

# MSG 0080 - WAR IN THE POCKET OVA - MOBILE SUIT HANGER

Within this section you will find the rules for the Mobile suits that were used in the War in the Pocket OVA.



## Zeon Mobile Suits

With so many different types of Mobile Suits, the Zeon manufacturing plants were being over-stretched as they attempted to keep all the suits in service supplied with parts. The Principality Engineers decided on a "Unified Complete Equipment Plan" to upgrade and standardize mobile suit designs, thus making manufacturing capabilities more streamlined.

The plan allows the existing Mobile suit to be upgraded and improved. However these upgrade kits, were far too late and many of these suits retooled under this plan never saw actually combat.

Although a small unit of them fought a number of skirmish actions against the Federal Forces stationed in Side 6 space during December UC 0079.



### MS-06FZ Zaku II Kai

The MS-06F Zaku II, which had been serving the Zeon mobile forces since the earliest days of the OY, was one of the first suits to benefit from the Unified Complete Equipment Plan. The redesigned Zaku was dubbed the MS-06FZ Zaku II Kai and featured an improved cockpit and a greatly increased thruster acceleration.

#### MS-06FZ Zaku II Kai

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	6	-	-	+1	-	-	-	-
<b>Armor Values</b>	<b>Front</b>		<b>Side</b>		<b>Rear</b>		<b>PV</b>				
Zaku II Kai	12		12		10		120				

**Move Value** - 13"

#### Standard equipment & weapon:

The MS-06FZ Zaku II Kai comes with this equipment and weapons as standard: Shield, heat hawk & jump pack

#### Optional equipment & weapon options

The MS-06FZ Zaku II Kai can be equipped with the following optional equipment and weapons: Targeter (+5pts), 90mm MMP-70C Machine Gun (+45pts), 120mm machine gun (+40pts) or 280mm Bazooka (+45pts)

#### Army Entry

*The MS-06FZ Zaku II Kai can be used by Zeon HQ, Elite, Troop or Heavy support Pilots.*



### MS-09RII Rick Dom II

The MS-09R Rick Dom became the primary Zeon space superiority Mobile Suit, it carried heavier armor and greater firepower.

This suit also benefitted from the UCEP, and a renamed version MS-09RII Rick Dom II was equipped with slightly more powerful reactor enabling the suit to rival the MS-14A

Gelgoog in terms of performance.

#### MS-09RII Rick Dom II

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	6	-	-	-	+1	+1	-	-
<b>Armor Values</b>	<b>Front</b>		<b>Side</b>		<b>Rear</b>		<b>PV</b>				
Dom	13		12		10		145				

**Move value** - 16"

#### Standard equipment & weapon:

The MS-09RII Rick Dom II comes with this equipment and weapons as standard: Heat sabre, scattering beam cannon (counts as cracker grenade) & jump pack.

#### Optional equipment & weapon options:

The MS-09RII Rick Dom II can be equipped with the following optional equipment. and weapons: Targeter (+5pts), 90mm MMP-70C Machine Gun (+45pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts) or 360mm Super Bazooka (+55pts)

#### Army Entry

*The MS-09RII Rick Dom II can be used by Zeon HQ, Elite, Troop or Heavy support Pilots.*



### MS-14JG Gelgoog Jaeger

The MS-14JG Gelgoog Jaeger is another product of the UCEP. Based on the just recently MS-14A production model the new MS-14Jg Gelgoog Jaeger was a serious step above anything else produced by Zeon at the time, incorporating more powerful rocket thrusters and additional verniers for added maneuverability. The increased thrust and fuel consumption was offset by a pair of large external propellant tanks mounted on the backpack. The Gelgoog Jaeger also carried an improved and highly accurate beam machinegun, giving the Gelgoog Jaeger the nickname "Gelgoog Sniper Type."

#### MS-14JG Gelgoog Jaeger Profile

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	-	6	-	-	-	+1	-	-	-

Armor Values	Front	Side	Rear	PV
MS-14A Gelgoog	13	13	10	215

**Move value** - 18"

#### Standard equipment & weapon:

The MS-14JG Gelgoog Jaeger comes with this equipment and weapons as standard: Twin Beam Sabre & jump pack

#### Optional equipment & weapon options

The MS-14JG Gelgoog Jaeger can be equipped with the following optional equipment : Targetor (+5pts), shield (+25pts) Cracker grenade (+5pts), Beam Rifle (+35 Pts.), Beam Machin gun (+45 Pts) or 280 mm Bazooka (+45 Pts.)

#### MS-14JG Gelgoog Army Entry

*The MS-14JG Gelgoog Jaeger can only be used by Zeon HQ Pilots & Elite Pilots only.*



### MSM-03C Hygogg

The MSM-03C Hygogg was developed as a replacement to its predecessor the MSM-03 Gogg in both appearance and abilities. The mega particle guns mounted in the original Gogg's stomach was moved into the Hygogg's hands, allowing for much greater flexibility in its attacks. The Hygogg could also mount a large "hand missile unit" over each arm, equipped with a set of blow-away panels to protect the mobile suit from the blast of the rather large and heavy missile when launched.

#### MSM-03C Hygogg

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	8	-	-	-	-	-	-	-

Armor Values	Front	Side	Rear	PV
Gogg	12	11	10	135

**Aquatic Move Value** - 16"

#### Standard equipment & weapon:

The MSM-03 Gogg comes with this equipment and weapons as standard: Twin-linked Mega-particle cannon mounted in the arms.

#### Optional equipment & weapon options:

The MSM-03 Gogg can be equipped with the following optional equipment. and weapons: Targeter (+5pts), one shot missile (+10pts - count as 280mm Bazooka shell) or jump pack (30pts)

#### MSM-03C Hygogg Army Entry

*The MSM-03C Hygogg can only be used by Zeon HQ, Elite, Troop or Heavy Support Pilots.*



### MSM-07E Z-Gok-E

The MSM-07E Z'Gok-E ("E" for "experiment"), and while similar to its predecessor, it featured many improvements, the most visible being the ability to draw its arms and legs up closer into its body, making the Z'Gok-E more streamlined and faster while moving underwater. A Beam weapon was fitted inside the arms, powered by energy caps. With this increase in handy firepower for both underwater and land combat.

#### MSM-07E Z-Gok-E

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	7	-	-	-	-	-	-	-
<b>Armor Values</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>PV</b>							
Z-Gok-E	12	11	10	135							

**Aquatic Move Value** - 17"

#### Standard equipment & weapon:

The MSM-07E Z-Gok-E comes with this equipment and weapons as standard: 240mm Missile launcher & beam rifle - fitted in the right arm.

#### Optional equipment & weapon options:

The MSM-07E Z-Gok-E can be equipped with the following optional equipment. and weapons: Targeter (+5pts) or jump pack (25pts)

#### MSM-07E Z-Gok-E Army Entry

*The MSM-07E Z-Gok-E can only be used by Zeon HQ Pilots & Elite Pilots only.*



### MS-18E Kämpher

The MS-18E is just one of several designs produced by Zeon's YMS-18 project, whose objective was to explore new tactical and strategic roles for the mobile suit. The E type is specialized for hit-and-run assault missions, in which a single mobile suit breaks through enemy lines with its high speed and overwhelming firepower. Almost exclusively used by the Zeon Special forces and the nature of their work it is not known how many of these Mobile Suits were built. The only ever officially recorded Kämpher kill was at Libot Colony at Side 6.

#### MS-18E Kämpher

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	+1	6	-	-	-	+1	-	-	-
<b>Armor Values</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>PV</b>							
MS-18E Kämpher	11	10	10	320							

**Move value** - 18"

#### MS-18E Kampher equipment & weapon:

The MS-18E is a heavily loaded Mobile Suit it comes with this equipment and weapons as standard: Targeter, Jump-pack, Improved comms, two shotguns, two 360mm bazookas, two panzer fausts, chain-mine & two beam sabre

#### MS-18E Kampher Special Rules

**Hit & Run:** The MS-18E Kampher is a customized suit with an emphasis on speed. To represent this, the Kampher may make a 6" move in the assault phase regardless of weather of not it is within 6" of an enemy.

**Increased Maneuverability:** The MS-18E Kampher is covered in maneuvering verniers making this an extremely agile suits. The Kampher gets 5+ dodge save against all shooting attacks.

#### MS-18E Kampher Army Entry

*The MS-18E Kampher can only be used by HQ or Elite Pilots only.*

#### KAMPHER WEAPONS & AMMO

The MS-18E Kampher was not conceived to engage in drawn out combats, and it carries a limited amount of ammo. Here is the ammo load for each of the Kampher's weapons.

Weapon	Ammo Capacity
Shotgun	6 shots solid/6 shots scatter
360mm Bazooka	2 shots
Panzer faust	1 use only
Chain-mine	1 use only

Once the ammo is expended from the weapon it is discarded. For full weapon and equipment rules please check out the MSG 0080 War in the Pocket OVA - Armory.