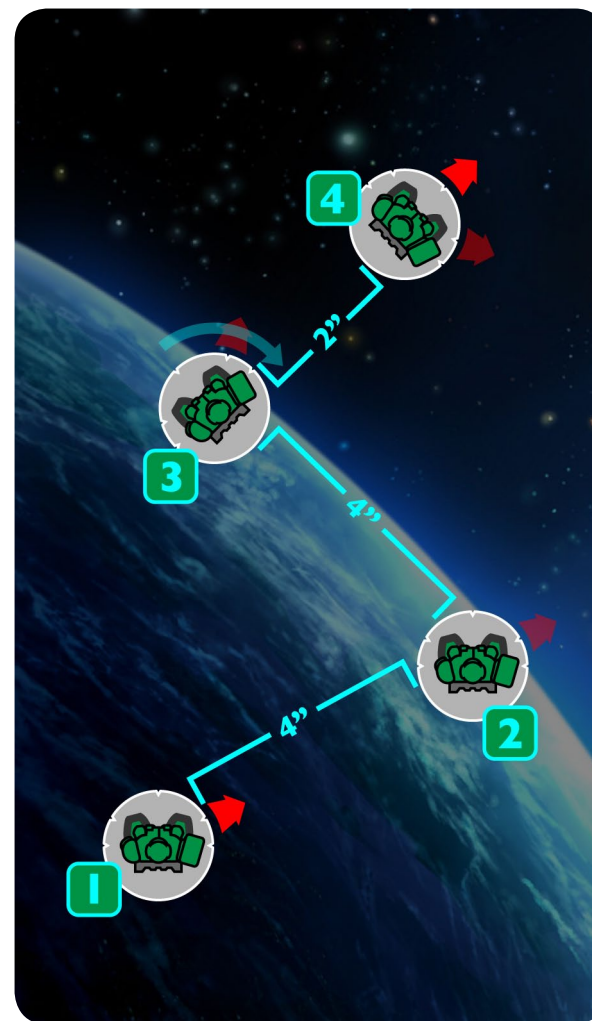
While it is stopped, a Unit may Rotate in any direction for free. A stopped Unit does not Drift.

Remove the Unit's Drift Indicator to show it has stopped, and cannot Drift.

Grab On!

A Mobile Suit Unit may 'hitch a ride' by Grabbing On to a friendly Unit in Close Combat range. This requires a Fast Action by the Mobile Suit.

Until it lets go (which may be done for free in the Upkeep Phase), the 'grabbing' Unit Drifts and Moves according to the Actions of the 'grabbed' Unit.



A Unit can only Grab On to a Unit that has a current Integrity equal to its own, or higher.

While it is Grabbing On, a Mobile Suit cannot add its Shield bonus to its Defence Pool.

A Mobile Suit may perform any Actions except Move or Boost while it is Grabbing On. (It's hitching a ride, remember?)

Space Combat continued

Shooting in Space

Some changes are necessary to the Combat rules to approximate the three-dimensional battlefield of space, on our two-dimensional playing fields.

- No Unit can claim Cover from any 'terrain' - such as debris, obstructions, large Spacecraft or other large features - unless it is within 6".
- If the Unit is within 6" of the cover, apply the usual Attack and Defence Pool Modifiers.

Note: This rule represents the fact not all 'terrain' in space will be on the same plane as the tabletop; In reality, some could be much higher than the tabletop, some below it. Therefore a Unit has to get close to terrain, actively seeking to use it for cover.

- The modifier **Shooter is at higher elevation than their target** does not apply in space combat.
- **Volley <V>** shots are not possible in space.

Close Combat in Space

The only change to the standard Close Combat rules is that when a Unit enters Close Combat, remove its Drift Indicator.

- If a Unit is made to Fall Back, replace its Drift Indicator, pointing in the same direction as the Fall Back Move.
- The victor of a Close Combat does not place their Drift Indicator until after they fulfil the usual conditions for placing the Indicator.

(I.e., the Indicator is placed to point in the same direction as the *last* Move Action of their turn.)

Collisions

With so many Units drifting around at high speed, there is a real possibility of Units colliding in space.

To avoid the complex math of collisions in a frictionless environment, we simply rule that if a Collision should occur, each Unit has the potential to inflict Damage equal to its current Integrity.



- Each Collision 'Attacks' with a value of 1 Hit.
- Each Unit rolls Defence Pool (Armour plus Shield Bonus if applicable) to Block the Collision, in the same manner as a Shooting Action. (See pg 17.)
- If the Collision is not blocked, the Unit suffers Damage equal to the other Unit's current Integrity.

Note:

Collisions are simultaneous; If a Unit is destroyed or damaged in a Collision, calculate its potential Damage based on its Integrity *before* it was damaged.

"Accidentally on Purpose"

Unscrupulous Players might think to place a Unit where an opponent will Drift into it, inflicting Damage. However, your average pilot won't voluntarily 'step' into the Drift Path of an object moving at a few hundred mph, knowing full well what's going to happen. So...

- To willingly Move into a position where an enemy Unit *must* Drift into it on its next turn, a Unit must first make a Morale Check.
- If the Unit fails, it cannot use that Move Action to place it in the Drift Path of an enemy Unit.

Avoiding Collisions

This rule only applies to Mobile Suit Units.

Mobile Suits are far more manoeuvrable than other spacecraft, and can exploit that advantage to avoid collisions.

If a Mobile Suit is about to collide with something due to its Drift movement, its Player may elect to stop the Mobile Suit just before it makes contact by sacrificing its next first Fast Action.

(Place an Actions Completed or other suitable token by the Mobile Suit to remind Players that this Unit has lost an Action.)

Infantry and Vehicles

Infantry in Mobile Suit Skirmish

Although Mobile Suits dominate the battlefields of the Universal Century, it is still the ordinary soldiers - the grunts, the ground-pounders, the poor bloody infantry - who make up the vast majority of combatants.

Millions of soldiers fought in the One Year War, largely hidden in the shadows of the titanic Mobile Suits that dominated the era.

But sometimes, it takes just one soldier, a lot of grit, and an Anti-Mobile Suit Missile...

Infantry Organisation

Infantry are fielded in Units called **Squads**.

The miniatures used for the soldiers in a Squad should be at (or close to) the same scale as the other models in your collection.

The exact number of figures in a Squad is up to a Player's preference, but between 6-10 is recommended.



A Squad should be mounted on a circular base of suitable size, no larger than that used for a Mobile Suit. (120mm diameter in 1/144 scale.)

Squads may be organised into **Platoons**. A Platoon consists of up to 6 Squads, of any type, but one (and only one) Squad must be a Command Squad.

It is recommended that some mark, number or other identifier is shown on each Squad's base, so it is clear which Platoon they are part of.

Infantry and Sight

An Infantry Squad is regarded as having 360° Sight.

There are three types of Squads:

Command

Consisting of an officer with support staff, communications gear, etc., an Infantry Command Squad has the Platoon Leader Ability:

Platoon Leader

This Unit can only issue Orders to Infantry Squads and Vehicles that are part of its Platoon.

Command Squads can be given the Ambush and Dig In! Abilities.

Rifle

The regular infantry. Powerless against Mobile Suits, their job is to combat other infantry. A Rifle Squad's Weapons use the following Stats:

TYPE	CLASS	EQUIP	TAGS	RELOAD	SHOTS
Assault Rifle	Low Cal	M	SA	N/A	2 dice
	ACC 5+	CRIT None	RANGE 0" – 12"	DAM 1	PTS 5

Small Arms <SA>

This weapon can only inflict Damage to Units with an Armour of 0 or Infantry Units.

Rifle Squads can be given the Dig In! and Massed Fire Abilities.

Heavy Weapons

Even when equipped with Anti-Mobile Suit Missiles, Anti-Tank Weapons, or heavy machine guns, it still takes real courage to challenge the giants of the One Year War.

Heavy Weapons Squads can be given the Ambush and Dig In! Abilities.

Infantry Morale

Infantry Squads do not check Morale individually. Instead, when a Squad is part of a Platoon, any check is inflicted on the whole Platoon, with exactly the same conditions as listed in the Morale rules (see pg 31).

When checking Morale, regard a Platoon as being as single Unit with an Integrity equal to the sum of its Squads. (A Platoon with 5 Squads will therefore have an Integrity of 5).

The Morale Value of a Platoon affects *all* of its Squads. If, for example, A Platoon failed its first Morale Check of the game, all its Squads would be Wavering.



Vehicles in Mobile Suit Skirmish



Into battle alongside the infantry go the tanks, APCs and artillery pieces that were once the kings of battle, now toppled from the top of the pecking order, but still with teeth and the means to use them.

Defining a vehicle

Any moving machine that moves on or just above the ground or water (not through the air or space) and has no torso or limbs may count as a vehicle.

A vehicle cannot have an Integrity greater than 5.

Obviously, some very large 'vehicles' have greater Integrity than 5, but these count as **Landships** and do not fall under the Vehicles rules here. (Landships will be covered in a Mobile Suit Skirmish supplement in the near future.)

Vehicle Movement

A Vehicle obeys all the usual Movement rules (see pg 16) except that it costs 3" to rotate up to 90°, and 6" to rotate beyond 90°.

Any Vehicle must be one of four Movement Types: Tracked, Wheeled, Float or Hover.

Tracked Vehicles

Running on continuous caterpillar treads, tracked vehicles obey all the usual rules for Movement.

Wheeled Vehicles

More restricted in their mobility than tracked Vehicles, Wheeled Vehicles count Difficult Terrain as Dangerous, and cannot move through or onto Dangerous Terrain.

Float

These Vehicles can only move across Water Terrain Features, which they count as Normal Terrain.

Hover

Hover Vehicles count Difficult Terrain as Dangerous, and cannot move through or onto Dangerous Terrain. However, they count Water Terrain Features as Normal Terrain.

Flank Speed

Vehicles cannot Boost, but may perform the Slow Action **Flank Speed**. This allows the Vehicle to move at the speed listed under 'Flank' in its profile.

All other restrictions for its Movement Type remain in play whilst at Flank Speed.



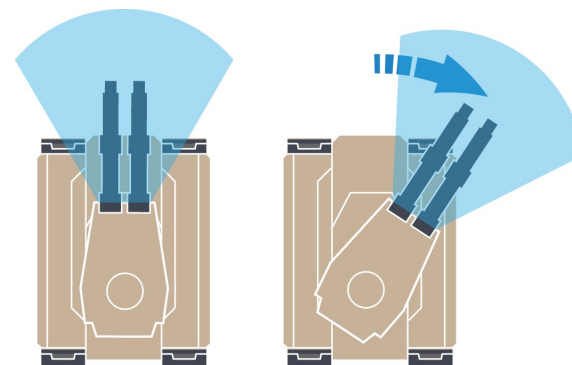
Turrets

A lot of combat Vehicles (for example, the Federation Type 61 tank), mount their weapons in one or more turrets. Any Unit with the **Turreted** Ability must use these rules to determine its Sight Arc:

A player may rotate a turret on their vehicle to face any direction during their turn. There is no cost to do this. However, once the turret is rotated, it may not rotate again until their next turn.

While this improves the weapons' Sight Arc compared to a fixed mount, it is dependant on the direction that the turret is pointing.

A turreted weapon's Sight Arc rotates with the turret, as shown here:



120° Sight Arc rotates to match the turret's rotation.

Vehicle Organisation

Vehicles are fielded as single model Units. The miniatures used for vehicles should be at (or close to) the same scale as the other models in your collection.

A vehicle may be mounted on a base, no more than 20mm larger than the vehicle's longest dimension.

Vehicles Continued



Vehicle Squadrons

If a player wishes, Vehicles of the same Unit type of 3 Integrity or less may group into Squadrons.

A Squadron consists of up to 12 Vehicles of the same type, of which one (and only one) must be the Squadron Commander.

It is recommended that some mark, number or other identifier is shown on each Vehicle, so it is clear which Squadron they are part of.

Squadron Commanders

To make a Vehicle a Squadron Commander, increase its points cost by +10, and add the **<C>** tag beside its name on its Stat Sheet. The Vehicle gains the Squadron Commander Ability:

Squadron Commander

This Unit can only issue Orders to Units that are part of its Squadron.

Vehicle Morale

Individual Vehicles check Morale in exactly the same way as described on page 31.

However, if the Vehicle is part of a Squadron, the check is inflicted on the whole Squadron, with exactly the same conditions as listed in the Morale rules.

When checking Morale, a Squadron counts as a single Unit with an Integrity equal to the sum of its Vehicles.

(For example, a Squadron with 6 Vehicles has an Integrity of 12 for Morale purposes.)

The Morale Value of a Squadron affects *all* of its Vehicles. If, for example, a Squadron failed its first Morale Check of the game, all its Vehicles would be Wavering.

Mixed Platoons and Squadrons

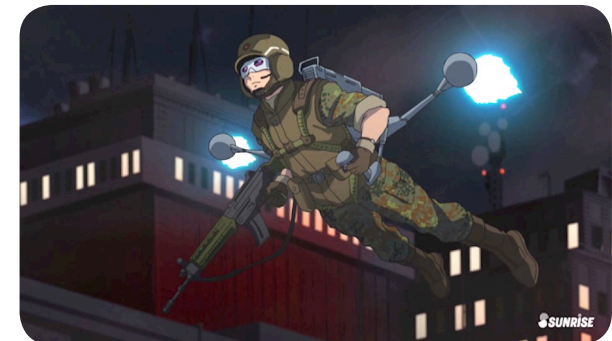
In some cases, it is possible for Units of different types to be combined into one Platoon or Squadron; An Infantry Platoon riding in Armoured Personnel Carriers, for example.

If you wish to field such a Platoon, you must still designate one Unit as either the Platoon or Squadron Commander (player's choice).

The combined Platoon checks Morale as described for a normal Platoon or Squadron, counting all Units' Integrity towards the roll. Likewise, all the Units are subject to the results of the roll.



Commandos



Equipped with Jet Packs and the best training their Faction can provide, Commando Units are small, elite Squads of Infantry, capable of carrying out the riskiest of missions.

To 'convert' a regular Command, Rifle or Heavy Weapons Squad to its Commando equivalent, double its Base Points Cost. The Squad now has the following unique Abilities at no additional cost:

Fearless

This Unit never needs to check Morale.

Knife-Fighters

This Unit always gains +1 Attack in Close Combat against Infantry Units.

Demolition Charges

This Unit may perform Close Combat against Units with an Armour value of 1 or more. Use the following Weapon Stats for their Attacks:

TYPE	TAGS	DEX	ATK	ACC	CRIT	DAM
Demolition Charges	PB	0	3	5+	-	1

Jet Packs

This Unit may Boost 8". Heavy Weapon Squads that convert to Commandos do **not** gain this Ability.

Environment and Terrain

Weather and Environmental Effects

Before the game begins, players may wish to add some extra variables based on terrain, or the setting of the game. These can be chosen as players desire, or determined by rolling on the following charts.



Randomised terrain placement

Divide the battlefield into quarters or equal sections. For each quarter / section, roll a die to determine the type of terrain by consulting the Terrain Table.

Afterwards, for each quarter, roll a die (-3) to determine the number of Large Terrain Pieces, a die (-1) for the number of Medium Terrain Pieces, and an unmodified die for the number of Small terrain Pieces in said quarter.

Earth and Colony Environmental Effects

Roll 1D6	Name	Description
1-2	Dense Minovsky Particles	Ambushes fail on a 1-3, succeed to within 12" radius on a 4-5, and completely succeed on a 6. Scout and Panoramic Cockpit abilities no longer function. No Volley Actions.
3-4	Bad Weather	During any Shoot Action, the target's player may choose to remove a single Hit from the Attack Pool (this may only be done by a player a maximum of 3 times per game). This die is kept result-up in front of Attacker's player. Up to 3 dice may be placed in in this fashion. At any time, that player may substitute one or more of these dice for any die in their Units' Attack Pools.
5-6	Normal Weather	No environmental effects. The game proceeds as normal.

Terrain Table

Roll 1D6	Name	Description
1	Military	Ruins, Dangerous Terrain, Bunkers, Industry, Sandbagged emplacements, etc.
2-3	Wilderness	Rivers, Hills, Lakes, Forests, Swamps, Fjords, etc. Sheer Terrain in mountainous areas.
4	Urban	Walls, Large and Medium buildings, Railroads, Stadiums, Parks, Roads, Bridges, etc.
5-6	Plains	Fields, Farmland, Streams, Villages, etc.

Space Environmental Effects

Roll 1D6	Name	Description
1-2	Debris Showers	Split the battlefield into North and South halves. Each turn, roll a D6: On a 1-2, all Units in the North half take 1 DAM to Integrity. On a 3-4, all Units in the South half take this Damage. On a 5-6, nothing happens.
3-4	Atmosphere Interface	Choose one edge of the battlefield. No Units may deploy within 18" of this edge. Any Unit that enters this 18" zone must roll a D6: On a 1-2, this Unit is considered Destroyed. On a 3-4, this Unit takes 3 DAM to Integrity and must immediately perform a free Move Action out of this zone. On a 5-6 the Unit is undamaged but must perform a free Move Action out of this zone.
5-6	Empty Vacuum	No environmental effects. The game proceeds as normal.

Time of Day (Planetside only)

Roll 1D6	Name	Description
1	Dawn	Line of sight is reduced to 24" for Mobile Suits and 10" for other Units for each player's first 4 turns. Line of sight then becomes normal.
2-3	Day	Line of sight is normal.
4-5	Dusk	Line of sight is normal for each player's first 4 turns. After this, line of sight is reduced to 32" for Mobile Suits and 18" for other Units.
6	Night	Line of sight is reduced to 24" for Mobile Suits and 10" for other Units.

Building and Terrain Destruction

Units may optionally target buildings, structures and environmental features (referred to here as Terrain Pieces) with Shoot Actions. Close Combat cannot be performed against these, nor can Critical Hits.

Whenever a Terrain Piece is destroyed, any Units within or on top of it must be immediately moved up to 4" from the closest edge of the Terrain Piece (relative to each Unit).

Once they have moved, remove the Terrain Piece.

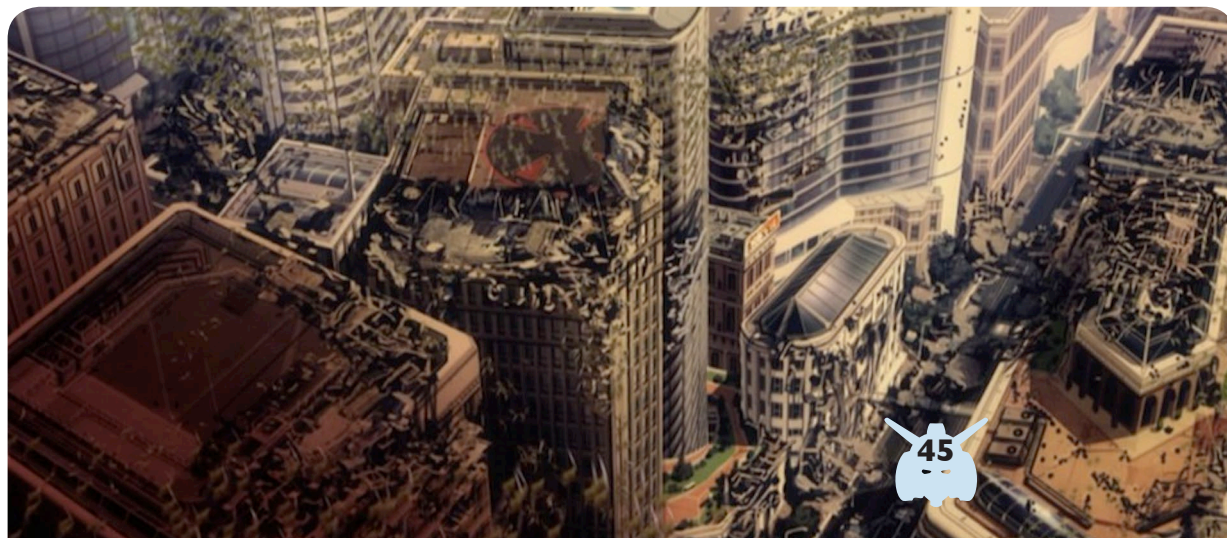
Damage is then dealt to each Unit that was moved, relative to the type of Terrain Piece. The effects of this are applied and resolved immediately. This Damage cannot be blocked or otherwise avoided.

Substantial Terrain Pieces such as rivers, hills, mountains, fjords and the ground itself are considered indestructible. Only modular or based terrain pieces (like the examples given below) can be targeted by Shoot Actions.

All players should agree on appropriate classifications for Terrain Pieces prior to commencing the game.

Terrain Piece Examples

Terrain Type	Armour Value	Integrity Value	Damage to Units
Forests and small natural cover	1 Defence Die 6	3	1
Housing and small buildings	2 Defence Dice 6	4	2
Stores and medium-sized buildings	2 Defence Dice 5+	6	3
Military buildings and large-sized buildings	3 Defence Dice 4+	12	4
Towers and tall, thin structures	2 Defence Dice 4+	5	4
Bridges, elevated roads & other support structures	3 Defence Dice 5+	6	4
Explosive Terrain (An Ammo Dump!)	2 Defence Dice 6	3	6



Optional Rules

Micro-scale

While Mobile Suit Skirmish was designed with 1/144 scale Gunpla in mind, it plays equally well with mecha of smaller scales. These 'micro-scale' figures are commonly made in 1/400 or 1/300 scales, and have the advantage of being around only 40-60mm in height, making it possible to transport a whole regiment in your carry case.

Gundam Collection 'Gashapon' figures come in 1/400 scale, and are sold in 'blind packs' meaning you don't know what you're getting until you open the box. Fortunately, there are a number of re-sellers online who sell the figures unpacked, so you can order exactly what you need.

A similar option is the *Strategy of Gundam* range, in 1/300. These are very detailed miniatures, although the range is more limited than the *Gundam Collection*.

Mecha from other franchises can also be found in micro-scales; Dream Pod 9's *Heavy Gear* and *Jovian Chronicles* ranges make great substitutes for Mobile Suits, as do the 1/285 kits of *Robotech Tactics*. (Fans of these - and other - mecha games and series should note: Expansions for these settings are in the pipe...)



Adjusting **Mobile Suit Skirmish** for micro-scale is very easy;

All miniatures should have bases the same size (40mm for 1/400 Mobile Suits, 60mm for larger Units).

All Weapon Ranges, Move, Boost and Drift distances remain unchanged.

Close Combat Range is base-to-base contact.

Reduce all other measurements (Blast radius, distances for Abilities, etc.), by 50% (round down).

The editor has found these simple changes allow up to 60 Mobile Suits to be fielded on a 6' x 4' table!



Overkill

Players with a love of the dramatic may like to add spectacular explosions to the destruction of Units. This may occur if a Unit suffers from **Overkill**.

If a Unit is dealt more Damage in a single Attack than it has remaining Integrity, it has been Overkilled.

The amount of excess Damage defines the odds of the Unit exploding: Roll a die; if the roll is under the amount of excess Damage, the Unit explodes!

Each Unit within 6" of the Overkill must roll Defence verses a single Hit. If they fail to Block, they take Damage equal to the Overkilled Unit's starting Integrity (but not Critical Hits).

After exploding, remove the Overkilled Unit from the playing field.

An Overkill explosion automatically counts as a result of '1' on the Destruction Table.

Note that Infantry Units never explode, no matter how much Damage they suffer!

Example: A Dom-F (with only 2 Integrity remaining from its original 5 Integrity), is mugged by an RGM-79(G).

After a flurry of Beam Sabre Hits, the Dom loses Close Combat, taking 8 Damage. With only 2 Integrity left, that means the Dom is Overkilled by 6. (8-2 = 6)

The Dom will explode on a die roll of 1-5. The result is a '3', so the Dom blows up, potentially inflicting 5 Damage to the RGM-79(G).



Astonishing modelling by 'Masaki'.

Battle Report: Penetrated at Perevalka

To give Players who are new to **Mobile Suit Skirmish** a feel for the game, here's a blow-by-blow battle report of an encounter set around the time of Operation Odessa during the One Year War in *Gundam 0079*.

Your Players today are 'Macross' Martin for the Earth Federation and 'Goufball' Richard for the Principality of Zeon. Now, read on...

Somewhere south of the Kuban River, near the old border between Russia and Georgia, Nova Decalle and her veterans of 711 Regiment, Zeon Afrika Korps, have run into a patrol of the Federation's 012th Mobile Suit Regiment; the 'Blues and Royals' led by the fearsome form of a Gundam-G. Around the abandoned ruins of the town of Perevalka, battle is joined.

The Forces

The Federation has come to this party with a fairly standard patrol-in-force; two Fire Teams (015th and 024th Teams), each with a pair of RGM-79's escorting a GM Cannon with its hard-hitting 240mm gun.



Keeping them on mission is a big, bad RX-78 (G), toting a 380mm bazooka, with its pilot - Chief Petty Officer Terry Sanders, special guest starring from *The 08th Team* - upgraded with the Leader Trait, to generate that always useful, extra Command Point each turn.



Zeon's team for today's match have forgone any air support, instead keeping their feet firmly on the ground. Colonel Nova Decalle's

Gouf-C points the way (with a 75mm Gatling cannon), while four Doms will do the heavy lifting, and a couple of rookies in Zaku II's will do their utmost to not get killed.

Contact! — Battle is Joined



Winning Priority, the Zeon force starts the game behind the only decently-sized hill on the table, but quickly begins to fan out. Two of the Doms strike south, while the rest pick their way through the suburbs of Perevalka.

From the opposite corner, Sanders orders his people to move like they got a reason, while he purposefully strides forward, and checks range on one of the Doms, speeding south: It's out of range, past 36". What the heck, it's only ammo. He squeezes the trigger...

...and a Dom pilot discovers the wisdom of never assuming you're safe when out of range! A '5' on the Shoot die means the Dom needs a '6' on one of three Defence dice. (Armour 3, Target Unobstructed [-1 die] but out of range [+1 die]) - but no sixes come up, and the Dom takes 5 Damage, leaving it a bell-bottomed mess of parts!

Goufball can take some small comfort from the fact the Dom's destruction didn't trigger a Morale Check (out of Sight from the rest of his Units), but this display of the Gundam-G's firepower leads to a cautious second turn. The Zakus stick to Nova's Gouf like glue, while the accompanying Doms seek cover bonuses amongst the empty townhouses.

But little did the Feddie pilots know that they'd already reached their highwater mark for this battle. It'll be a Zeon tidal wave from now on!

Into the Valley of Death



Rather sensibly, CPO Sanders zips into the shade of Perevalka hospital after treating himself to a couple of Command Points to instantly Reload his bazooka, but the new round failed to find its mark. The rest of the Blues and Royals continued to confidently Boost forward.

After issuing the Order *Bring Them Down!* to herself during the Upkeep Phase, Colonel Decalle swung her Gatling Cannon to bear on the 15th Team's GM Cannon, and rolled a '5' for the number of Shots. And did any of those five now-penetrating Shots miss?



No. No they didn't. Thankfully for her sake, the GM Cannon pilot managed to impose her shield between herself and the buzzing swarm of angry 75mm bees, but it was only enough to resort to a Shield Break.

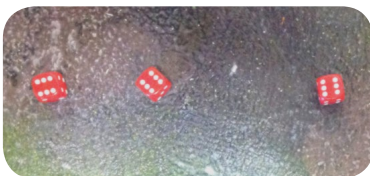
Inspired perhaps by his boss's example, a bazooka-waving Dom threw a rocket into another GM, accomplishing the same feat for less dice. From the Federation's perspective, things were suddenly going rather badly!

The Dom that remained on the southern flank now got in on the act, peppering the Gundam with 90mm rounds. The cheek!

After this bracketing, the Blues and Royals quickly struck back. The Gundam again swallowed a couple of Command Points to Reload, and then copied the Zeon trick, issuing *Bring Them Down!* to the only GM with a 90mm MG. Then, particles from a Beam Gun lanced into the Dom that'd tried to shoot up the Gundam, stripping three Integrity points in retribution.

The Gundam failed to find its mark again, but the 90mm GM made up for it...

Three sixes? Yes, that'll do nicely! Scratch another Dom!



The kill was in Sight to only one of the remaining Zeon Doms, which became *Wavering*. Goufball had been lucky with Morale Checks so far, but I was soon to discover how crippling poor morale can be...

Gundam? What Gundam?



Colonel Decalle had pretty much set up shop in the suburbs. Again, she issued *Bring Them Down!* this time to the nearest Dom, with its 90mm MG.

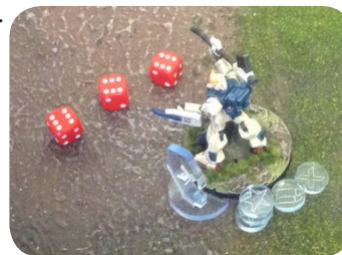
Adding to the fun, Decalle and her cronies hammered the two previously damaged Freddie 'Suits, and cleaned their clocks. (Goufball *again* rolled 5 Shots for Decalle's Gatling.)

At least the Morale Checks didn't embarrass any of my Pilots, but now both sides had lost two Units, and Goufball wasn't finished yet.

Loading a magazine of rare APFSDS rounds into his 90m MG, the Dom took careful aim at the Gundam, and snapped off three rounds.

Three... *perfect*... rounds.

Here, I made a mistake; I chose to forego the usual roll to see if my Gundam's shield could help deflect these penetrating rounds, which would have led to a shield break, of course, but only one point of Damage. Trusting instead to the fact a Gundam-G is built like the proverbial brick outhouse, I took the three Damage. I mean, with an Integrity of 8, why worry?



Famous last words, Martin...

After stupidly moving the Gundam forwards in the hope of getting into Close Combat, more low-calibre rounds nibbled at the big Freddie 'Suit. It was enough to force a Shield Break. Now, Corporal Thomas Stabb in the last bazooka-armed Dom drew a bead on the Gundam - down to Integrity 2 - and let fly. Goodbye, Petty Officer Sanders.

But at least that astonishing display of marksmanship by his buddy with the 90mm MG wasn't to be celebrated for long. In spite of two Federation 'Suits *Wavering* after failing their Morale Checks when the mighty Gundam toppled, Corporal Kim Hayase in the remaining GM Cannon stayed cool, and slammed a 240mm depleted Uranium round into the offender.

Next side to lose somebody has Morale Checks all round for hitting 50% casualties. But who will it be?

Cue Dramatic Music



At about this point, Goufball had the good idea of finding Gundam theme music on Youtube to play in the background. It certainly added to the drama of the fight!

Also, Nova's Gouf-C took a pounding in beam-fire, forcing Goufball to take a Shield Break, or lose her. Maybe the Blues and Royals can win this after all..?

Emboldened, the surviving 15th Team GMs moved up to gain better firing positions. But, with no Command Points to play with, they found themselves in an uneven firefight, as Colonel Decalle weathered their attacks, and her Zakus stripped the GM's of parts with 120mm fire.

But now Decalle was shieldless, and down to her last point of Integrity...



A Stabbing We Shall Go



It was now that Corporal Stabb suddenly decided to take matters into his own hands: Racking his bazooka, he drew his Heat Rod, and slammed on the power, screaming across the battlefield, straight into Corporal Hayase's GM Cannon!

Unequipped for Close Combat, Hayase didn't stand a chance. The Heat Rod effortlessly penetrated her 'Suit, melting the life out of it. Amazingly, Hayase hit the eject lever in time, and escaped unharmed.

But that was break point for the Federation. Having been reduced down to only one or two Integrity each, the 15th Team had had enough. They turned and ran.



Last Desperate Measures



I knew now my last hope was to prevent Goufball getting in any more Close Combat attacks, but ironically, Stabb's Dom was the logical target for my only undamaged Unit - the 24th Team's sole survivor - to leap upon, sabre drawn.

It was an act of desperation, and one that paid no dividend, in spite of attempting a *One Strike!* attack with the sabre; Stabb survived, even though by this stage he'd been driven down to his last Integrity point, and sensibly fell back into the built-up town centre.

Attempts to goad the 15th Team back into the fight both resulted in failed Action tests for Routing Units. They fled back to the Deployment Zone, and bugged out.

Then, just to seal the deal, Decalle sent her Zakus forward, guns blazing at the 24th Team GM. She hefted the Gatling, and ended a Maestro performance with 6 Shots from its spinning barrels.

The last Federation 'Suit danced macabre, as rounds slammed into body and limbs, leaving a mangled heap as the curtain came down.

The aftermath. The 711 Regiment takes the day, while smoke from Federation Mobile Suits irradiates the lovely countryside.

Conclusions

MacrossMartin:

Well, that didn't go at all as I hoped! Mind you, I think I deserved that in a sense; I was arrogantly relying on the sheer strength of the Gundam-G to carry the fight. Writing up Sander's bonuses, I only gave him Leadership, and neglected a second Trait (which, for 100 points, he was entitled to). Chalk that one up to stupidity.

Also, like always, I constantly forgot that my 'Suits have the *Solid Defence* Ability! I need this Ability tattooed on me somewhere! I doubt remembering it would have decided the game, but it might have kept me in the fight long enough to take it to the wire. A lot of those meddling Zeon kids were down to their last Integrity point...

Goufball:

It's ironic that the heavy, long-range Dom was the one to engage in a knife fight... but the Gouf custom was just too heavily damaged to close on the targets without being shot up at least once first... and that would have been the end of the one thing that was making the Zeon MGs effective (making them Penetration weapons through Orders...)

I have odd luck with Zakus; they are either one-shot kills for the Feds, or some kind of super weapons that dominate their part of the battlefield.

The *Sieg Zeon!* Ability is also useful... that extra dice for having 2 or more Zakus close to each other can really make a difference.

Sieg Zeon!





MOBILE SUIT

SKIRMISH

Part 2: Campaign Rules

Created by DonkusGaming (Version 2.0)

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It is the year 0079 of the Universal Century...

Fifty years have passed since Earth began moving its burdensome population into gigantic, orbiting space colonies: A new home for mankind, where people are born and raised.

And die.

Nine months ago, the cluster of colonies furthest from the Earth, called 'Side 3', proclaimed themselves the 'Principality of Zeon' and launched a war of independence against the Earth Federation.

Initial fighting lasted over one month and saw both sides lose half their respective populations. People are horrified by the indescribable atrocities that have been committed in the name of independence.

The Zeon forces, although massively outnumbered, drove the Federation back to Earth itself, aided largely by a new weapon - the giant, humanoid fighting machines known as Mobile Suits.

The Federation scrambled to create its own Mobile Suit programme, building enough to stem the Zeon tide.

Psychically-gifted individuals known as 'Newtypes' have begun to emerge throughout the population, their talents quickly exploited by the warring sides.

Eight months have passed since the rebellion began.

Now, the struggle to decide the fate of Humankind hangs in the balance...

Welcome to Part Two of Mobile Suit Skirmish

In this more *Gundam*-specific section, you will discover how to run a simple campaign for two or more Players, set in one of the conflicts of the later Universal Century.

Also, here you will find all the rules you need to create Character Pilots and Crews, able to enhance the performances of your Units with their Traits and Modifications.

All the hallmark concepts from the early battles of the 'Gundamverse' - such as Newtypes, the Red Comet, EXAM Systems and other flavourful additions - are here, along with rules for designing and deploying your own Mobile Suit designs.

Be aware that to obtain the most benefit from this section of the rulebook, you may need appropriate **Faction Books** which detail the Profiles and unique rules of the myriad Mobile Suits, Air Units, Tanks and Infantry fielded by the Earth Federation and its enemies throughout the so-called 'Zeon Wars' that began with the devastating One Year War in 0079.

However, to get you by until the Faction Books are published, we have included some quick 'n dirty information about using Points to build your Teams so you can jump straight in, get some Units on your table, and start throwing dice.

Also, there are plenty of ready-to-go Unit Stat Sheets available to download for free from the **Mobile Suit Skirmish Forum's Unit Database section**.

So, throw a last salute to the hangar crew, shoulder your 360mm bazooka, lock your feet into the launch cradle, and hold on tight...

Running a Campaign

A campaign is a series of battles and map-based movements that take place chronologically, with each player's Faction attempting to occupy enough territory throughout the game to be declared the winner.

In the near future, campaign supplements will be released, allowing you to refight the iconic campaigns of *Gundam* and other settings in greater detail, but for now, these 'quick and dirty' rules will give you a taste of fighting a campaign.

Choosing Sides

Each player (or side of players) in the campaign selects one Faction to play. The available Factions are:

One Year War (2 Players / Sides recommended):

- Earth Federation Forces (EFF)
- Principality of Zeon (ZEON)

Gryps Conflict (3 Players / Sides recommended):

- Anti-Earth Union Group (AEUG)
- Titans (TITANS)
- Axis Zeon (AXIS)



Mapping a Campaign

Each campaign takes place on an 8 X 8 **Campaign Map**. This forms 64 individual Map Tiles with their own unique geography, territory, and locations.

Each Tile can be assigned a coordinate; The X-axis and Y-axis are each labelled 1 – 8.

Players should choose a campaign map that reflects the factions they wish to play as. (Odessa for a One Year War campaign that pits the Earth Federation against Zeon, for example.)

You can design your own campaign map however you choose, or use one of the pre-generated maps in this rulebook.

On our pre-generated maps, Federation occupied (or captured) territory is typically represented by the colour **blue**, Zeon and Axis by **red**, the AEUG by **yellow**, and the Titans by **purple**.

Organising a Campaign Army

Teams represent a player's Mobile Suits, Armours, Tanks, Infantry and other battlefield assets.

Each Faction begins the campaign with **four** Teams, unless the campaign is an 'historical' one, with pre-set numbers of Teams specified.

Each Team should contain an agreed maximum points value of Units at the start of the campaign. Everything in the Team must be purchased with these points, but it is not required to 'buy' high-rank Pilot Characters, because they will improve as they progress through the campaign. (Assuming they survive!)

It is up to the players to decide the points value between themselves, but around 1000 - 1500 points will build a good-sized Team.

Place your Teams

After rolling for Priority, each Player or Side takes turns placing a token for each of their **four** Teams at a **Base** location on the chosen map (within their faction's colour zone if represented).

War Effort and Requisition

A military campaign isn't decided by battles alone: It is vital to allocate ammunition, fuel, etc, to the right place at the right time.

Likewise, the condition and morale of your troops is of equal importance. Demoralised soldiers won't fight, no matter how just their cause!

To record their Army's resources and motivation, each Faction begins the campaign with a **Requisition token**, and a **War Effort token**.

Place the tokens on the '10' space of the Faction's Requisition and War Effort tracks, on the map's edges.

Once all tokens are placed, the Campaign can begin!

Campaign General Rules

Eight is Enough

A Player or Side may have no more than **eight** Teams on the campaign map at any time. (Ignore this rule if the campaign is 'historical'.)

How many Units in a Tile?

Any Tile can contain either **one** Mobile Suit Team (and its transport, if any), or, up to **three** other types of Team at any time. This is called the **Stacking Limit**.

The exception to this rule is a Base Tile. Base Tiles can hold two Mobile Suit Teams, or up to four other Teams.

A Team cannot move through or into a Tile occupied by a Team from any opposing faction. Nor can they move through a Tile directly adjacent to an opposing Team. (They must stop in that Tile.)

They may, however, spend one extra move action to pass through a Tile occupied by their own Team or Teams, provided that they end their turn on a Tile that doesn't exceed its Stacking Limit.

Record-keeping

Each Unit *must* have its own, filled-out Stat Sheet.

Game effects, such as Unit Damage, Pilot Health, deaths, etc. are cumulative. Changes to these statistics are maintained from one campaign turn to another. Therefore, it's important to accurately track your Units' statuses on their Stat Sheets.

If a Unit deploys for battle without a correctly recorded Stat Sheet, deduct -1 Integrity from that Unit, and ignore any Traits or Modifications its Pilot may have for this battle. Don't say we didn't warn you!

No-Can-Do

Teams may never attack, capture bases from, etc. other Teams of the same Faction. (In the event multiple players are in the same Faction.)

Winning a Campaign

Victory is decided by how many vital Bases a Faction controls.

The first Player or Side to successfully occupy (or capture) all the bases listed for each campaign at the end of any campaign turn, wins:

Australia

Perth, Darwin, Brisbane, Hobart, Adelaide, Canberra, and Melbourne.

South-East Asia

Bangkok, Ho Chi Minh City, Hong Kong, Taipei, Jakarta, Kuala Lumpur, and Dili.

Ukraine

Odessa, Mykolayiv, Kirovohrad, Chisinau, Simferopol, Vinnytsa, and Zeon Mines.

Solar System (One Year War)

Earth, A Baoa Qu, Solomon, Side 3, and Side 4.

Solar System (Gryps Conflict)

Axis, Earth, Gate of Zedan, Konpei Island, and Luna II.

Campaign Turn Structure

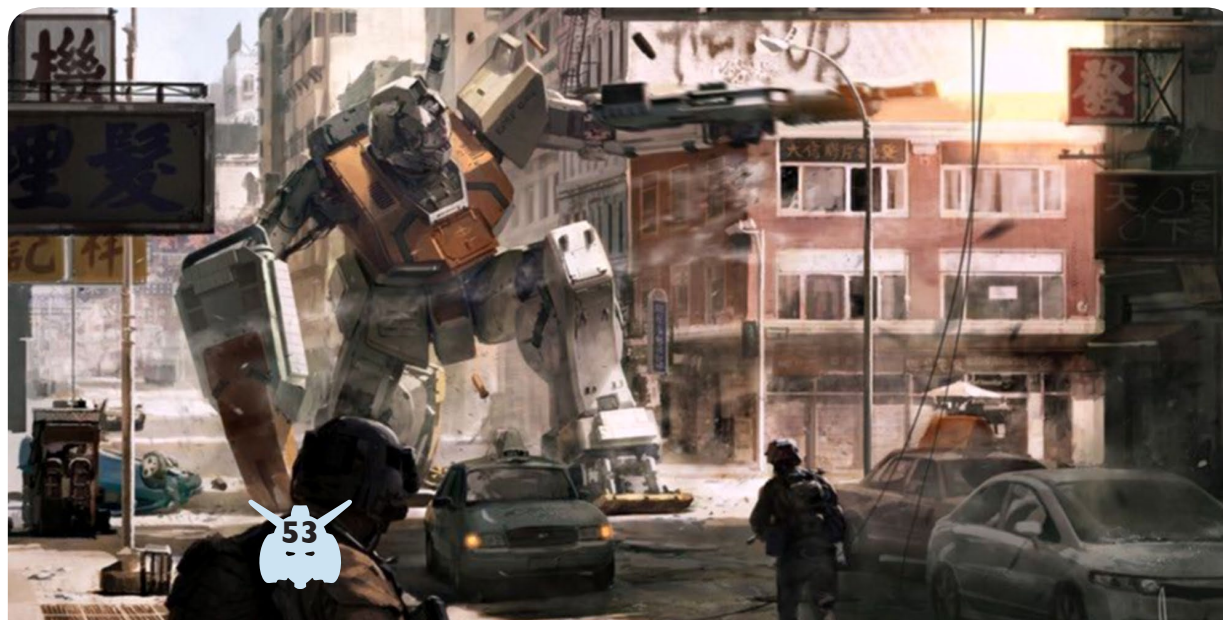
At the start of each Player's turn (in this order):

1. Determine if the number of bases Captured by this Player are the necessary number to win the game (excludes the first campaign turn for each Faction).
2. Players calculate their War Effort by checking associated factors, making an **Exhaustion Check** (see next page) for each Team they control on the map if their respective War Effort is at zero.
3. Players roll a **Random Event** for each Team. The event affects every Unit and Pilot within the Team.
4. Opposing Players may communicate with the current Player to conduct truces and other diplomacy.
5. The Player may now perform Campaign Actions:

During each campaign turn a Player may perform up to **three Campaign Actions**.

Actions are performed by the Player's Teams in the Tiles they occupy (see pg 55 for details.)

It is then the next Player's turn.



Campaign Random Event Table

Roll	Event Result
1	Immediately roll a die on the Poor Fortune Table .
2-5	Nothing significant happens. Proceed with Campaign Turn.
6	Immediately roll a die on the Good Fortune Table .

Good Fortune Event Table

Roll	Event Result
1-2	Good Intel Your maps are more accurate than you thought. Move this Team one additional Tile (if desired) at no cost. +1 War Effort +1 Pilot Mind
3-4	R & R This Team has been given some leave by command. +1 War Effort +2 Pilot Mind +2 Pilot Health
5-6	New Parts Repair up to 2 Damage to each unit. +2 War Effort +1 Pilot Mind

Exhaustion Check

If your War Effort is at 0, roll an Exhaustion check for each Team's Pilot / Crew:

Roll 2D6 against the value: **[5 (+/- "Pilot Mind")]**

Result < Value = Pilot / Crew **passes** Exhaustion check

Result = or > Value = Pilot / Crew **fails** Exhaustion check

If a Pilot / Crew passes their Exhaustion Check, they may be used as normal.

If a Pilot / Crew fails their Exhaustion Check, they are removed from the game.

A Team with no remaining Pilots / Crews as a result of Exhaustion is removed from the game.

Poor Fortune Event Table

Roll	Event Result
1	Provisions Shortage This Team cannot perform the Move Team action this campaign turn because they have run out of provisions.
2-3	Mechanical Issues Shoddy maintenance has disrupted this team. Apply 1 Damage to the Integrity of each unit. -1 War Effort -1 Pilot Mind
4	Sudden Sickness Ugh...What was in that vindaloo? -1 War Effort -1 Pilot Mind -2 Pilot Health
5	Trauma This Team has stumbled upon a horrific sight! -2 War Effort -2 Pilot Mind
6	Surprise Attack! Supporters of an opposing faction attack while the team is off-guard. Apply 2 Damage to each unit. -3 War Effort -2 Pilot Mind -2 Pilot Health



Campaign Actions

Any Team in a campaign can perform the three actions described here:

1. Move Team

This allows you to move a Team around the map. You may move into Map tiles directly adjacent (up, down, left or right of the Team's initial tile, including diagonals.)

2. Battle

This action may be performed against any directly adjacent opposing Teams. In a case where multiple Teams are present from multiple factions, the respective owners of the Teams may choose whether or not to join this battle.

The battle will take place within the map tile of the Team that initiated the Battle action. All Players involved should decide on the game type (see pg 12), they will play together, but the initiating Player has the deciding say in the event of a disagreement about the game type.

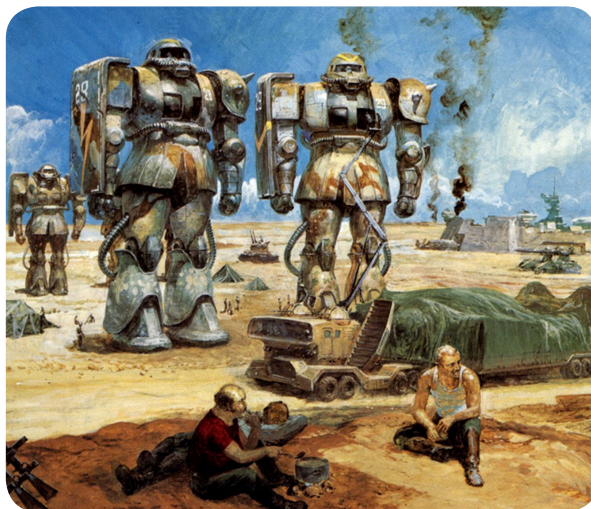
If a Team loses all Units or Pilots during the battle (through destruction or death), they are removed from the campaign.

A Team may also voluntarily withdraw their Units from battle by moving them back into their deployment zone, but only once four turns have been played.

In the event of all remaining Units in a Team being withdrawing or Routing they return to their original Map Tile at the time the battle was initiated, and then immediately move one additional tile away from the tile where the battle occurred.

3. Enter Base

This action may be performed when there is a Base within the Tile presently occupied by the acting Team.



A Team has several possible choices (done in any order, in any amount) upon entering a base:

If the Base has been Captured by your Faction:

Repair or Replace Units

You can repair the Units in this Team at the cost of 1 Requisition per Unit to be restored to their maximum Integrity.

New or replacement Units can be ordered at the cost of 1 Requisition per 50 points value of the selected Unit (rounded up). You may only choose from Units available to your Faction.

Get Aid

Increase the Pilot Health and Pilot Mind of all Pilots / Crews in the Team by 3.

Recruit

At the cost of 2 Requisition you may add a new Pilot / Crew to this Team. Roll a die twice to generate their Pilot Health and Pilot Mind Stats. The Pilot / Crew begins with no Traits, Experience, or Unit (must be purchased separately).

Capture Base

If this action is successfully performed, then this base and its associated Map Tile is now Captured by your faction.

In addition, a roll on the table below should be performed to determine how much Requisition and War Effort is taken from the Base.

Captured Bases also allow you to access their services.

You can perform a Capture Base action on a Base currently Captured by an opposing Faction, so long as its tile has no Teams from opposing Factions.

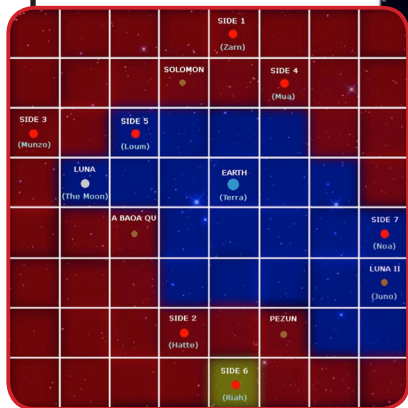
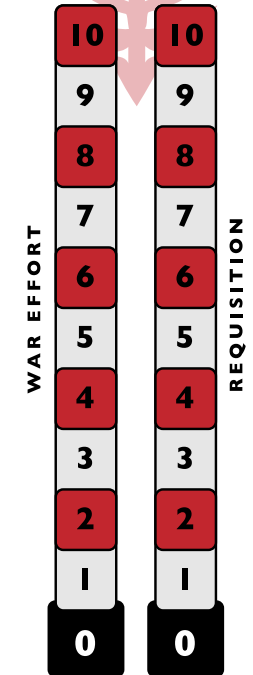
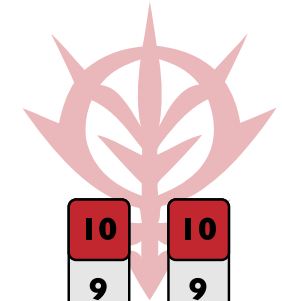
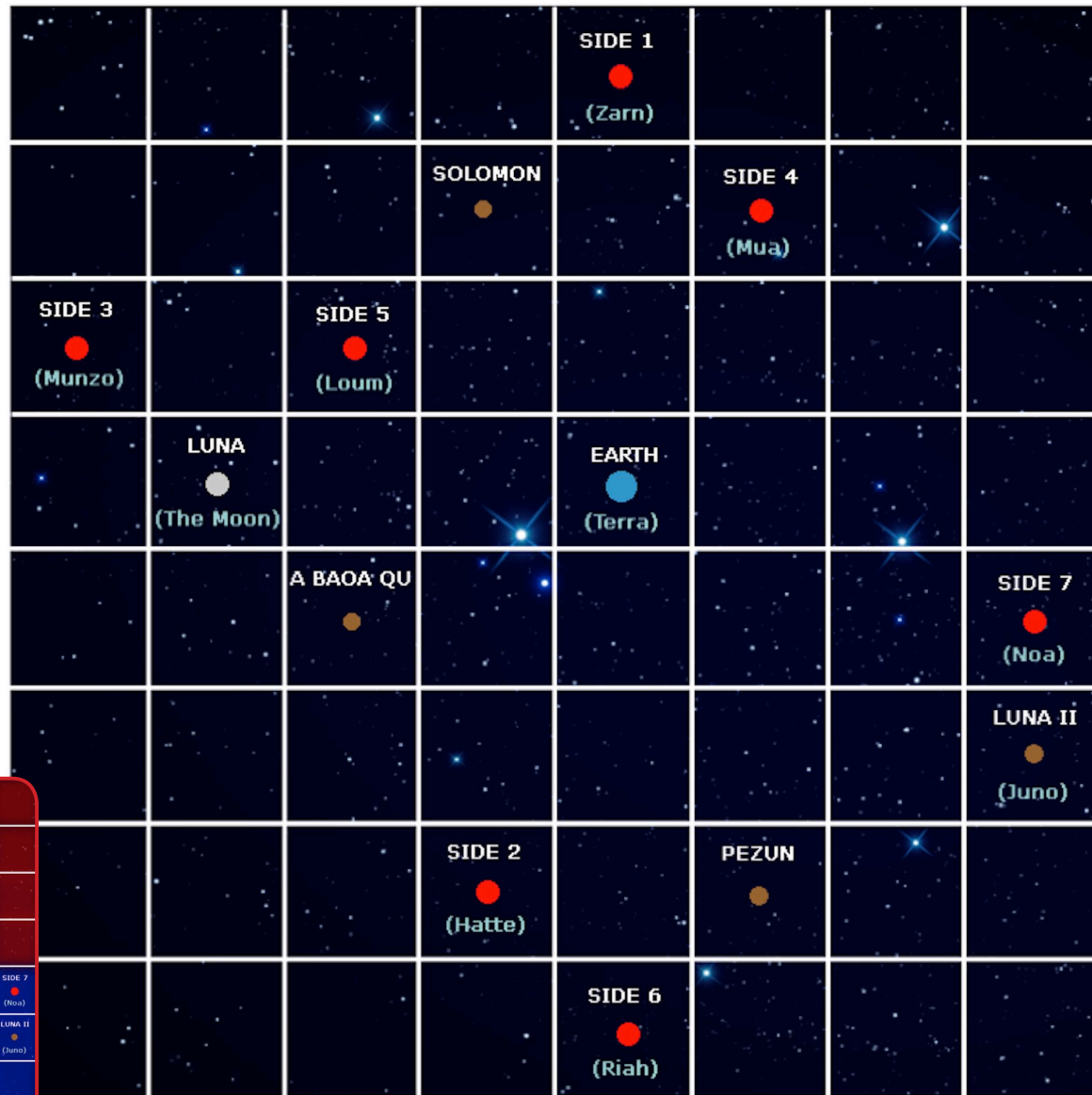
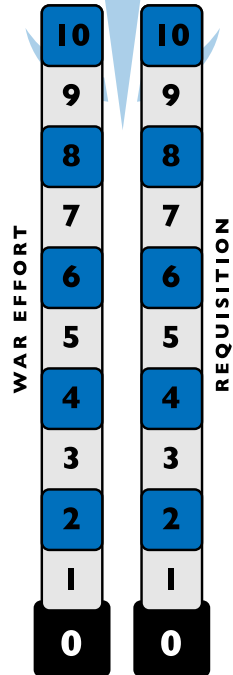
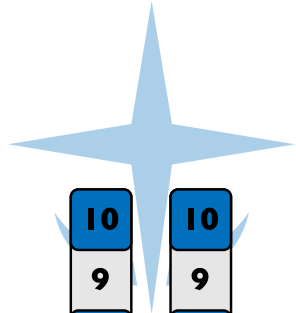
If there are opposing Teams, a Battle must immediately be fought, with the Faction that currently 'owns' the Base choosing the type of game.

You cannot perform an Enter Base action at a Base on the same turn that it is Captured.

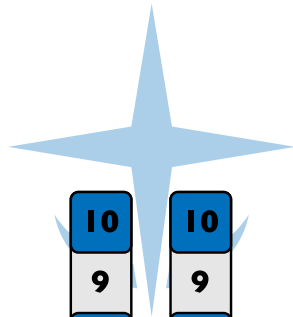
Captured Base Table

Roll	Result
1	Heavy Resistance The people rebel against your occupation! +3 Requisition +3 War Effort -2 each Pilot's Mind.
2-3	Light Resistance Your soldiers quickly overwhelm all opposition. +5 Requisition +3 War Effort -1 each Pilot's Mind.
4-5	No Resistance The Base is taken with ease. +8 Requisition +4 War Effort +1 each Pilot's Mind.
6	Open Arms! The people welcome their liberators! +12 Requisition +5 War Effort +2 each Pilot's Mind.

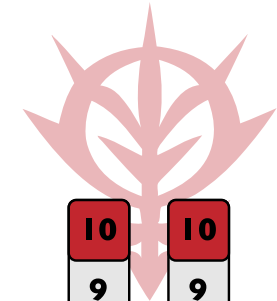
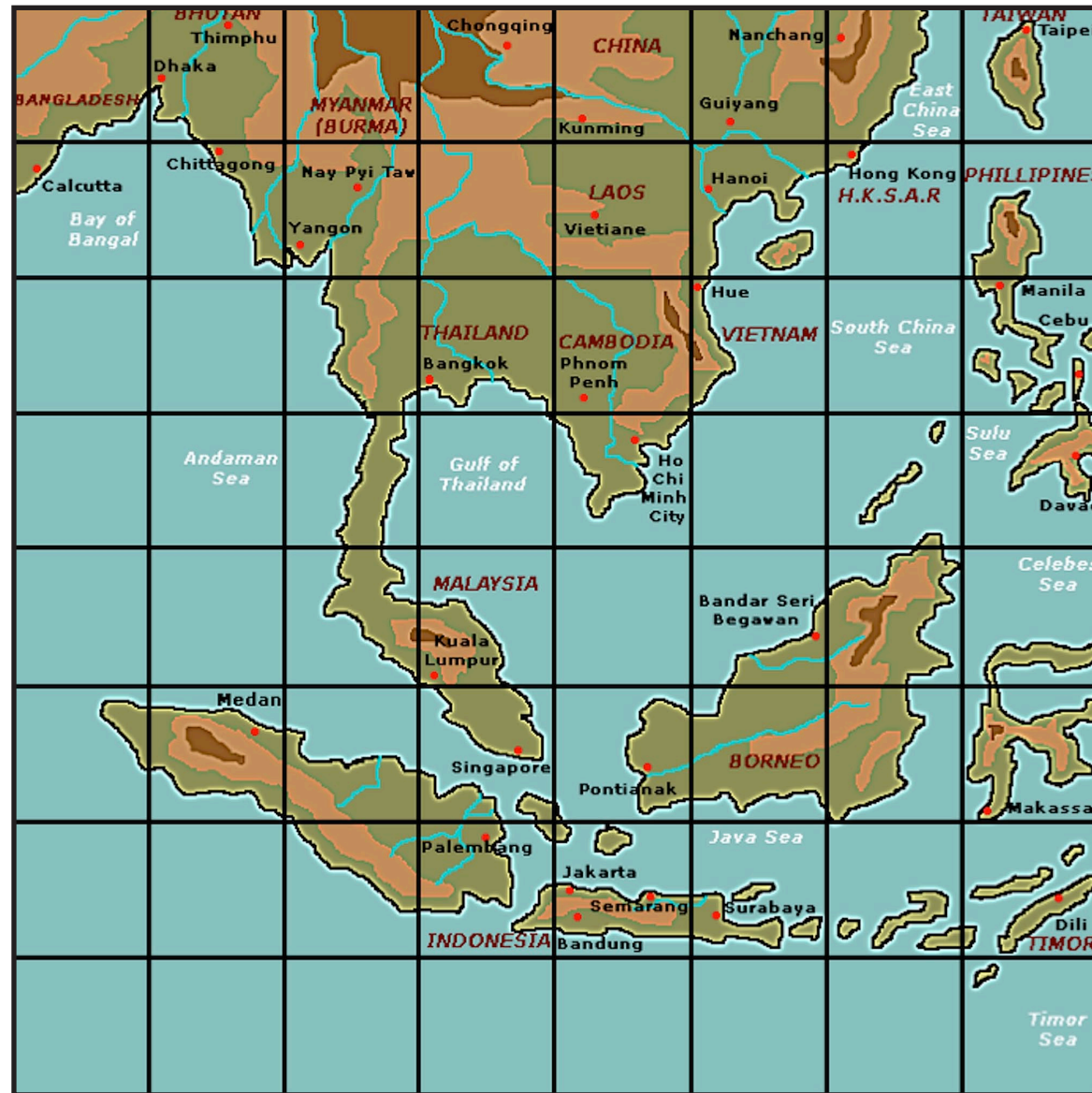
Solar System Map - One Year War



South East Asia - One Year War

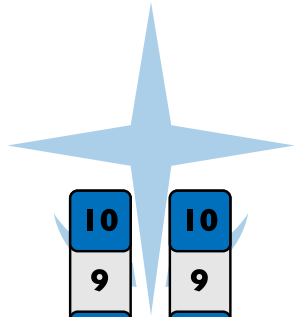


WAR EFFORT	REQUISITION
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0

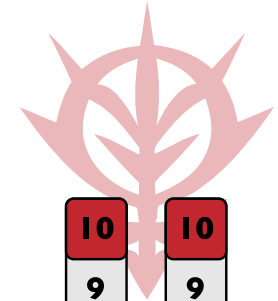


WAR EFFORT	REQUISITION
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0

Australia - One Year War

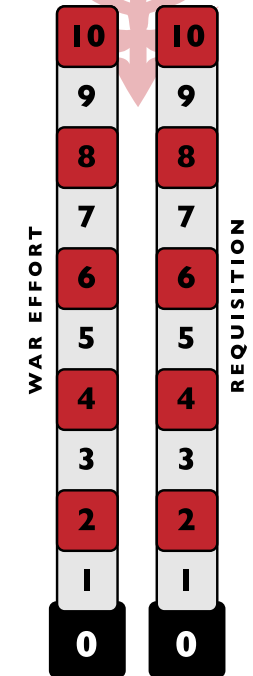
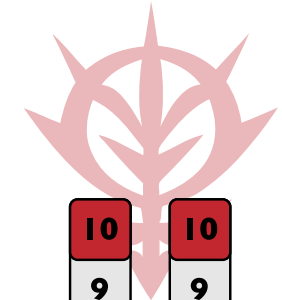
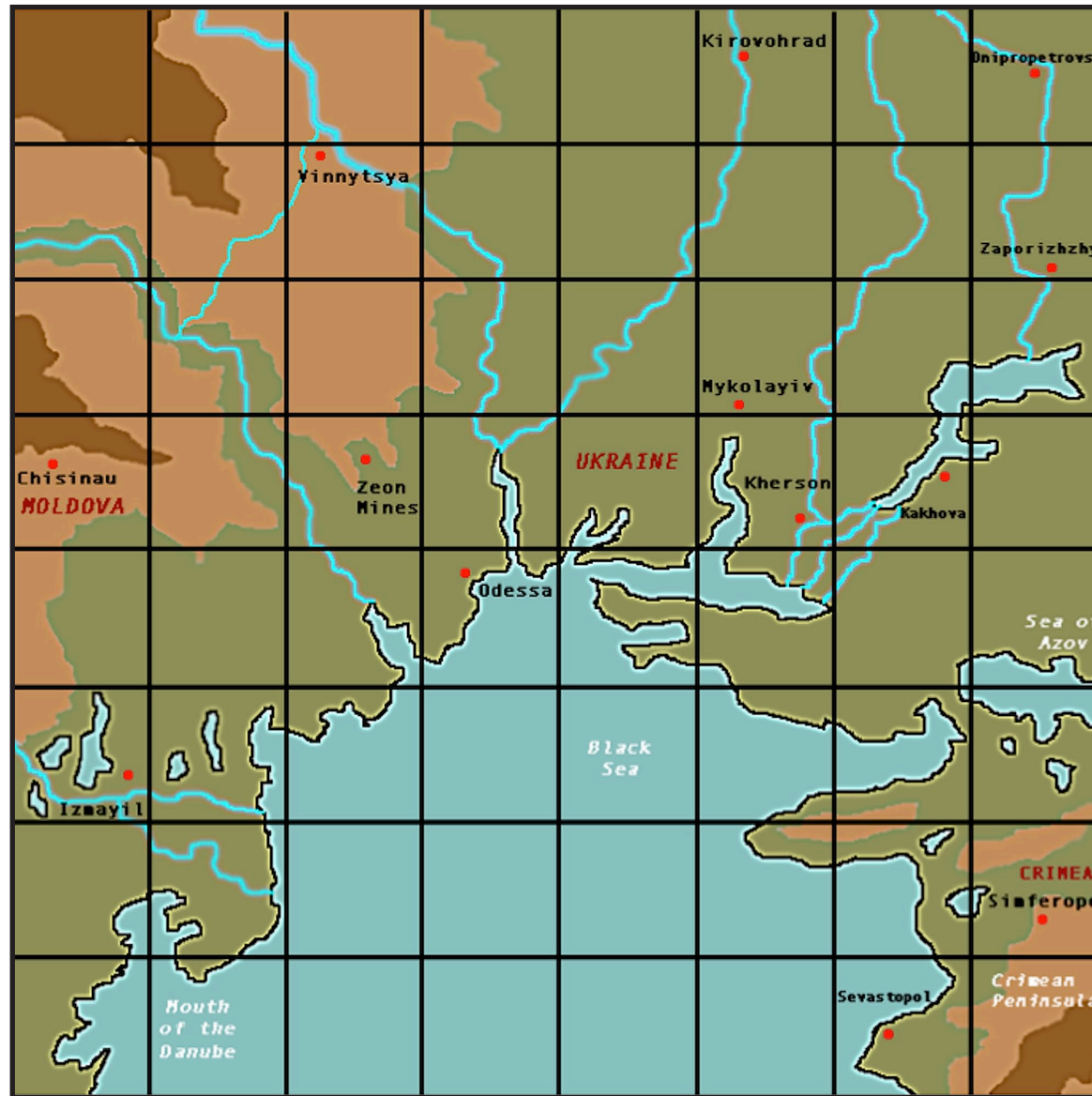
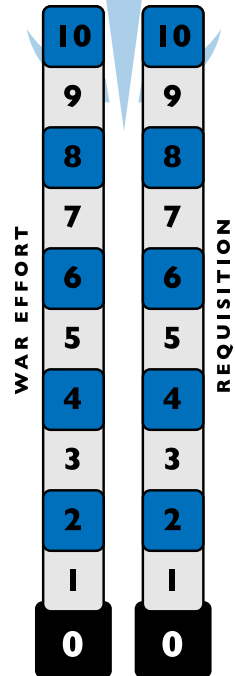
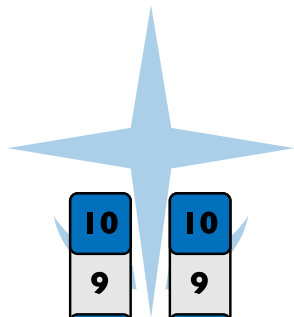


WAR EFFORT	REQUISITION
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0

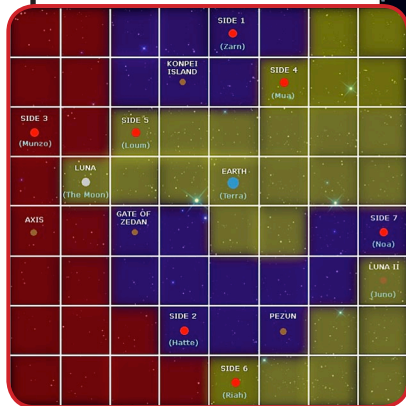
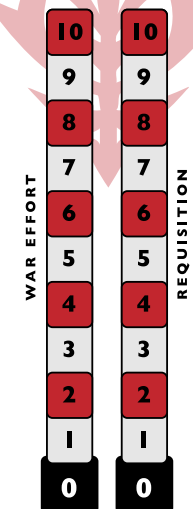
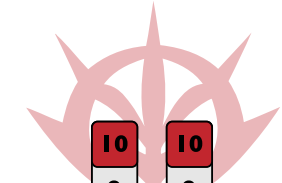
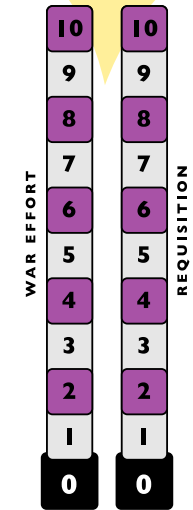
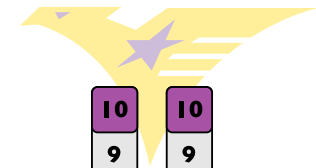
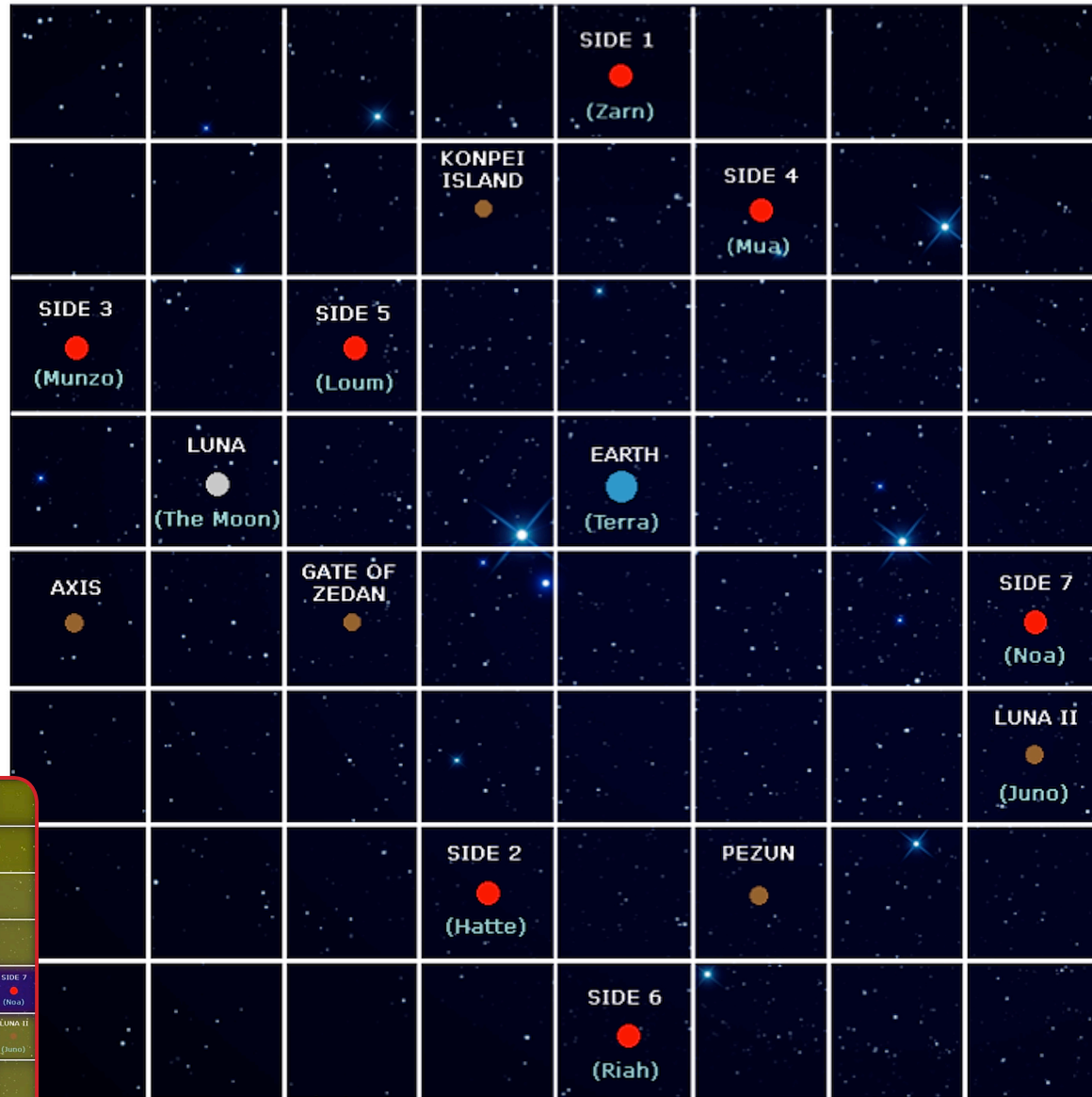
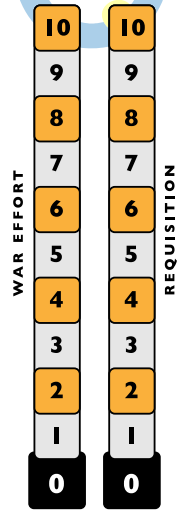
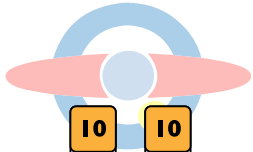


WAR EFFORT	REQUISITION
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0

Operation Odessa - One Year War



Solar System Map - Gryps Conflict



Character Pilots

When playing a campaign (or playing a series of regular battles with friends) you may wish to create your own **Character Pilots** (referred to from here on as simply Characters.)

Unlike the regular, nameless pilots in an army, Characters have the capacity to grow and become more powerful, gaining new abilities and skills.

In game terms, these skills are called **Traits**.

Characters can also improve their Mobile Suits with **Modifications**.
(More about these improvements later.)

Both Traits and Modifications are obtained as a Character increases their **Rank**; the higher the Rank, the more a Pilot can have.

You can add as many or as few Character Pilots to an army as you desire, however there are some considerations:

- Characters purchased at the start of a campaign add to the Points Cost of a Unit. See the Rank Advancement Table (pg 62) for costs.
- Characters usually only pilot Mobile Suits, not Vehicles or Air Units.* In addition, they may only pilot a Unit their Faction has access to.
- A Character can only pilot one Unit at a time. If a Character changes their Unit, they take all acquired **Traits** and **Modifications** with them.

Characters act as pilots in all respects, meaning they are subject to rolls on the Destruction Table and other factors (including Pilot Health and Pilot Mind) during battle. Like other pilots, if a Character is reduced to -4 Pilot Health or Pilot Mind they are killed and removed from the game.

Advancing a Character

In the course of a campaign, Characters can earn **Experience Points** (EXP) for acts of derring-do (or just for surviving!)

After each battle, a Character may be able to advance up the **Rank Advancement Table**.

For every 200 EXP they accumulate, a Character advances one Rank on the Table.

Note: EXP earned from previous battles is added to EXP earned from the latest battle for this purpose.

If a Character reaches a *new* Rank, they are awarded the appropriate title for their Faction from the Rank Advancement Table, and their EXP is reset to zero.

To see what conditions award EXP to a Character, consult the **EXP Table**:

EXP (Experience) Table	
Condition	EXP Earned
Character was in play at the start of battle or entered via an Ambush.	10
Character's Unit in play at end of battle.	30
Character reduced a non-Character enemy Unit to zero (0) integrity.	40
Character survived a Destruction Table roll.	10
Character reduced a Character enemy Unit to zero (0) integrity.	10x Enemy's Rank

*There is **no** actual restriction against making Vehicle or Air Unit Crews into Characters.

Players should be advised, however, that in a universe dominated by 20 metre tall steel titans the life expectancy of such Characters may be... limited.



Traits and Modifications

Traits are bonuses or abilities that automatically apply when their appropriate conditions are met.

If a Character can reach a rank with a **Trait** number on the Rank Advancement Table, they may choose a Trait to apply from the **Traits List**.

Similarly, if the Character can reach a rank with a **Modification** number, they may choose a Modification for their current Unit from the **Mobile Suit Modifications List**.

Modifications add bonuses or abilities to the pilot's Unit, giving them an edge in battle.

Notes: A Character may not be given the same Trait or Modification more than once. Also, Traits cannot be changed in a campaign, although Modifications may be.

Characters in 'One-Off' Games

It is also possible to field Characters in non-campaign games, by purchasing them at the points cost shown on the Rank Advancement Table.

Each additional Rank cost above Rank I is accumulative.

Example:
Christina Mackenzie is a Corporal in the Earth Federation Ground Forces. A Corporal is Rank 4, so Christina costs her player 100 points to field, and may be given any 2 Traits they choose from the **Traits List**.

Although there is no actual maximum to the number of points you can spend on Ranks, it is recommended that no more than 10% of a force's points should be spent on Ranks in a 'one-off' game.



Characters in Charge

Obviously, as a Character's Rank improves, so too does their standing in their faction, meaning they are more likely to be given command over a Team.

However, regardless of their rank, to use the Command Ability a Character must either pilot a Command-tagged Unit, or, pay 10 points to add the Ability.

Heroic Traits and Modifications

The skills of some pilots are nothing less than legendary. Such Characters have access to Heroic Traits and Modifications, as described on page 65.

Like Ranks, these can be purchased with points:

LEVEL	PTS
1	100
2	200
3	300
4	400
5	500

Example:
Let's write up the tragic hero Ramba Ral for a one-off game of **Mobile Suit Skirmish**; We'll make Ramba a Rank 10 Commander with 2 Heroic Levels.

He costs (550 points for Rank 10) plus (200 points for the 2 Heroic Levels) for a total of 750 points.

'Lieutenant' Ral has a whopping 5 Traits, and 3 Modifications to add to his custom Gouf!



Rank Advancement Table							
RANK	PTS	TRAITS	MODIFICATIONS	FEDERATION SPACE FORCES TITANS A.E.U.G.	FEDERATION GROUND FORCES	ZEON SPACE FORCES NEO AND AXIS ZEON	ZEON GROUND FORCES
1	10	0	0	Petty Officer 3rd Class	Private 2nd Class	Petty Officer 3rd Class	Private
2	30	1	0	Petty Officer 2nd Class	Private 1st Class	Petty Officer 2nd Class	Private 1st Class
3	60	1	0	Petty Officer 1st Class	Superior Private	Petty Officer 1st Class	Superior Private
4	100	2	0	Chief Petty Officer	Corporal	Chief Petty Officer	Corporal
5	150	2	1	Master Chief Petty Officer	Sergeant	Master Chief Petty Officer	Sergeant
6	210	3	1	Warrant Officer	Sergeant Major	Ensign	Sergeant Major
7	280	3	2	Ensign	Warrant Officer	Lieutenant Junior Grade	2nd Lieutenant
8	360	4	2	Lieutenant Junior Grade	2nd Lieutenant	Lieutenant	Lieutenant
9	450	4	3	Lieutenant	1st Lieutenant	Lieutenant Commander	Captain
10	550	5	3	Lieutenant Commander	Captain	Commander	Major

Traits List

Traits represent the innate abilities of battlefield leaders and aces; those mobile suit pilots and crews gifted with 'the right stuff'.

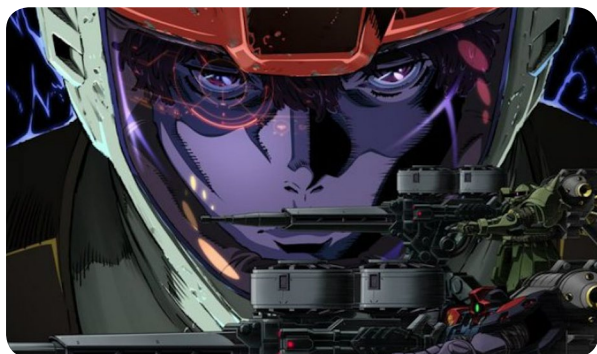
Traits marked as **Rare** can only be taken once per 2000 points of an Army.

Ambusher

This Character automatically passes all Ambush attempts.

Controlled Aim

This Character may roll twice against opponents on the Damage Chart per Critical Hit.



Fierce

If this Character successfully destroys (reduces to 0 Integrity) an enemy Unit by using a Shoot Action, they may perform one additional free Shoot action with the same weapon.

This trait is not cumulative with abilities like Blitzkrieg or Hunter.

Fortunate

This Character may choose to re-roll once per turn on a Damage Chart roll, and once per turn on a Destruction Table roll.

Gallant

This Character never Falls Back in Close Combat. Their opponent must always elect to Fall Back regardless of damage taken.

If fighting another Gallant opponent, both Characters will Fall Back.

Leader

If this Character's Unit has the Commander special rule, they generate two Command Points instead of one at the start of their player's turn.

Mechanic

This Character may elect to perform a Slow Action to remove one level of Damage Chart penalty, once per battle.

Merciful

This Character may regain two points of Integrity, once per battle, by electing to not deal Damage from any one successful Action that would result in damage to an opponent.

Cyber-Newtype

This Character has a sight and attack radius of 360 degrees. They may use Newtype Only Modifications and Equipment.

However, they begin the game at -1D6 Mind.



Rash

This Character must always perform a Charge (via Move or Boost) whenever an enemy Unit is within Move or Boost range at the start of their turn.

They also automatically gain Advantage and one additional Attack die in the resulting Close Combat.

Responsive

This Character may take one free Shoot action when an enemy target moves into range of any of their equipped weapons during an opposing player's turn provided the weapon does not have to be reloaded.

This may only occur once per opposing player's turn.

Stoic

This Character automatically passes any Morale Checks, and ignores the effects of Terrifying opponents.

Swift

This Character always has Advantage during Close Combat unless facing an opponent who is also Swift. In this case, perform an Advantage Roll as normal.

Terrifying (Rare)

An opposing Unit that has Sight to this Character for the first time per battle must make an immediate Morale Check unless they possess either the Stoic or Terrifying trait themselves.

Mobile Suit Modifications

These are tweaks and field repairs that can be applied to any Character's Mobile Suit or Mobile Armour to customise it. Remember, if the Character changes Units they take any modifications with them.

Amphibious

This Unit gains the Amphibious <Passive> ability; It does not suffer movement penalties for moving in water. It may enter Deep Water. This Unit may Ambush from a water terrain piece 6" in diameter or wider.

Anti-Beam Coating

This Unit gains the Anti-Beam Coating <Passive> ability; It takes one less damage from Beam class ranged weapons.

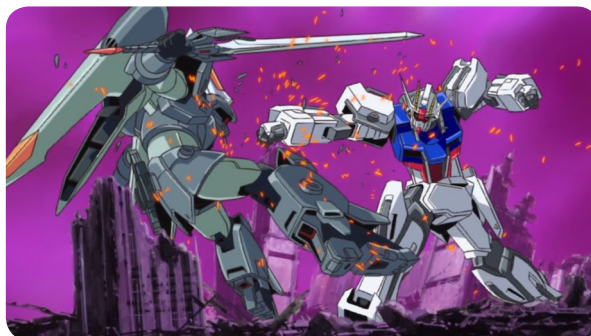
Heavy Plating

This Unit gains the Heavy Plating <Passive> ability; It takes one less damage from Low Calibre and Medium Calibre class ranged weapons.

Improved Optics

Increase the maximum range limit of each weapon on this Unit by 6".

Example: A Unit armed with a 90mm MG (6 - 24") and a 380mm Bazooka (12 - 36") would increase their ranges to 6 - 30" and 12 - 40", respectively.



Intelligent

Any Close Combat Advantage roll for this Unit may be re-rolled if their player desires.

Magnetic Coating

This Unit ignores all Rotation Penalties.

Optimised Thrusters

Increase the base Movement of this Unit by 2" and the Boost by 4".

Reactive Armour

This Unit gains the Reactive Armour <Passive> ability; It takes one less damage from Explosive class ranged weapons.

Reinforced Endoskeleton

Increase the base Integrity of this Unit by two.

Weapon Pack

This Unit gains the Weapon Pack <Passive> ability; It may choose three Carried Weapons to take into battle instead of the regular two.

Aces of the One Year War: Amuro Ray

Famed pilot of the iconic Gundam RX-78 'Unit 2', Ensign Ray's career began almost by chance, after Project V's facilities on Side 7 were attacked, causing him to take control of the surviving Gundam prototype.

Following his return to Earth on *White Base*, Amuro overcame both Zeon forces and his own issues to emerge as the Federation's second-highest ace pilot, with 142 Mobile Suit and nine ship 'kills'.

Being one of the first confirmed Newtypes, Amuro possessed uncanny predictive abilities, and was also a talented electronics engineer, which enabled him to make useful field modifications to RX-78.

Note: The Stats below reflect Amuro through much of the OYW, rather than at the end.

Name:	Chief Petty Officer Amuro Ray
Assignment:	Gundam RX-78 Unit 2
Points:	400
Traits	Modifications
Mechanic	-
Terrifying	-
Heroic Traits	
Duelist	
Newtype (Level 1)	
The White Devil	



Heroic Traits and Modifications

These extremely rare skills and equipment are the providence of legendary heroes and villains — the leading men and women of our drama!

Any Character - regardless of their Rank - may have up to three Heroic Traits and two Heroic Modifications.

Heroic Levels

Some Heroic Traits and Modifications (such as Newtype) can be taken more than once, providing additional benefits.

A Character may have a combined maximum of **five Heroic Levels** of Heroic Traits and Modifications.

Note: Unless stated otherwise, all Heroic Traits and Modifications count as being 'Level 1'.

In a campaign, it costs 500 EXP for a Character's first Heroic Level. The next costs 600 EXP, and so on, increasing the cost by an extra 100 EXP per level.

When purchased with points, each Level costs 100 points.

Examples:

After a few games in a campaign, Zeon Chief Petty Officer Mash (Rank 4) has earned 600EXP. He currently has no Heroic Traits, so his player would need to spend 500 of Mash's EXP to grant his first Heroic Trait, 'banking' the left over 100EXP for later.

Before the Battle of Lom, Lieutenant JG Char Aznable costs 280 points (Rank 7) plus 100 points for Newtype Level 1, and 100 points for The Red Comet, totalling 480 points.

Heroic Traits

Commander

This Character counts as having the Leader Trait, and their Unit gains the Command tag for no additional cost, regardless of Unit type.

Duelist

This lightning-fast character may perform one additional Fast Action per turn, and can Equip with two Close Combat weapons.

When using two weapons, each missed Attack with the first Weapon can be replaced by an Attack with the second weapon.

(Use the second weapon's statistics for these attacks.)

Elusive

Whenever this Character is targeted for a Shooting or Close Combat attack (excluding Aimed Shots), before making any Defence Pool roll, roll a D6:

On a result of 6, move this Character's Unit 4" in any direction (a free move), and ignore the attack.

Flanker

This Character *always* gains a Flanking Bonus against their target, unless the target Unit has an Ability, Modification or Trait that cancels this effect.

Impenetrable

This Character may always reroll one failed die from their Defend Pool. (Does not stack with other rerolls.)

Jack of all Trades

This Character may choose an additional Trait from the Traits List, even if they already have all of their Rank's maximum allowed Traits.

Aces of the One Year War: Char Aznable

Immortalised as 'The Red Comet' Char Aznable was the hero of the Battle of Loum for the Zeon forces.

Like his nemesis Amuro Ray, Char was a Newtype, but his mysterious persona owed more to his quest for revenge upon the ruling Zabi family, following their part in the assassination of Char's father, Zeon Daikun.

Char was instrumental in the pursuit of White Base to Jaburo, and then in the implementation of the Zeon Newtype research programme, which led to the development of the Psycommu control system.

Relentless and driven, each of Char's characteristic red Mobile Suits was a source of terror for any Federation pilot unfortunate enough to confront him.

Name:	Lt. Commander Char Aznable
Assignment:	Zaku II Custom
Points:	750
Traits Leader Stoic Terrifying	Modifications Optimised Thrusters
Heroic Traits Duelist Newtype (Level 1) Red Comet	



Heroic Traits and Modifications continued

Newtype Level 1

This Character has an uncanny ability to sense the intentions of their enemies.

They have a Sight Arc of 360°, and may use Newtype Only Modifications and Equipment, but begin the game -1 Mind.

Newtype Level 2

More in tune now with their evolved abilities, in addition to Level 1 powers this Newtype can project a psychic field for 1D3 turns once per game that prevents any Attack against their Unit from being Penetrating. (Requires a Fast Action to activate.)

However, they begin the game -2 Mind.

Newtype Level 3

Having mastered their powers, this Newtype can now psychically attack other Units.

Using a Fast Action, target any Unit in play; On a D6 roll of 4+ that Unit's Morale State immediately becomes Routing. If the roll fails, the Newtype loses -1 Mind.

The Newtype also possesses Level 1 and 2 powers, but begins the game -4 Mind.



Reckless

This Character gains two additional Attack dice in Close Combat but reduces their Armour value permanently by one.

Red Comet

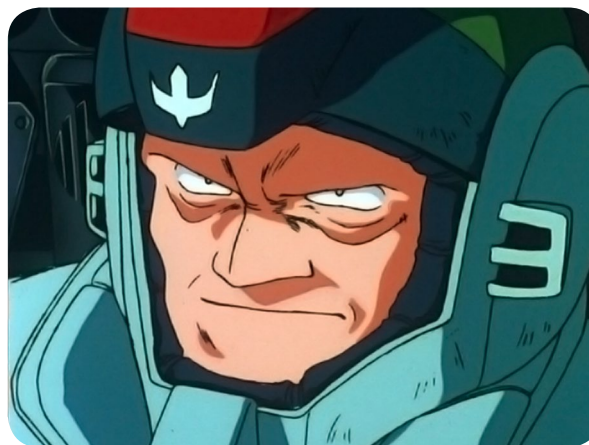
When performing a Boost Action with this Character's Unit, roll a D6:

On a result of 5+ they may immediately perform an additional Boost Action. One use per turn.

The White Devil (Gundam Pilots only)

Following a successful Shoot Action that deals Damage to an enemy Unit, this Character's Unit may immediately perform a free Boost Action.

In addition, a Flanking bonus can never be claimed against this Unit.



Veteran

This Character may always reroll one failed die from their Attack Pool. (Does not stack with other rerolls.)

Aces of the One Year War: Ensign Shiro Amada

Enigmatic pilot of the ground-combat specialised Gundam RX-79 'Ez-8' Shiro Amada commanded the 08th Mobile Suit Team, Kojima Battalion, during the EFGF's drive through southern Asia.

A capable leader with an unusually strong sense of compassion for those under his command, Ensign Amada was a key factor in the destruction of the Zeon Mobile Armour 'Apsalus', although he was suspected of harbouring less than entirely belligerent feelings towards its pilot, Aina Sahalin.

Both Shiro and Aina disappeared in the aftermath of the Asian campaign, but although listed as 'Missing in Action', Shiro in fact survived the destruction of his Ez-8, living somewhere in hiding, in the mountains of southern Asia.

Name:	Ensign Shiro Amada
Assignment:	Gundam RX-79 Ez-8
Points:	280
Traits Leader Mechanic Merciful	Modifications Magnetised Coating Reinforced Endoskeleton
Heroic Traits -	



Heroic Traits and Modifications continued

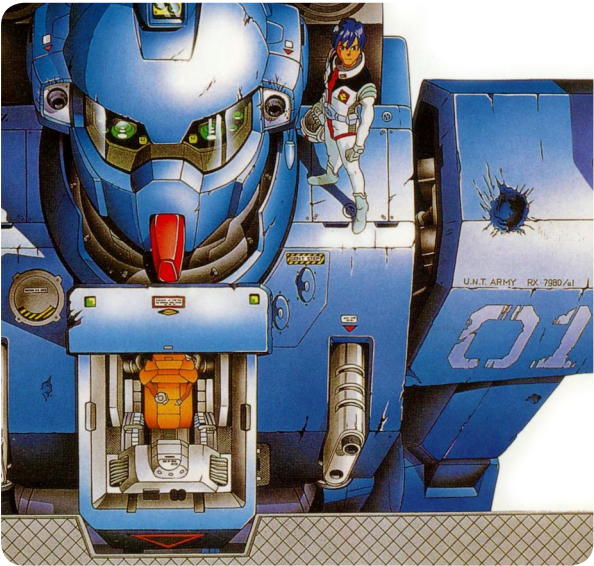
Heroic Modifications

EXAM System

This Character temporarily gains the Rash Trait when they are at 50% of their base Integrity or less.

Additionally, should this Character's Unit reach zero Integrity, roll 1D6 before the Destruction Table roll:

On a 5+ ignore the Destruction Table roll and return this Unit's Integrity to 50% of its original value.
On a result of 1-4, roll on the Destruction Table as normal.



Full Burst Mode

This Character may fire all available ranged weapons with a single Shoot Action, (counts as a Slow Action), once per turn.

Each weapon is targeted and rolled for separately and must be reloaded if applicable.

Full Armour Package

Increase the Armour of this Character's Unit by one.

I-Field

This Character's Unit may now possess an I-Field equivalent to their Armour value:

Light (1 Armour), Medium (2-3 Armour), Heavy (4 Armour), Super Heavy (5 Armour).

Panoramic Cockpit

Attackers targeting this Character do not gain a Flanking bonus.

Psycho Device

This Unit may perform an additional Fast Action at the end of its player's turn, after all their other Units have acted, but before the Final Upkeep Phase.

Trans-Am

For the first three of their Player's Turns, this Character's Unit may double its base Movement and Boost values.

During the same period, their Unit may also increase its base DAM with every weapon by 2 DAM.

Yata no Kagami Coating

If this Character's Unit is hit by a Beam class ranged weapon, roll a D6:

On a result of 1-3, roll Defence Pool as normal.
On a result of 4-5, remove all Hits the attacker scored.

On a result of 6, in addition to removing all Hits, roll one Attack die per Hit for a shot from the target back to the Attacker, as if the Defender was Equipped with the Attacker's own beam weapon.

Aces of the One Year War: 2nd Lieutenant Sophie Fran

A member of Zeon's elite Midnight Fenrir Corps, Lieutenant Fran had a reputation of abandoning her apparently calm, controlled disposition in combat, becoming a "blood-thirsty demon" at the controls of her MS-09B Dom.

Skilled and fearless, Lieutenant Fran enjoyed one of the highest sortie-to-kill ratios of any pilot during the One Year War.

Refusing to surrender at the end of the war, Fran became a conspirator in the Silver Lance plot, for which she was arrested by the EFF, and handed over to the Republic of Zeon for trial on charges of treason.

Name:	2nd Lieutenant Sophie Fran
Assignment:	MS-09B Dom
Points:	280
Traits	Modifications
Ambusher	Heavy Plating
Fierce	Improved Optics
Rash	
Heroic Traits	
-	

Points Costs for Units

All Units have a **Points Cost**. Experienced wargamers will be very familiar with this concept, but for those who are new to the hobby, let us elaborate:

Points are an abstract 'price tag' that provides the means to directly compare one Unit to another. In theory, if two Units cost the same in Points, they should be evenly matched, and the Players' skill and luck will be the decisive factors in a battle between them.

So, if two opposing forces are equal in Points Cost, their Players will know they should have a balanced game, with no unfair advantage to either side.

Costing a Unit

Back on page 11 we took a look at an example of a **Unit Profile** and how it translates onto a **Unit Stat Sheet** for actual gameplay.

A Unit Profile gives the **Base Points Cost** for that Unit, plus the individual costs for its **Weapons** and **Abilities**.

Adding these costs to the Base Points Cost, plus the Points cost for a **Character** (if the Unit has one) gives the final **Total Points Cost** for that Unit.

Unless Players agree otherwise, *all* of a Unit's Abilities should be included in its Total Points Cost.

Buying Weapons

Unlike Abilities, a Unit does not have to 'buy' *all* its listed Weapons. Each is considered 'optional', and a Player is free to select which weapons the Unit will deploy with.

In fact, if a Player wishes, they don't have to take *any* Weapons for a Unit! (Though why you'd want to do so is beyond reasoning...) Even Mounted Weapons may be omitted, perhaps because that they ran out of ammo, or replacement parts won't arrive 'til next Tuesday.

Important Note:

Don't forget that a Unit can't deploy with more than **2 Carried Weapons**, unless stated otherwise.

Example:

Bright is deciding how to spend his Points on a RGM-79 (G). This Mobile Suit has a **Base Points Cost of 220 Points**, and the following Abilities and costs:

Solid Defence	10 Points
Smoke Launcher	20 Points
Weapon Pack	10 Points

Bright and his opponent agreed beforehand to make Abilities optional, so he leaves off the Weapon Pack because he plans to buy only one Carried Weapon. He adds the two other Abilities to the Base Points for a running total of:

$220 + 10 + 20 + 10 = 260 \text{ Points}$

Next, Bright considers the RGM's Weapons. He takes the Vulcan Guns (10 Points) as a precaution, and chooses the 380mm Bazooka (90 Points) for long-range firepower. After some thought, he gives the RGM a Beam Sabre (50 points) in case it needs to get personal with someone.

Bright has chosen not to give this Suit a Character Pilot, so the RGM-79(G)'s Total Points Cost is:

$260 + 10 + 90 + 50 = 410 \text{ Points}$

Choosing a Point Limit for a Game

Before they begin a game, all the Players involved should agree on a **Points Limit** that defines the maximum amount of Points each Faction can spend on its force. But how do you decide that Limit?

For a small game, with just 1-4 Mobile Suits for example, between **500 - 1500 Points** per side should be about right.

That should be sufficient to 'buy' 2-3 'grunt' Mobile Suits, (such as Zakus, RGM-79's, etc.), with an 'officer' Suit (a Gundam or Gelgoog, etc.), to lead them.

A medium-sized game, with two three-Unit Teams per side, will cost around **1500 - 3000 Points**.

To fight a big game, (which will probably take a whole afternoon to complete), you may want to set a limit of **5000 points**, or even higher, if your Gunpla collections are large enough!

Keep in mind that Vehicles, Air Units, and Infantry are commonly cheaper in Points than Mobile Suits, so you may need more of them to take on the big guys.

Point Limit Example:

The Mobile Suit Team (below) was bought from a Points Limit of **1200 Points**. Let's break it down:

Each of the Gundam (G)'s have a **Base Points Cost of 240**. Each has the Solid Defence (10) and Smoke Launcher (20) Abilities. and one has a Weapon Pack (10).

Running total = **550 Points**

For Armament, each has Vulcan Guns (10) and a Beam Sabre (50). One also has a 100mm MG (30) while the other totes a 180mm Cannon (50), plus a Beam Rifle (50) and 100mm MG (30) in the Weapon Pack.

Running total = **820 Points**

Lastly, the RGM-79(G) (220) also has the Solid Defence (10) and Smoke Launcher (20) Abilities, no Vulcans or Beam Sabre, and a 100mm MG (30).

The Total Points Cost for this Team is:

$820 + 280 = 1100 \text{ Points}$

- that leaves 100 Points to spare, which could be used to add a Beam Sabre to the RGM(G), or perhaps buy a Character Pilot for one of the Gundams.



Custom Unit Creation Guide

Everyone has their own favourite Mecha, but not all of them have 'official' Stats to play in **Mobile Suit Skirmish**. (Yet!)

Therefore, here is a simple step-by-step guide to the process of creating a giant robot of your very own.

Before you begin, you will need some 'real life' statistics about the Mecha you're designing - such as its speed, armour type, what weapons or special equipment it has (such as a Panoramic Cockpit).

This sort of data can be sourced from publications such as a *Gundam* technical manual or a website such as the *Gundam Wiki* or *MAHQ*.

Step 1: Calculate Move and Boost

First, find the Unit's speed in km/h (or equivalent). Once this is done, convert that speed into m/s. Here is a useful online tool to aid you:

<http://www.unitconversion.org/velocity/kilometers-per-hour-to-meters-per-second-conversion.html>

To shrink the resulting m/s to an appropriate scale to match 1/144, multiply the m/s by 0.75 to receive the distance the Unit can travel in centimetres in one real second. This is the basis for our Boost statistic.

Now simply convert the centimetres given into inches (rounded up or down as appropriate) to receive the Boost value of the unit.

Here is another useful online tool to help:

<http://www.unitconversion.org/length/centimeters-to-inches-conversion.html>

To find the unit's Move statistic, simply divide its Boost by two.

Step 2: Calculate Armour

Look up the type of armour the Unit has, and then write the appropriate values based on one of the tables below:

Early U.C. Units (One Year War)		
Armour Type	Values Dice	Roll
Steel	1	6
Super-Hard Steel	2	5+
Titanium Composite / Alloy	3	4+
Gundarium / Lunar Titanium	4	3+
Abnormally Tough	5	3+

Later U.C. Units		
Armour Type	Values Dice	Roll
Steel / Super-Hard Steel	1	6
Titanium Composite / Alloy	2	5+
Gundarium α or Gundarium β	3	4+
Gundarium γ	4	3+
Gundarium / Superior Armour	5	3+

Cosmic Era Units		
Armour Type	Values Dice	Roll
Non-Phase Shift Armour	1	6
Phase Shift Armour	2	5+
Trans Phase Armour	3	4+
Variable Phase Shift Armour	4	3+
Any Superior Armour	5	3+

Step 3: Calculate Integrity

Integrity is simple to work out. First, double the Unit's Armour value. Now, if the Unit is a 'hero' such as the Gundam, Hyaku Shiki, etc., you may like to add an extra point of Integrity or two, but no more.

If a Unit is considered somewhat 'weak' or 'fragile' you might consider reducing its Integrity by a point or two, but no more.

This gives you the Integrity Value.

Note that a Unit's Integrity can never exceed 12.

Step 4: Calculate Shield Statistics

To work out a Unit's Shield statistics, consult the table below:

Early U.C. Units (One Year War)			
Shield Type	Bonus	Integrity	Example
Light	1 / 6	2	A Zaku Shield. Shields 1/3 length of mobile suit or smaller.
Medium	2 / 5+	3	A GM Shield. Shields approx. 1/2 to 2/3 length of mobile suit.
Heavy	3 / 4+	4	A Gelgoog shield. Shields about same length as mobile suit.
Super Heavy	4 / 3+	5	Gundam Physalis Shield. Shields larger than mobile suit using it!
Shield Costs	20 points for Light shield 40 points for Medium shield 60 points for Heavy shield 80 points for Super Heavy shield		

Step 5: Add Weapons and Equipment (Abilities)

There are several weapon and equipment types available in the game. If you look at the **Weapons Tables** (pgs 20 and 28) you will find all their Stats, including Points Costs.

Be sure to list which weapons the Unit has, both Ranged and Close Combat (where applicable.)

When adding weapons and equipment to your Unit, keep the following points in mind:

Carried Weapons

A Mobile Suit may have up to **two** Carried weapons when deployed. Only one may be Equipped at a time, however. The Switch Weapon Action must be used to swap between them.

Examples of Carried weapons are a Beam rifle or Zaku Bazooka. They are basically what a Mobile Suit would have to carry in its hands, or be holstered on its back. (Excluding Shields and Close Combat Weapons.)

Mounted Weapons

A Unit may have several Mounted weapons at the same time. Mounted weapons always count as Equipped and do not need a Switch Weapon Action in order to fire them.

Examples of Mounted weapons include a tank's 150mm Cannon, a Gelgoog's Vulcan Guns, etc.

These weapons are permanently a part of the Unit's body or hull.

Shields

This equipment type provides a bonus to a Unit's Defence die pool. Shields always count as Equipped and provide their defensive bonus

unless they are chosen to Shield Break or reduced to 0 Integrity.

Shields do not count towards the Carried Weapon limit.

Close Combat Weapons

These weapons may be Equipped using the Switch Weapon Action, but do not count towards the Carried Weapon limit.

A Unit can usually only be deployed with **one** type of Close Combat Weapon.

Equipment (Abilities)

The different technologies, systems and devices that make up a Unit are represented by its Abilities. A Unit can have up to **four** Abilities, (some rare Units may have more), all of which must be paid for in Points. (See pgs 71 - 73.)

Calculate the Unit's Points Cost

$$\text{Unit's Base Points Cost} = (\text{Movement} + \text{Integrity} + \text{Armour}) \times 10 \text{ (Rounded down)}$$

The Base Points Cost is the 'raw' price for the Unit, without equipment, Weapons, or other features.

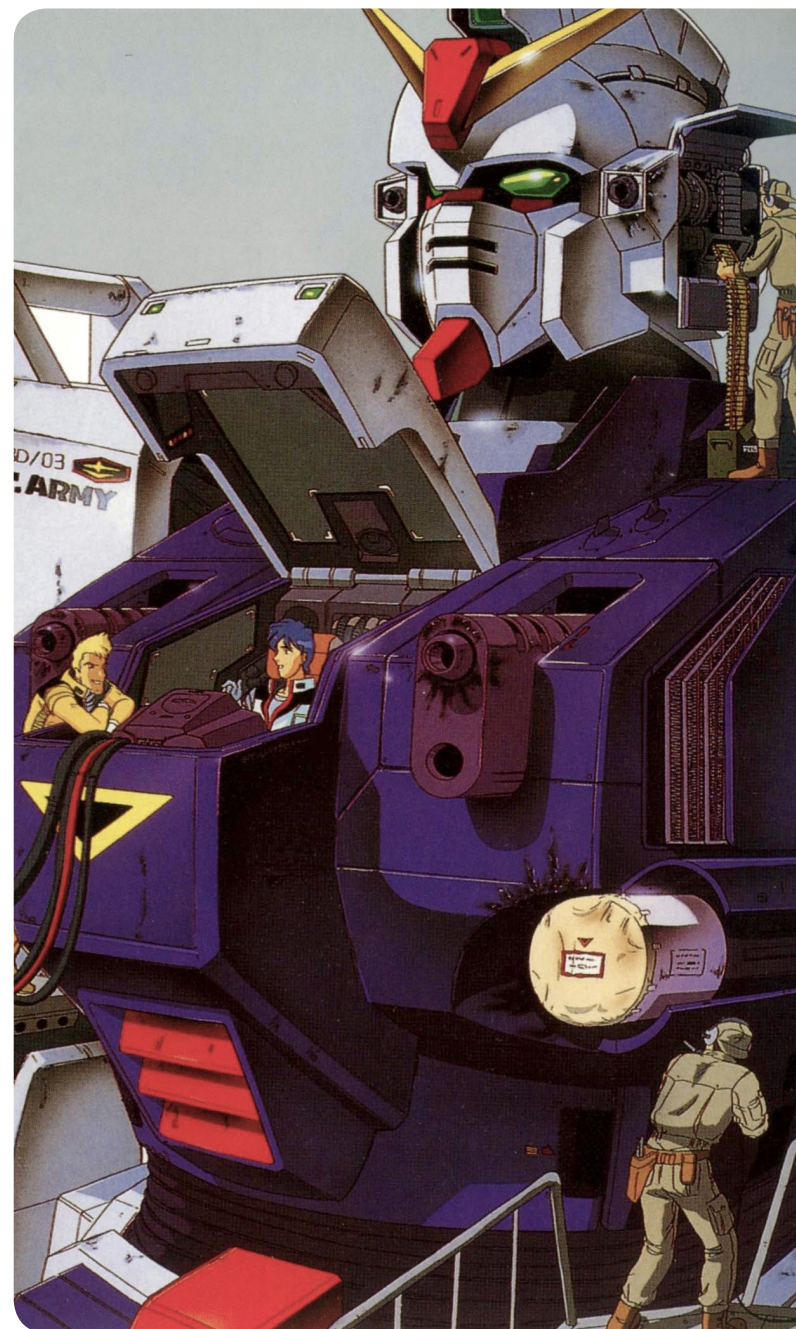
Add total Points costs for all Weapons, Shields and Abilities to the Unit's Base Points Cost.

The result is the final Total Points Cost for your new Unit!

Add a Pilot or Crew

The Unit comes with a free Pilot or Crew. Roll a die each to generate their starting Pilot Health and Pilot Mind. (See pg 30.)

If you prefer, you may give your Unit a Character Pilot, as per the rules on page 61.



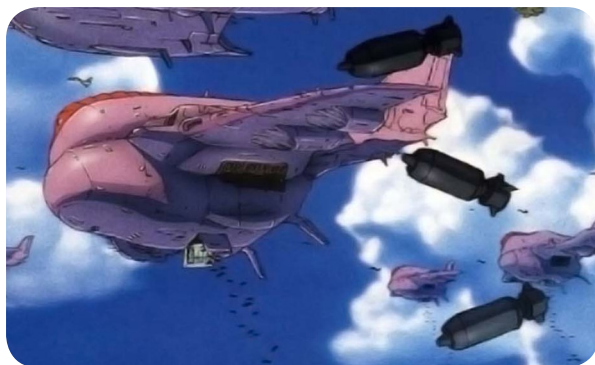
General Ability List

This is a listing of Abilities commonly available to Units described in the **Earth Federation Forces** and **Principality of Zeon Faction Books**.

Each Ability costs the points shown for it to be used with that Unit.

Afterburner <Active> **5x 'X'**
When this ability is active, this Unit may increase their base Movement by **X**" and their base Boost by 2x **X**".

However, once this ability is used, any time this Unit performs a Move or Boost Action, roll a D6 first: On a 3+ this Unit takes 2 Damage to their Integrity.



Aircraft <Passive> **None**
This Unit is subject to the Air Unit special rules when not fighting in Space.

Amphibious <Passive> **10**
This Unit does not suffer movement penalties when moving in water. They may enter Deep Water.

This Unit may elect to Ambush from a water Terrain Feature 6" or wider in diameter.

Blitzkrieg / Hunter <Passive> **20**
If this Unit successfully destroys (reduces to 0 Integrity) an enemy Unit with an attack from its

specified weapon it may perform one additional free Shoot action with the same weapon.

Anti-Beam Coating <Passive> **10**
This Unit takes one less total damage from Beam class weapons used in Shoot attacks against it.

Beam Flyer <Passive> **10**
For each 6 this Unit rolls in their Close Combat Attack Pool, roll an extra die (to a maximum of 2 dice) and add it to the Attack Pool.



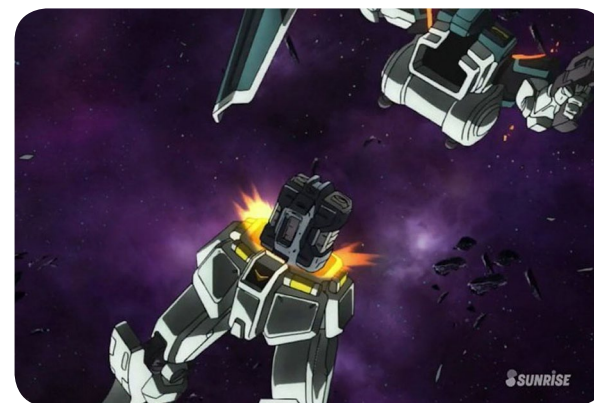
Beam Jitte <Passive> **30**
When determining Advantage in Close Combat, this Unit's opponent has DEX +0 regardless of the Close Combat Weapon equipped.

Additionally, reduce the opponent's Attack Pool to 1.

Beam Shield <Passive> **10x Level**
This Unit is equipped with a Beam Shield. (See pg 18 for more information on I/GN Fields/ Beam Shields.)

Bomber <Active> **10x Bombload**
Air Units only. This Unit can perform a Bombing Run as described on page 33.

Chobham Armour <Passive> **30**
This Unit Armour value increases by +1 and its Integrity increases by +2. However, its Movement reduces by -2" and its Boost reduces by -4".



Core Block System <Passive> **10**
If this Unit is reduced to zero integrity roll a D6:

On a 4+ the pilot transfers to a Core Block Fighter Unit, which may be placed anywhere 6" from this Unit. (Do not roll on the Destruction Table.)

On a result of 1-3, the Unit is destroyed as normal. (Roll on the Destruction Table.)

Cracker <Active> **5 each**
6" range. Roll a D6: On a 4+ the target's Accuracy is 5+ with all weapons throughout their next turn.

Dig in! <Active> **None**
When this ability is active all successful Hits against this Unit must be re-rolled once.

However, while 'dug' in, this Unit may not perform any Actions with the exception of Activate Ability which immediately deactivates the effects of Dig In!

Energy Siphon <Passive> **20**
If a designated friendly Unit is within 6" of this Unit, the <RS> tag for this Unit's designated weapon becomes <RQ>.

(See Unit's Profile for the designated weapon.)

Extra Fuel <Active> 10
This Unit may perform an additional Boost Action at the end of the next Boost action they use. This ability can only be used once per battle.

Fire Support <Passive> 20
When this Unit performs a Shoot action using its designated weapon it can elect to either roll two Shots at the same target, or instead roll one Shot each at two different targets.



Flight Mode <Active> 30
When this ability is active, double this Unit's base Movement and Boost values. This Unit is now subject to the Air Unit special rules unless fighting in Space.

In addition, this Unit cannot gain a Shield Bonus or related shield modifiers and may only perform Shoot or Aimed Shot actions with designated weapons.

This Ability must be re-activated each turn that the Unit is in Flight Mode.

Grapple Hook <Active> 20
This ability has a 12" range. Roll a D6: On a result of 5+ the target may not perform any actions during their next turn.

Heat Radiation <Passive> 10 per Die
When performing a Shoot Action with the designated weapon this Unit may choose to add one or more

additional die to its Shots value. Shooting Unit suffers 1 Integrity of Damage for each die added.

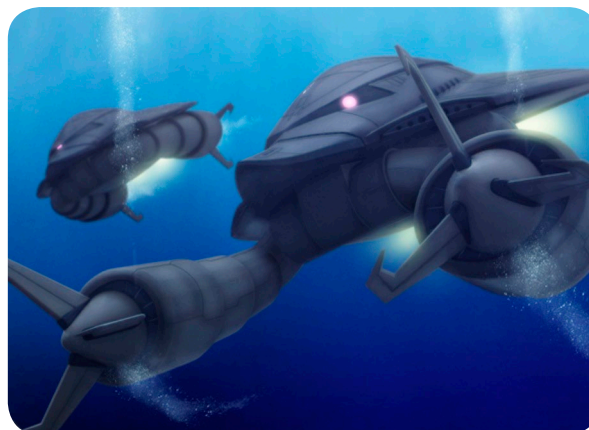
Heat Rod <Active> 10
This ability has a 12" range. Roll a D6: On a result of 5+ the target may not use any Carried Weapons during their next turn.

Heat Wire <Active> 10
This ability has a 12" range. Roll a D6: On a result of 5+ the target may not perform any actions during their next turn.

Hit & Run <Passive> 20
If this Unit performs a successful Shoot Action that deals Damage to an enemy Unit, this Unit may immediately perform a free Boost Action.

Hover <Passive> None
Hover Vehicles count Difficult Terrain as Dangerous, and cannot move through or onto Dangerous Terrain. However, they count Water Terrain Features as Normal Terrain.

Hydrojets <Passive> 20
Ambush attempts made by this Unit from a water Terrain Feature automatically succeed.



I-Field/GN Field <Passive> 10 per Level
This Unit is equipped with an I-Field/GN Field. (See Pg18 for more on I/GN Fields/ Beam Shields.)

Large <Passive> None
When this Unit is attacked, re-roll one failed die from the Attack Pool. (Attacker chooses the die.)

Limited Armament <Passive> -10
This Unit can only take one of two choices as its Carried Weapon.

Massed Fire / Seig Zeon! <Passive> 10
If this Unit is within 6" of another Unit of the same name, add one die to the Unit's Attack Pool when attacking with the designated weapon. (Maximum of up to two extra die.)

Mighty Shield <Passive> 20
The first time this Unit performs a Shield Break to prevent a Damage Chart roll from a critical hit, do not remove its shield nor reduce the Shield Type or Shield Bonus to None.

Only one use per battle.

Mobile Suit Transport <Active> 20
A single friendly Mobile Suit Unit within 6" of this Unit may choose to 'board' this Unit. When they do, they move with the Carrier Unit.

A Mobile Suit Unit that is 'on' this Unit may disembark within 6" of the current position of this Unit the next time this ability is activated.

If the Carrier Unit is Destroyed, roll a die; any transported Unit is also Destroyed on a 4+.

Movable Frame <Passive> 20
When this Unit takes 3 or more Damage from a single attack, roll a D6:

On a 4+ negate 2 Damage from that attack. On any other result, negate 1 Damage.



Obsolete <Passive> **-10**
When this Unit performs any Action they must first roll a D6: On a result of 6, this Action immediately fails and is not performed.

Panoramic Cockpit <Passive> **20**
Attackers targeting this Unit do not gain a Flanking bonus (Attack Die reroll).

Parachute Pack <Passive> **20**
This ability cannot be taken with Weapon Pack. If this ability is chosen, this Unit may Ambush.

Parting Shot <Passive> **10**
If this Unit is destroyed (0 Integrity), roll a die:

On a 4+, it may immediately Shoot once with any Equipped weapon at any eligible target, before being removed from the game.

Platoon / Squadron Leader <Passive> **10**
This Unit can only issue Orders to Units in its Platoon or Squadron.

Poor Balance <Passive> **-10**
Before this Unit fires its designated weapon, roll a D6: On a result of 5+ this Unit takes 1 DAM to Integrity.

Scatter Beam / <Active> **20**
Smoke Launcher
This ability has a 12" range. Roll a D6: On a result of 4+ the target's Accuracy becomes 5+ with all weapons for the duration of their next turn.

Scout <Passive> **10**
For each Unit with the Scout Ability in play, all enemy Ambush and Re-enforcement rolls are made at -1.

Small <Passive> **None**
When this Unit is attacked, re-roll one successful die from the Attack Pool. (Defender chooses the die.)

Smoke Screen <Active> **10**
The Accuracy of any Ranged Weapon used to Shoot this Unit becomes 5+. The smoke screen lasts until the Unit's next Activation.

Solid Defence <Passive> **10**
This Unit may choose to reroll the dice of their Shield Bonus if they consider the result unfavourable.

This can only be done once per Shield Bonus.

Spacecraft <Passive> **None**
This Unit can only deploy in a game set in space.

Turreted <Passive> **None**
This Unit's Sight and Attack Arcs are dependant on the direction that its turret is facing. (See pg 42.)

Tracked <Passive> **None**
This Unit obeys all the normal rules for Vehicle Movement (See pg 42).

Troop Carrier <Active> **10**
A single friendly designated Unit within 2" of this Unit may choose to 'enter' this Unit.

When they do, they may not be targeted, cannot perform Attacks themselves, and move with the Carrier Unit.

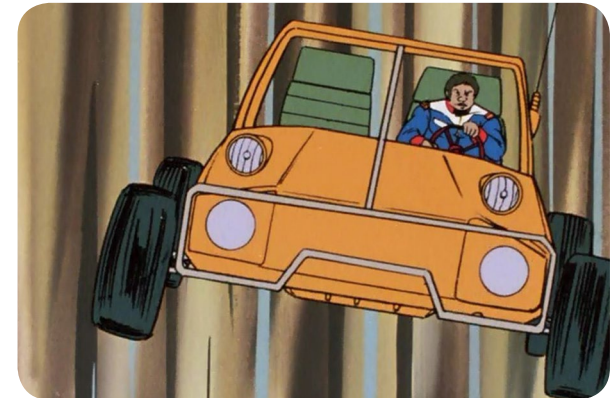
A Unit that is 'inside' this Unit may disembark within 2" of the current position of this Unit the next time this ability is activated.

They are Destroyed if the Carrier Unit is also Destroyed.

Unwieldy <Passive> **-10**
Double this Unit's rotation penalty (to -4" and -8" respectively).

Vertical Take-Off and Landing (VTOL) <Active> **10**
AVTOL Air Unit may choose to forego any Movement (including Drift) for the turn immediately after it activates the VTOL Ability.

The Unit may still change Altitude, land, or Rotate on the spot up to 180°. As soon as a Unit Moves (not Rotates) it deactivates the VTOL Ability.



Wheeled <Passive> **None**
Wheeled Vehicles count Difficult Terrain as Dangerous, and cannot move through or onto Dangerous Terrain.

Weapon Pack <Passive> **10**
This ability cannot be taken with Parachute Pack.
This Unit may choose three Carried Weapons to take into battle instead of the regular two.

Factions of the Zeon Wars

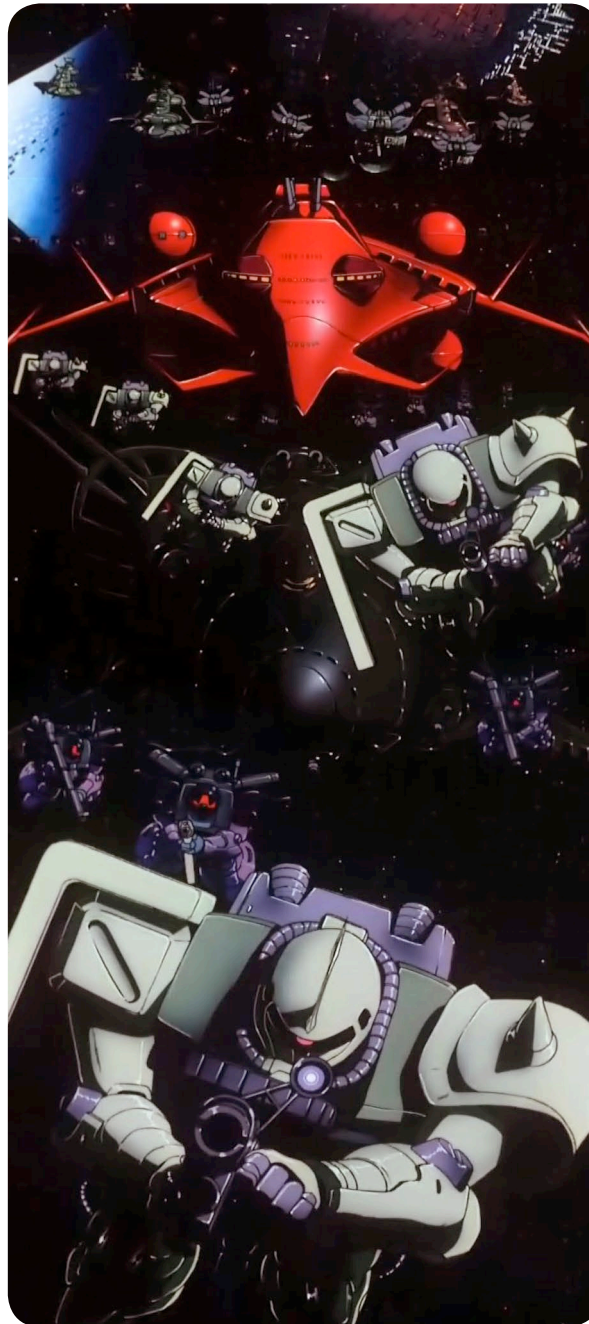
Earth Federation Forces

The military branch of the Earth Federation Government, the EFF was founded in U.C. 0020 to counter perceived separatist threats from the Earth's Space Colonies.

The Ground Forces of the EFF are based in Jaburo Base, South America, while the Space Forces are based at Luna II (Formerly Juno). When Zeon launched their Earth orbital drop offensive, the EFF were caught off guard, relinquishing much of their territory.

The EFF did, however, develop the Gundam Mobile Suit, which proved to be a war-winning design, superior to almost all Zeon suits.

EFF Units are solidly built, with excellent armour and offensive capabilities and are suitable for general purposes. Unfortunately, they tend to be expensive, and have less Units fielded on average per MS Team.



Principality of Zeon

The Principality of Zeon was founded in U.C. 0068 following the death of the Zeon Republic leader, Zeon Zum Deikun. Following a rapid decade of industrial militarisation and imperialism, Zeon declared independence from the Earth Federation whilst simultaneously launching a massive assault on Side 1, Zarn, the then centre of the Earth Federation in space.

The Principality is based in the Side 3 colonies. Zeon Units tend to be decent and cheap, but are highly specialised in a particular role they excel in, but often fail to perform well when acting outside of their intended purpose.

Zeon also has by far the largest range of Units to choose from. A Zeon MS team must therefore be well coordinated to deal with any possibility, with a good mix of Unit types.



TITANS

The TITANS were an elite, covert force within the Earth Federation tasked with the goal of preventing further colonial insurrections at all costs.

Over time, however, they grew more power-hungry and corrupt. It was not long before they turned rogue and declared war against the supporters of the Earth Federation.

The TITANS have the greatest selection of powerful mobile suits, and also have a wide range of lesser mobile armours and suits. TITANS armies are skewed towards powerful Units, who usually deal heavy damage while their cheaper Units act as distractions and cannon-fodder.



Anti Earth Union Group

The AEUG formed following the controversial nerve gassing of Colony 30 at Side 1, by the TITANS.

The AEUG aims to stop the corrupt TITANS by reforming the Earth Federation government and spearheading a military offensive against them.

The AEUG is based primarily on Earth and Luna II, but have throngs of supporters everywhere, including disgruntled space colonists and Federation soldiers.

AEUG Units are highly varied and well-rounded, ranging from jack-of-all-trades like the GM II and Nemo, to the powerful Hyaku Shiki.

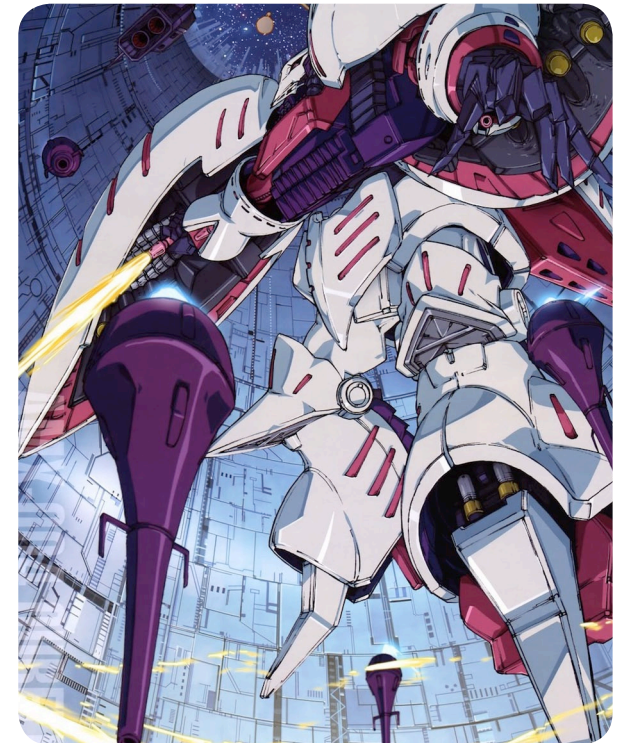


Axis Zeon

Axis Zeon was formed from the remnant forces of the Principality of Zeon, who fled to the mobile asteroid base Axis at the conclusion of the One Year War.

Axis Zeon aims to restore the Zabi family to glory, and so set a direct course for Earth with the intention of resurrecting Zeon. However, they were accidentally drawn into the conflict between the AEUG and TITANS.

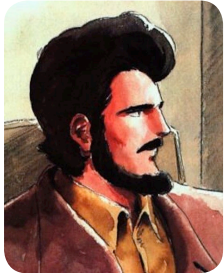
Axis Zeon features many disposable mobile suits and armours to act as cannon fodder for their enemies. They can be a tricky army to play as they require careful tactics and co-ordination to offset the disadvantages of their primarily weak Units. They tend to apply a “quantity over quality” approach to battles.



The One Year War Timeline

U.C. 0001

An ambitious space colonisation program begins. Within forty years, 40% of the population (roughly 5 billion people) has emigrated to space.



U.C. 0046

Zeon Zum Deikun formulates the ideology known as Contolism. He argues humanity should completely migrate to space, and the space colonies should become independent. He moves to Side 3.

U.C. 0047

Development of the Minovsky-Ionesco reactor begins.

U.C. 0058 September 14

Side 3 declares its independence, and the Republic of Zeon is established.

U.C. 0065

Researchers observe a unique electromagnetic effect within the Minovsky-Ionesco fusion reactor, leading to the discovery of the Minovsky particle.

U.C. 0068

Zeon Zum Deikun dies in suspicious circumstances. His successor, Degwin Sodo Zabi, later declares himself sovereign, establishing the Principality of Zeon.

U.C. 0070

Zeon scientists successfully use the dispersion of Minovsky particles to jam radar.

U.C. 0073

The Principality of Zeon completes the first prototype mobile suit, the MS-01.

U.C. 0078

Inter-colony transportation accidents become frequent. These 'accidents' are actually secret attacks by Zeon mobile suits. The Principality deliberately

leaks its plans for an armed invasion of Side 2 in order to test the Federation's resolve.

The Federation begins construction of three Pegasus-class mobile assault carriers at their Jaburo headquarters in South America, simultaneously launching a secret mobile suit development program.

Satisfied that his plans are ready, Supreme Commander Gihren Zabi orders Zeon forces to mobilise.

U.C. 0079 January 03

The One Year War begins. The Principality of Zeon declares war against the Earth Federation. They carry out surprise attacks on the Federation's patrol fleets, and launch assaults on Sides 1, 2, and 4.

During this first week of the war, the indiscriminate use of nuclear, biological, and chemical weapons claims the lives of 2.8 billion colonists.

U.C. 0079 January 04

Operation British. The Zeon fleet moves a space colony out of orbit in an attempt to destroy Jaburo, the Federation Forces headquarters in South America.

U.C. 0079 January 08

Ramba Ral carries out a guerilla attack on a Side 1 industrial colony, taking the garrison by surprise and capturing the colony intact.

U.C. 0079 January 10

The colony falls on Australia's east coast. Fragments scatter across the Americas and the Pacific. The impact claims 200 million lives, and climate changes caused by the colony drop cause millions more casualties.



U.C. 0079 January 11

The space colonies of Side 6 declare their neutrality.

U.C. 0079 January 13

A space fleet under Dozle Zabi departs for Side 5 (Loum). However, the Federation detects the Zeon fleet and launches its own counteroffensive.

U.C. 0079 January 15

The Battle of Loum. The Federation Space Force is virtually annihilated along with the Side 5 colonies. The Zeon fleet is forced to withdraw, but Federation commander General Revil is captured.



U.C. 0079 January 28

The Principality proposes a truce. Federation and Zeon representatives meet in Antarctica to negotiate.

U.C. 0079 January 31

General Revil escapes, making a worldwide broadcast claiming "Zeon is exhausted!" The Federation decides to opt for a limited treaty rather than end the war.

The Antarctic Treaty is signed. This agreement bans the use of nuclear weapons, colony drops and other tactics of mass destruction, and guarantees the neutrality of Side 6 and the lunar cities.

U.C. 0079 February 13

The Federation adopts the RB-79 Ball to restore their space fighting capabilities.

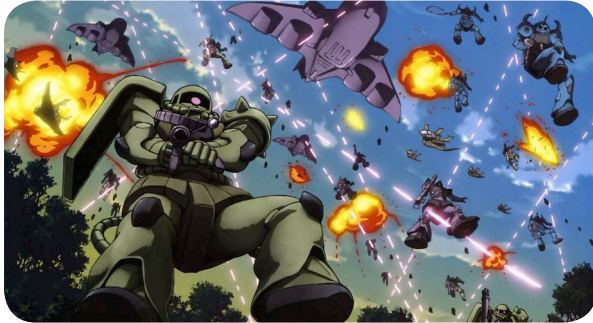
U.C. 0079 March 01

Zeon's Earth Attack Force stages its first landings. The 1st Terrestrial Mobile Division deploys to Central Asia,

and starts west into Europe and the Middle East. Zeon forces land at the Aral Sea and Lake Balkhash, and advance toward the Baikonur spaceport.

U.C. 0079 March 01

After capturing Baikonur, one Zeon force advances to the Caspian Sea, and Iran, then west toward the Persian Gulf, while others head east for Afghanistan.



U.C. 0079 March 11

The Earth Attack Force stages its second major landings. The 2nd and 3rd Terrestrial Mobile Divisions, commanded by Garma Zabi, drop on the west and east coasts of North America.

U.C. 0079 March 13

California base falls to the Zeon invasion, becoming the primary stronghold of the Earth Attack Force.

U.C. 0079 March 15

Zeon forces advance across the Arabian Peninsula toward Aden. At the same time, 2nd Terrestrial Mobile Division drives southeast from California.

U.C. 0079 March 18

The Earth Attack Force stages its third major landing; The 4th Division lands in Thailand, the Philippines, and northern Australia. This is the first combat deployment of the MS-07 Gouf.

U.C. 0079 March 20

The Federation completes the RTX-44, which later evolves into the RX-75 Guntank.

In North America, the two Zeon Divisions link up along the Mississippi River.

U.C. 0079 March 28

Zeon forces advance northwest to the mouth of the Ganges and into northern India.

U.C. 0079 April

The space fortress A Baoa Qu is completed. Solomon follows within a month.

U.C. 0079 April 01

The Federation launches Operation V, a crash program to develop mobile suits and carrier ships, and the Vinson Plan, to rebuild their space fleet.

U.C. 0079 April 04

The Zeon reserves land on Earth, deploying as its "foreign legion" to Africa and the Middle East.

The prototype RX-77 Guncannon is completed.

U.C. 0079 May 11

The Federation Navy attempt to recapture Port Moresby in New Guinea. The fleet is wiped out by amphibious mobile suits. This is one of the first appearances of the MSM-03 Gogg.

U.C. 0079 July

White Base, first of the Pegasus class, is commissioned.

U.C. 0079 July 07

The prototype RX-78 Gundam is completed. Trial production of the RX-79 begins.

U.C. 0079 August

Testing of the RX-78 Gundam at Side 7 commences. Development of the RX-78NT-1 Gundam begins at Augusta base, North America.

The Federation rolls out their first mass production mobile suit, the GM-79.

U.C. 0079 August 11

Second Battle of Midway. The remains of the Federation's Pacific fleet attempts to recapture Hawaii, but Zeon's amphibious mobile suits defeat it.

U.C. 0079 Late August

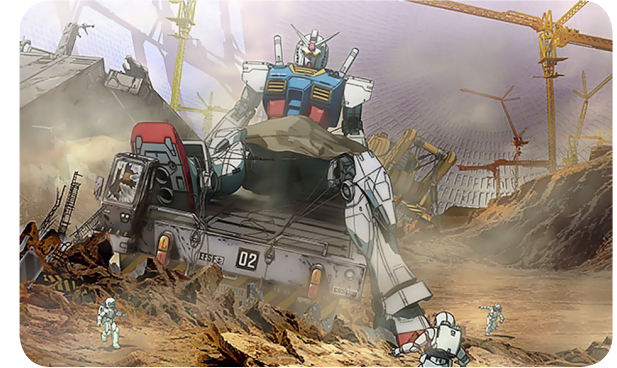
The Federation High Command drafts plans for an all-out counteroffensive against Zeon, starting with driving their invasion forces off of the Earth.

U.C. 0079 September

The Principality launches its first attack on Jaburo headquarters. The operation ends in failure.

U.C. 0079 September 18

Zeon special forces commanded by Char Aznable attacks Side 7. The RX-78 Gundam repels the attack, while survivors are evacuated aboard *White Base*.



U.C. 0079 Late September

The Federation begins deployment of pre-production mobile suits in Southeast Asia.

Zeon and Federation forces battle near Granada lunar base. The battleship *Holmes* and the cruisers *Schulhof* and *Botany* are all destroyed by the Black Tri-Stars.

U.C. 0079 September 23

White Base returns to Earth, pursued by Char's forces.

U.C. 0079 October

The Federation begins full-scale mass production of their own mobile suits.

The first RGC-80 GM Cannon deploys.

U.C. 0079 Early October

Based on data from the RX-78 Gundam, work begins to develop a mobile suit attuned to Newtype abilities.

U.C. 0079 October 04

Garma Zabi is killed in battle against *White Base*.

U.C. 0079 October 06

Ramba Ral comes to Earth with orders to avenge Garma. He attacks *White Base* in the northern Pacific.

U.C. 0079 October 09

The Federation Army launches a counter-offensive following the ancient 'Silk Road' across Asia, codenamed Desert Dragon.

U.C. 0079 October 11

Revil's forces cross from Great Britain to mainland Europe, and begin their long advance toward Odessa.

**U.C. 0079 October 15**

By the Caspian Sea, Ramba Ral is killed in action against *White Base*.

U.C. 0079 October 20

The Federation's ground forces assemble in Warsaw, and prepare to advance into the Ukraine.

U.C. 0079 November

The Principality begins the mass production and deployment of mobile armours.

U.C. 0079 November 07

Operation Odessa. General Revil's 3rd Army breaks through the Zeon's first defence line.

The Principality forces retreat, contracting their front. Zeon forces counterattack successfully, stalling 3rd Army.

U.C. 0079 November 09

The Federation's 4th Army breaks through Zeon lines and advances without encountering serious resistance. Operation Odessa ends in a Federation victory. Zeon formations in Asia and Europe fall back.

M'Quve, Zeon commander in Central Asia, abandons Odessa and escapes to space.

U.C. 0079 November 10

The Red Dolphin fleet attacks in the Mediterranean to aid Zeon forces escaping Europe to Africa. After it is destroyed by a Federation anti-submarine force, Zeon forces left in Eastern Europe push east, intent on breaking through to Baikonur spaceport.

The Federation moves to recapture the Suez Canal.

U.C. 0079 November 18

The Mad Angler submarine fleet, commanded by Char Aznable, detects the presence of the *White Base* at the Federation's Belfast base in Ireland.

U.C. 0079 November 22

Dividing into three, the Federation's Australian Army launches its major offensive, heading north for Darwin, south to Adelaide, and capturing Alice Springs.

U.C. 0079 November 26

The African front expands as the Federation launches a major offensive.

U.C. 0079 November 27

White Base arrives at Jaburo. The Mad Angler fleet discovers a way in, so Char Aznable plans an attack.

U.C. 0079 November 30

Zeon troops perform an airborne assault on Jaburo. Mad Angler dispatches amphibious mobile suits which discover Jaburo's entrances. But losing half his mobile suits in the fight, Char withdraws.

**U.C. 0079 Early December**

The Federation recaptures California Base.

U.C. 0079 December 04

The Midnight Fenrir corps deploy to North America to slow the advance of the Federation Divisions there.

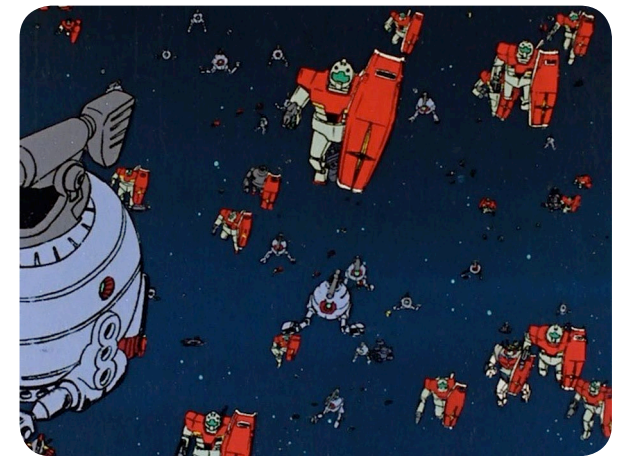
U.C. 0079 December 05

The Federation recaptures the Suez Canal, and begins mopping-up operations in Africa and North America.

**U.C. 0079 December 14**

The Federation Space Force begins its offensive. Admiral Tianem's fleet launches from Jaburo.

More than 20 Magellan-class battleships and 60 Salamis-class cruisers boost into orbit.

**U.C. 0079 December 24**

Solomon, headquarters of Zeon's Space Force, is attacked. A Zeon fleet is rushed from Granada, but before it can arrive Dozle Zarbi orders Solomon abandoned.

A delaying attack destroys Tianem's flagship *Titan* but Dozle Zabi is killed. His daughter, Minerva, escapes. The remaining Zeon forces withdraw.

U.C. 0079 December 26

White Base enters Side 5 pursuing fleeing Zeon forces. A battle begins in and around the Texas colony.

In Australia, Zeon elements attack Torrington and Charleville bases to cover their evacuation.

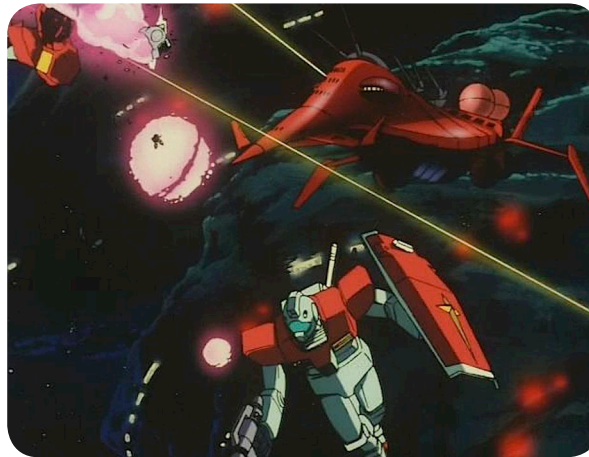
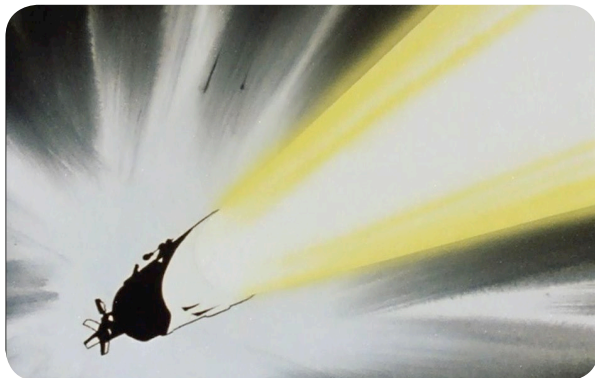
U.C. 0079 December 29

The Federation launches Operation Star One against A Baoa Qu and Side 3.

At the same time, Zeon's 'Dead Men Corps' defends the ruins of Side 4's Moore Colony from Federation allies The Moore Brotherhood.

**U.C. 0079 December 30**

Zeon's Solar Ray weapon destroys a third of the Federation fleet, killing General Revil and Degwin Zabi, who had sought to negotiate without the consensus of the Zeon High Command.

**U.C. 0079 December 31**

The Federation fleet attacks A Baoa Qu. Gihren Zabi, Supreme Commander of all Zeon forces, is assassinated inside A Baoa Qu's control room.

Kycilia Zabi attempts to escape, but her Zanzibar-class cruiser is destroyed.

During the battle, White Base is lost, along with the RX-78-2 Gundam, after its climactic battle against the prototype MSN-02 Zeong.

The leaders of the re-established Republic of Zeon call for a cease-fire and peace agreement.

**U.C. 0080 January 01**

The One Year War ends.

The Earth Federation and the Republic of Zeon sign a peace accord at Granada.

U.C. 0080 January 15

Former Zeon forces still loyal to the Zarbi name depart for the asteroid base Axis.

U.C. 0080 February 18

The Earth Federation and the Republic of Zeon ratify the Treaty of Granada, formally concluding the One Year War. The treaty recognises the independence of Side 3 and allows it to maintain some military forces.

However, the presence of Zeon Remnant forces on Earth, Zarbi loyalists in space, and vengeful Federation leaders guarantees that the peace will be short-lived...



... In 0083, war again erupts as the fanatical Admiral Delaz launches Operation Stardust.

Hora, iwankochanai!

Version 2.0's instigator tries to defend his crimes against game design.

It was all Richard's fault.

A couple of years have passed since my friend Richard went and caught the nostalgia bug for the classic game of giant robot combat - *Battletech*.

I couldn't blame him. *Battletech* had been our first real wargame, and the spark of a friendship that continues to this day across the gaming table.

But then, Richard discovered Liam's Donkusgaming blog, and **Mobile Suit Gundam Skirmish**.

A couple of test games later, we were hooked.

But, being an amateur rules author myself, I gleaned there could be a change or two, just to take off a rough edge here or there. And maybe I could design some spiffy Stat Sheets? And some 'cheat sheets' would speed the game along. And then I met Liam online, and the forum started up, and I suddenly had about 200 Mobile Suits plus tanks and aircraft...

Like I said; All Richard's fault.

What have you done?

If you are new to **Mobile Suit Skirmish**, you can disregard my next comments. However, if you're a veteran returning to the fray, then you're bound to have noticed some significant changes.

Whenever and wherever possible, I have tried to keep 'simplicity and choice' as my watchwords while editing Version 2.0. I was loathe to add new mechanics and devices, and endeavoured to keep Liam's elegant systems, such as Dice Pools and Abilities, unblemished.

However, I simultaneously aimed to increase the choices available to Players without bogging them down in detail. Orders have been tidied up and expanded, new Abilities added, and Character Pilots can now be priced in Points, to field in 'one off' games as well as ongoing campaigns.

Probably the most substantial change is to the Defence mechanic in Close Combat. This now mirrors that of the Shooting Action, to reduce the amount of 'mind clutter' a Player must deal with mid-game.

When this change was playtested however, we discovered it was darn difficult to kill a Unit with Heat Hawk or Beam Sabre, which led to the dramatic One Strike! rule. So far, this has proven to do the trick, making Close Combat tense and lethal.

A smaller change is to the Morale Check formula; now, you add the checking Unit's current Integrity to the 2D6 roll, aiming for 12. It's just a tad easier to add one value to the dice in front of you, rather than subtract from another value.

Version 2.0 provides a complete points system to create balanced forces. Also, this edition presents for the first time comprehensive rules for space combat, infantry, vehicles and Mobile Armours.

Now, a couple of questions from the crowd...

Does a Character's 'real' rank (e.g., Ensign), dictate their Rank on the Table (e.g., Rank 7)?

No, military titles do not have to reflect Character Rank. Ramba Ral is a good example of this; Although a Lieutenant, he has skills and experience that *Generals* would envy. Players may entitle their Characters as they see fit.



When I cost up a low-Integrity Unit (like a jeep) it seems to come out way too expensive!

Low-survivability Units may be discounted - 30% if they are Integrity 1 or 2.

The Air Unit rules say a High Altitude Unit counts as being 48" range. But what if I'm playing on a table 20 feet across?

The 48" rule is meant to reflect that an Air Unit flying so high is extremely vulnerable because it is quite easy to see, has nowhere to hide, and the weapons of the late UC era are more than capable of reaching it. High Altitude has its rewards, but they come at the risk of a high price.

- Martin Evans

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