

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.



Federation Mobile Suits

In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and started to develop several variants of its standard RGM-79 GM. Alongside this process they began to redevelop the RX series and took a second look at the Gundam, to rebuild it around their greatest Ace Amuro Ray.

The Federation Military had no idea how much longer the war would last, so these new high performance suits were assigned to out of the way garrison forces for further field testing before being released to frontline units.

Very few of the battles fought by these new units were documented, certainly very few were present during the last two major battles. However, it is known some of these new units fought a number of skirmish actions against the Zeon Forces.



RGM-79 GM

Of all the classic One Year War suits, perhaps none has a genealogy as tangled and mysterious as the RGM-79 GM. After various prototypes and limited production, genuine mass production of the RGM-79 GM began in October, U.C.0079. While based on the RX-78 Gundam, this machine replaced the Gundam's "all-purpose" design concept with one of "omitting extra equipment."

When the conditions in which the mobile suit was to be used - in space, say, or on land - were known ahead of time, equipment for other conditions could be eliminated, reducing its weight and increasing its propellant capacity. This conversion process could be performed by simply installing the appropriate central block (a device equivalent to the Gundam's core block). It then became possible to produce all versions on a single production line, greatly reducing manufacturing time and cost.

RGM-79 GM

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	-	-	-	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79	11		10		10		90				

Move Value - 12"

Standard equipment & weapon:

The RGM-79 comes with this equipment and weapons as standard: Twin-linked 60mm Vulcans, beam sabre & jump pack

Optional equipment & weapon options

The RGM-79 GM can be equipped with the following optional equipment and weapons: Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), beam gun (+25pts Light Type only), 90mm machine gun (+25pts) 100mm machine gun (+30pts), Long beam rifle (+100pts Sniper Suits only) or bazooka (+45pts).

Central Block Upgrades

The RGM-79 GM can be upgraded using the central block device. Pay the additional points for the upgrade and make the noted changes to the RGM-79 GM profile.

RGM-79D GM Cold Climate +5pts

While the RGM-79 GM proved itself to be a highly capable MS, the introduction of Zeon's MS-09 Dom on Earth saw the need for a more maneuverable and better-performing mobile suit to

counter the agile and well-armed Dom. A variant of the GM, the RGM-79D GM Cold Climate Type had increased thruster power and maneuverability, and some were modified for harsh climate conditions, most notably cold weather combat. The RGM-79D could be equipped with a variety of weaponry, including two types of 90mm machine gun, grenades, head-mounted vulcan guns, and beam sabers.

RGM-79D GM Cold Climate

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	-	-	+1	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79G	11		11		10		+5				

RGM-79G GM Command +12pts

In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and developed several variants of its standard RGM-79 GM. One such variant was the RGM-79G GM Command, developed primarily for colony defense. Built on a somewhat different body type and frame, the GM Command also featured thruster acceleration and maneuverability superior to the standard GM. However, due to its high cost, the GM Command only appeared in limited quantities near the end of the war, with several units assigned as defense for a top-secret Federation research base on the neutral Side 6 Libot Colony.

RGM-79G GM Command

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	-	+1	+1	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79G	11		10		9		+12				

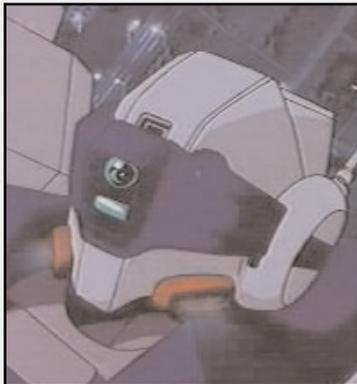
RGM-79GS GM Command +10pts

The RGM-79GS GM Command Space Type, a specialized space combat version of the RGM-79G GM Command developed for colony defense. While quite similar to the standard GM Command, the Space Type mounted an enhanced backpack equipped with more maneuvering verniers and more powerful rocket thrusters. By removing equipment not needed in a zero-gee environment, more internal space was freed up in the Space Type, allowing it to be equipped with additional verniers and larger fuel propellant tanks. However, due to its high cost, the GM Command only appeared in limited quantities near the end of the war, with two units assigned to the Scarlet Team stationed aboard the assault carrier Gray Phantom.

RGM-79GS GM

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	-	+1	+1	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79GS	11		9		9		+10				

Move Value - 14"



**RGM-79SC GM
Sniper Custom +25pts
RGM-79SP GM
Sniper II +25pts**

Following the success of the high-performance (but equally costly) RGM-79SC GM Sniper Custom, the Earth Federal Forces commissioned a new sniper-use GM to be built during the last weeks of the One Year War. Due to the tight one-month deadline for

designing and first rollout, only a handful of the new RGM-79SP GM Sniper II would be seen in the last few days of the war, some assigned aboard the assault carrier Gray Phantom (both of which were destroyed during a battle inside the Side 6 Libot Colony) and the White Dingo team in Australia. The GM Sniper II was based on the in-development RGM-79G GM Commando, and was the most powerful GM variant built during the war. Featuring special targeting sensors in a "face guard" visor for its standard sensors, the GM Sniper II could be equipped with a beam rifle or 90 mm machinegun for close-quarters combat, or a long-range rifle for sniper missions.

RGM-79SC GM

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+2	6	-	-	-	+1	+1	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79SC	11		11		10		+25				

RGM-79SC GM

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+2	6	-	-	-	+1	+1	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79SC	11		11		10		+25				

Move Value - 14"

RGM-79 Sniper Special Rules

The RGM-79 Snipers are equipped with a Sensor Targetor, this allows the Sniper Suit to detect infiltrating targets and ambushers

within 18" if it stay stills for one turn and does not fire. In every other way it acts like an advanced targetor and its bonus has already been added to the suits profile

RGM-79L GM Light Armor +20pts

In the race to adapt its standard RGM-79 GM mobile suit for specialized roles during the latter days of the One Year War, the Earth Federal Forces created a GM variant designed to serve as a fast attack unit for hit-and-run raids, the RGM-79L GM Light Armor. Mounting only the barest minimum of armor (notably missing armor on the shoulders and ankles), thus giving it more acceleration and maneuverability.

The RGM-79L also can carry a beam gun similar to that of the RX-78-2 Gundam's beam rifle, packing a heavier punch but paying the price in more limited ammunition. Due to its light weight and nimbleness, the GM Light Armor was favored by many of the Federal Forces' former-fighter-pilots, making it easier to adapt to Mobile Suit fighting.

RGM-79L GM Light Armor

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	+1	+1	-	-	-
Armor Values	Front		Side		Rear		PV				
RGM-79L	10		9		9		+25				

Move Value - 15"

Special Rules:

Hit & Run: The RGM-79L is a customized suit with an emphasis on speed. To represent this, the RGM-79L may make a 6" move in the assault phase regardless of weather of not it is within 6" of an enemy.

RGM-79 GM Army Entry:

HQ & Elite Pilots may use - RGM-79 GM, RGM-79D GM, RGM-79G GM, RGM-79GS GM, RGM-79SC GM, RGM-79SP or RGM-79L GM. (Note - HQ & standard Elite Pilots may not use the Bazooka or Long Beam Rifle. The Long Beam Rifle may only be used by Elite Sniper Pilots)

Troops & Heavy Support Pilots may use - RGM-79 GM or RGM-79D GM



**RX-77D Guncannon
Mass Production Type**

Deciding to produce and deploy medium-range fire support mobile suits to complement its close-combat RGM-79 GM units, the Earth Federal Forces took the plans and combat data from the RX-77-2 Guncannon prototype developed under

"Project V" and refined the design for mass production. The new RX-77D Guncannon Mass Production Type first came off the assembly lines in the last weeks of UC 0079. To cut costs, the costly and complicated Core Block System was removed, and the original Guncannon's expensive lunar titanium armor was replaced with more affordable titanium/ceramic composite armor. However, its performance was greatly increased with the addition of more verniers and more powerful rocket thrusters. Since the Guncannon had such heavy armor, it had no need for a shield and could carry two 90 or 100 mm machineguns. Due to its late entrance into the One Year War, the Guncannon Mass Production Type saw a somewhat limited production run, with

two units assigned to the Scarlet Team stationed aboard the assault carrier Gray Phantom and at least one unit assigned to the White Dingo Team in Australia.

RX-77D Guncannon

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	5	-	-	-	-	-	-	-
Armor Values	Front		Side		Rear		PV				
Guncannon	12		10		10		150				

Move Value - 12"

Standard equipment & weapon:

The GunCannon comes with this equipment and weapons as standard: Targeter, jump pack & shoulder mounted Beam rifle

Optional equipment & weapon options:

The GunCannon can be equipped with the following optional equipment. Beam Rifle (+40pts), 90mm Machine gun (+25pts) or 100mm Machine-gun (+35pts)

Army Entry

The RX-77D Guncannon can be used by Heavy support Pilots only.



RX-78NT1 G4 'Alex' Gundam

"It's so fast, it's scary. Can someone really handle something this sensitive in combat?"

- Christina Mackenzie

The RX-78NT-1 G4 Gundam was the Federation's one and only attempt to design a specialized suit for a Mobile Suit Ace. During the close of the OYW, the prototype RX-78-2 Gundam was being pushed beyond its design limits by its Newtype Pilot Amuro Ray. After every sortie White Base engineers found themselves replacing burnt out internal components and actuators, even after the RX-78 received its magnetic coating.

To correct this problem Federation Command decided to give Amuro Ray a brand new Gundam capable of taking advantage of his quick-reacting abilities. This top secret project codename Alex saw the RX-78-4 be almost completely rebuilt. First off they stripped out the complicated 'Core-block' system and incorporated the first 360-degree panoramic screen, with all the Gundam's controls being incorporated into panels on the pilot's linear seat. This allowed the pilot greater field of vision, thus allowing for easier target acquisition and faster response times. In addition the suits built-in head vulcans were supplemented with a pair of 90mm gatling guns in each forearm, greatly increasing the suits close-combat firepower. The 'Alex' could also be fitted with Chobham armor parts, a reactive armor able to deflect damage away from the suit. With added verniers, an incorporated magnetic coating system the RX-78NT-1 G4 Gundam 'Alex' was a big step towards catering to all Amuro's needs.

The 'Alex' was sent to Libot Colony at Side 6 for final testing and tuning at the hands of Test Pilot Christina Mackenzie before being turned over to its prospective Pilot Federation Ace Amuro Ray.

RX-78NT1 G4 'Alex' Gundam

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	+1	6	-	-	+1	+1	+2	-	-
Armor Values		Front				Side			Rear		PV
RX-78NT1 G4		13				13			10		275

Move Value - 18"

Aquatic Move Value - 13"

Standard equipment & weapon:

The RX-78-NT-1 Gundam comes with this equipment and weapons as standard: Targeter, 2 beam sabers, twin-linked 60mm Vulcans, twin-linked 90mm Gatling guns & jump pack

Optional equipment & weapon options:

The RX-78-NT-1 Gundam can be equipped with this optional

equipment and weapons: Shield (+25 pts), 100mm machinegun (+40 pts), beam rifle (+45 pts), bazooka (+55 pts) or Chobham armor (+75 pts)

Army Entry

The RX-78NT-1 G4 Gundam can be used by HQ Pilots only.

NT-1 "Alex" Gundam Special Rules

Increased Maneuverability: The NT-1 Gundam's joints have been magnetically coated to allow for faster reaction times to give it a greater degree of maneuverability. The NT-1 Alex gets a 5+ dodge save against all shooting attacks.

Quick Trigger: The NT-1 Gundam has an innovative 360-degree panoramic cockpit with a linear seat that allows the pilot to have greater visibility and faster lock-on times. Up to three times in a game, you may re-roll the to-hit dice when you shoot.

NT-1 "Alex" Weapons & Equipment

The Alex was designed specifically for Newtype pilots, although normal humans could easily pilot it in a pinch. Because of its prototype nature, the designers were able to add on a few weapons and pieces of equipment, which are detailed below.

Twin-linked 90mm Gatling Guns: The Alex was also equipped with 90mm Gatling guns mounted in each forearm. They were far more powerful than the head-mounted Vulcans and could easily shred a normal Zaku mobile suit. The problem was that their fast-firing nature meant that they were not that accurate over long distances.

Weapons	Range	Short	Long	Str	Type
Beam Gun	18"	+1	-2	6	3 Assault

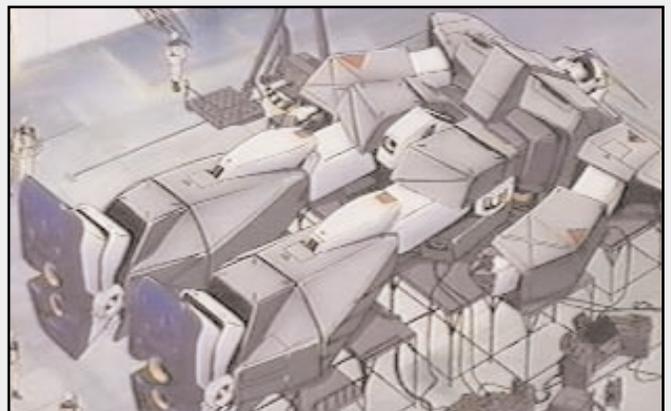
*Special Note – Should one of the arms be destroyed, the other Gatling gun may still be used, however the twin-linked function is lost.

Ammo Capacity: 25 bursts (if one arm lost, halve ammo capacity remaining rounded down)

Chobham Armor: When Zeon's mobile armors came out with the capability of using multiple mega particle cannon against the Federation forces, it became apparent that new armor would be needed. The Alex's Chobham armor provides it with added protection, but the special rules cannot be used until the armor is jettisoned completely.

Jettison: Because the Chobham armor can soak up damage so easily, the pilot may disregard limb destroyed, hull-breached, disabled, or destroyed results, thereafter any such result counts normally.

*Special Note – Because of the Chobham's modular nature, one limb destroyed result on one limb could be disregarded and the armor jettisoned, and then a limb destroyed result on a different limb could also be disregarded, however if the same limb is hit twice then the result goes as normal. Two hull-breached results or one disabled or destroyed result causes all the armor to be jettisoned. If one of the limbs' armor has already been jettisoned, then it is lost as in a limb destroyed result.



MSG 0080 - WAR IN THE POCKET OVA - ARMORY

0080 ARMORY

Panzer Faust.... 10 points

The Panzer faust was developed as a stop gap by Zeon Engineers to give the Zaku suits additional firepower. The Panzer faust is a one shot weapon which when fired could be quickly discarded by the Mobile suit. The Warhead was sufficiently powerful to knock a hole in the heaviest of armor.

PANZER FAUST

Weapon	Range	Short	Long	Str	Type
Panzer Faust	12"	-	-1	8	Assault 1

Shotgun... 20 points

The Shotgun is able to fire two-types of shot. One a heavy gauge solid explosive slug capable of knocking out Mobile suits, and the other a scattering shot perfect for use against low armored targets. Although this weapon is short its role as a shock troop weapon is tremendous. Such is the force of impact of shotgun shell hitting another suit the weapon can knock other suits off their feet!

SHOTGUN

Weapon	Range	Short	Long	Str	Type
Solid slug	12"	-	-	7	Assault 1
Scatter shot	12"	+2	-1	6	Assault 2

Shotgun Special Rules

Stagger: An suit hit by a shotgun munition must take a pilot test as if he was hit by a 11+ penetration role.

Chain-mine... 25 points

The Chain-mine is series of mines attached by a chain, the Mobile makes whip like attack or throws the mines at the target. The mines then wrap around the target and the last four mines which are magnetic latch on. The mines then explode reducing the target to pile of metal.

CHAINMINE

Weapon	Range	Short	Long	Str	Type
Chainmine	6"	-	-	10	Assault 1

Beam Gun... 25 points

Federation Engineers tried many times to fit the RGM-79 GM series with Beam weapons, they had an early success with the Beam pistol but its range, hitting power and ammunition was limited compared to the RX-78-2 Gundam's beam rifle. After many failed attempts they redesigned the Beam rifle, dubbing it the Beam gun so the low powered GM suits could use them. This new Beam gun packed a heavier punch but still had the problem of limited ammunition.

BEAM GUN

Weapons	Range	Short	Long	Str	Type
Beam Gun	12"	+1	-	9	Assault

Beam Gun Special Rules

Limited ammo: The Beam gun only has enough energy for six shots, the GM pilot can choose to fire at low power of one shot a turn, or at full power of 2 shots a turn.

90mm MMP-70C Machine Gun... 45 points

With the advent of the UCEP, Zeon engineers redesigned the common 120mm or Zaku Machine gun to cope better with its new role of an anti-Mobile suit gun. What they came up with was the 90mm MP5 Machine gun which could fire faster high-velocity rounds able to penetrate most armor types. This gun quickly became the newly issued weapon for refitted Zaku's FZ and Rick Dom II's.

MMP-70C MACHINE GUN

Weapons	Range	Short	Long	Str	Type
MMP-70C	18"	+1	-	7	3 Assault

MMP-70C Special Rules

Grenade Launcher: The MMP-70C is fitted with a Grenade Launcher. The Pilot can choose to fire his gun as normal or launch one Cracker grenade up to 18" if he wishes.

Long Range Beam Rifle... 100 points

This cut-down version of a starship cannon has only recently been developed for use with Mobile Suits. These specialized support units known as Snipers are usually piloted by the best shot in the Mobile Suit battalion. The rules presented here are for independent firing as it is assumed that the Sniper unit has been attacked to the team for specific task.

Special Rules

The Long Beam Rifle is so heavy the Mobile Suit carrying it cannot move and fire during the same turn. Also the suit cannot use any other weapons systems. In addition the Mobile Suit carrying the Long Beam Rifle cannot carry or use a shield at the same time.

As the Long Beam Rifle is being operated independently from its external power supply, the gun has a limited amount of shots before it needs to be recharged by its support crew. Therefore the Long Beam Rifle cannot be fired anymore than three times before it needs recharging. Recharging cannot be done on the battlefield.

If the arm carrying the Long Beam Rifle is destroyed there is chance that the unused energy in the weapons capacitors will go off. Roll a D6 on a one or six the weapon explodes and the suit carrying it suffers an addition Strength 10 hit (roll for penetration as normal).

Any target suit cannot use his shield to block the Rifles beam; such is the weapons power that it would burrow a hole through the shield armor before hitting the Mobile Suit on the other side.

When the Mobile Suit is firing the Long Beam Rifle apply the to hit modifier

presented in the table below - do not apply the normal modifiers as the suits advanced targeting computers take many more factors into account than a normal suit. Because the Rifle takes a few moments to build up its power, an agile target like a Mobile Suit or Tank can move out of its way or dodge the shot. The score to hit is therefore reduced depending on the move of the target. Roll to hit as normal and apply these modifiers.

Targets Movement	0-2"	2-4"	4-6"	7'+
To hit Penalty	-1	-2	-3	-4

Note... the rule of one and six does not apply to firing the Long Beam Rifle. Also targets larger than a Gundam (yes there is some!) automatically gain a +2 to hit on the dice.

The Long Beam Rifles fires a continuous stream of energy concentrated on a point on the target's armor. This means the armor penetration is not worked out in the standard way as the beam burrows into the target. This gives the target a chance to still shy away from the beam or the materials of the armor may dissipate the beams energy. The beam penetration strength is worked out on the thickness of armor. For example a target with an armor thickness of 9-11 the Sniper pilot would roll 3D6 adding them together scoring somewhere between 3 to 18

Armor Thickness	1-4	5-8	9-11	12-14	15+
Penetration	D6	2D6	3D6	4D6	5D6

LONG BEAM RIFLE WEAPON PROFILE

Weapon	Range	Short	Long	Str	Type
Long Beam Rifle	12"-120"	-	-1	Special	Heavy