

MSG 0080 - WAR IN THE POCKET OVA - SPECIAL CHARACTERS

Within this section you will find the rules for the main characters that took part in the War in the Pocket OVA.



Zeon Special Forces - Cyclops Team

Throughout the OYW Zeon made heavy use of Special Forces to conduct terror raids, take and holds, assassinations and other black ops against Federation Forces.

These forces are highly trained and motivated, able to work behind enemy lines for extended periods and trained in the arts of espionage.

Such is the efficiency of Zeon Special Op's that many of their missions have not been catalogued, and these small tightly knitted teams are highly feared.

Cyclops Team is part of Zeon Special Op's and during the closing days of the OYW is assigned to General Killing's command. It is unknown how many missions Cyclops Team has completed, however it can be assumed that they were highly successful.



Captain Hardy Steiner

A dedicated professional soldier along the lines of the original series's Ramba Ral, Steiner is the leader of the elite special forces unit known as the Cyclops Team. He is equally adept at mobile suit combat, disguise, infiltration, sabotage and guerilla warfare. Steiner is fiercely loyal to his team-mates, but

his dedication to duty is so strong that he leads them in what he correctly suspects is a suicide mission.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Steiner	4	4	4	3	3	2	5	4	8	9	60
											110

Unit Size: One Suit

Mobile Suit Options: All Zeon aquatic suits, or a MS-06FZ Zaku II Kai, this suit cannot be armed with a bazooka.

Independent Character: Unless Steiner is leading Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

Points Value: If fielded as part of Cyclops team Steiner's PV is 60 points to reflect his role as team leader. If used as part of another Zeon task force his points value is 110 points to reflect his specialist nature.

Infiltration: Steiner is among the best at infiltration operations. To represent this, Steiner and his Cyclops team may infiltrate the battlefield if the scenario allows it. If the scenario does not allow for infiltrators, then Cyclops team may be deployed in a hidden setup.



2nd Lieutenant Mikhail Kaminsky

The second most senior member of the Cyclops Team, the burly and jolly Misha is ace pilot of Cyclops team and is the chosen pilot of the mobile suit Kaempfer. A heavy drinker, he never enters combat without a flask of bourbon close at hand, but he never

lets the drink effect his performance.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Mikhail	4	3	4	3	3	2	4	3	9	8	50

Unit Size: One Suit

Mobile Suit Options: All Zeon aquatic suits, MS-06FZ Zaku II Kai, or Kaempfer

Independent Character: Unless Mikhail is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

Bravado: Mikhail is as foolhardy as he is jolly and does not backdown from a fight. When rolling for leadership tests roll three dice and always pick the two lowest.

Sergeant Andy Strauss

This Cyclops Team member is killed during the initial raid on the Federation's arctic base, overzealously stepping into the line of enemy fire in an attempt to prevent the Alex from escaping. Bernie is added to the team as his substitute.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Andy	4	4	3	3	3	1	4	2	8	8	30

Unit Size: One Suit

Mobile Suit Options: All Zeon aquatic suits, or MS-06FZ Zaku II Kai

Independent Character: Unless Gabriel is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

Dead: Andy Strauss can only be used in the Alaska Assault mission, in which he was killed. After this mission he is replaced by Bernie Wiseman



Sergeant Gabriel Ramirez Garcia

The wiry and sinister Garcia has a fondness for knife-play and little patience with amateur soldiers. He takes an instant dislike to Bernie, berating him for his foolishness and mocking him in front of Al.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Gabriel	4	4	3	3	3	1	4	2	8	8	35

Unit Size: One Suit

Mobile Suit Options: All Zeon aquatic suits, MS-06FZ Zaku II Kai

Independent Character: Unless Gabriel is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

Knife fighter: Gabriel is an accomplished knife fighter and an master at taking our Sentries. If Gabriel kills a sentry in hand-to-hand you may re-roll the alert roll.



Cadet Corporal Bernie Wiseman

Bernie is a raw recruit drafted as part of Zeon's student mobilization, mere cannon fodder for the Zeon war machine. Shot down during his first sortie as a mobile suit pilot, he fortuitously encounters Al and obtains his camera. While Colonel Killing cites this as a pretext for assigning Bernie to the elite Cyclops Team, it's pretty clear that Bernie is considered dead weight and has been assigned to the team in lieu of genuine reinforcements.

Though Bernie does manage to locate the Alex, his poor undercover technique blows the Cyclops Team's cover when they attempt to infiltrate the Federal Forces base where it's being

assembled. Ultimately, though, he demonstrates impressive resolve and great resourcefulness when he challenges the Alex in order to save Revo from destruction. In the meantime, he makes a good impression on Chris and becomes a surrogate big brother to Al.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Bernie	4	3	2	3	3	1	3	1	7	7	15

Unit Size: *One Suit*

Mobile Suit Options: *MS-06FZ Zaku II Kai*

Independent Character: *Unless Bernie is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.*



Alfred Izuruha

The most unlikely member (albeit temporary) of Cyclops Team. A lively and imaginative grade schooler living on the neutral Side 6 colony of Libot, Al is enthralled by the distant excitement of the war and obsessed with mobile suits, weapons, and military paraphernalia. His academic performance is poor, in part because of his militaristic daydreaming but probably also due to his parents' strained relationship.

When Bernie comes into Al's life, he not only gives him entree into a glamorous world of soldiery and spycraft, but also becomes a surrogate big brother to the confused youngster.

As Cyclops Team's suicide mission progresses, Al's adventures with Bernie begin to show him a different, less glorious side of warfare, as the lines between right and wrong blurr and fade into grey. However without Al, Cyclops team would never of located and confirmed the location of the RX-79NT1.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Alfred	4	1	1	2	2	1	4	1	0	5	Free

Unit Size: *one*

Mobile Suit Options: *In his dreams the Zaku II, in reality none.*

He's my secret Brother: *Alfred unless stated in the scenario must be fielded with Bernie. He cannot stray more than 6" away from his surrogate brother, and must always move to stay within 6" of Bernie even if it moves him into plain sight of Federation sentries.*

Distraction: *Alfred despite his age and academic performance is a very smart and quick witted child. Once per game Al can cause a division drawing all attention to him and away from Bernie.- this is the only time Al can move further than 6" away from Bernie.*

For one turn any member of the Cyclops team may move with fear of raising the alarm, as all eyes are on Alfred division.

If Al uses this ability he is automatically removed from play as it is assumed that the Soldiers or Police take him home to his mother.



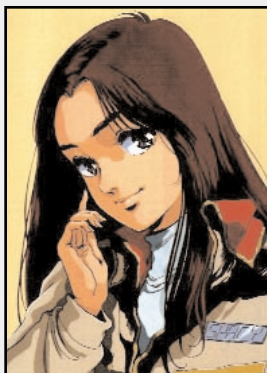
Federation Forces on Side 6 Revo Colony

The Federation incorporation with the Revo have a new development base on the Side 6 colony. This base did have Mobile Suits assigned to hit as a garrison force.

Because of the backwater nature of Side 6, many of these suits were new GM High performance machines which were being field tested before being assigned to the frontline units.

During the events of 0080, the Mobile Suit Assault carrier Gray Phantom was indock, and Scarlet MS-team participated in the defense of the colony and the development base.

The exact numbers of suits available to the Federation Garrison is unknown. Although this author can speculate that the base didn't have anymore than half-dozen MS team assigned to its defense.



1st Lieutenant Christina Mackenzie

The archetypal girl next door, Al's pretty and outgoing neighbor has only just returned to Libot after an extended absence. In the interim, she's been serving as a Federal Forces test pilot, and now she's returned to her home colony to complete the development of the Gundam "Alex." Lacking the newtype abilities of the pilot for whom the Alex was designed, Chris is essentially just tuning up the mobile

suit for its eventual owner.

In the meantime, Chris is reunited with Al and introduced to his new friend Bernie. Chris and Bernie seem to hit it off, but neither is aware that the other is an enemy pilot.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Christina	4	3	3	3	3	1	3	2	8	7	25

Unit Size: *One Suit*

Mobile Suit Options: *RX-78NT1 'Alex' Gundam*

Independent Character: *Christina Mackenzie counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.*